

Download and unzip:

- simple soccer agent 0.3.2 (Player)
- rcssserver3d win32 binary (Soccer Server: The simulator of games)

Binaries are already in the directories:

- The *SoccerServer* (including the Monitor) is started by **rcssserver3d.exe** from **rcssserver3d-0.6.4-win32-release**
- The *Agents (players)* are started one by one by **naoth-simspark.exe** from **SimpleSoccerAgent-0.3.2\SimpleSoccerAgent**

The opponent players can be started by command line with suffix <teamname> <playernumber>.

The different agents have different positions according to the file **init\_position.txt** in **SimpleSoccerAgent-0.3.2\SimpleSoccerAgent**. They have the same behavior as long as you don't change it.

Remark: Don't worry if it takes some time. And don't worry about messages during the start script – it (hopefully) works anyway (originally, the programs were developed under linux, you may find the related sources on the web).

You can navigate on the monitor screen using keys a,d,w,s,1,...,7 (more information in the manual).

You can change behavior by modifying

- C++ sources from **SimpleSoccerAgent-0.3.2\SimpleSoccerAgent\src**  
Compilation is possible with VisualStudio using **SimpleSoccerAgent.sln** in **SimpleSoccerAgent-0.3.2\SimpleSoccerAgent**
- keyframes from **SimpleSoccerAgent-0.3.2\SimpleSoccerAgent\keyframes**  
(txt files can be changed by editor according to given formats)
- initial positions from **init\_position.txt**  
in **SimpleSoccerAgent-0.3.2\SimpleSoccerAgent**  
(txt file can be changed by editor according to given format)

Logfiles from games can be seen using **rcssmonitor3d.exe** from **rcssserver3d-0.6.4-win32**. Logfiles are run by the command **rcssmonitor3d.exe -- logfile <name of logfile>**. The logfiles should be copied to the directory of the monitor. It takes some time to load the players. You can navigate on the monitor screen using keys a,d,w,s,1,...,7 (more information in the manual).

The logfiles from the world championship RoboCup2010 Singapore can be downloaded from <http://robocup.martenvdsanden.net/document.php?id=2>.

For further information see **SimpleSoccerAgent.pdf**