Assumptions

You're using Windows-based system and you want to harness the power of ultimate Pogamut 3! If you're using Linux-based system and want Pogamut 3 as well, all the steps more-or-less apply to you as well, but you'll have to supply different URLs / use rpm / yum / etc...

Step 1 – Install SVN

- Install Subversion (SVN) console client
 - o http://sourceforge.net/projects/win32svn/
 - Download the .**ZIP** file and unzip it to some folder (e.g. C: \)
 - Set \$PATH to point to the 'bin' directory of the Subversion installation
 - E.g. C:\Program files\Subversion\bin

Starting from Windows Vista:

Click Start -> type "Environment" -> Windows will search up link "Edit the system variables", click on it.

For Windows systems before Windows Vista:

- Click Start -> Run
- type "sysdm.cpl" -> Choose Advanced
- Following dialog will show up, click on the "Environment Variables..." button

System Properties								
Computer Name Hardware Advanced System Protection Remote								
You must be logged on as an Administrator to make most of these changes.								
Performance								
Visual effects, processor scheduling, memory usage, and virtual memory								
Settings								
User Profiles								
Desktop settings related to your logon								
Settings								
Startup and Recovery								
System startup, system failure, and debugging information								
Settings								
Environment Variables								
OK Cancel Apply								

• Find "Path" variable (scroll down), click on the row and click "Edit" button.

Variable	Value
APR_ICONV_PATH	C:\Program Files (x86)\Subversion\iconv
DEFAULT_CA_NR	CA100
PATH	C:\Program Files (x86)\Astaro\Astaro S
pogamut.ut200	D:\Games\UT2004-Devel
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Now insert additional ";" to the end of the long line and then path to the directory
 ...\svn\bin\ where you have unpacked SVN client as can be seen on the next image.

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• Click on the **OK** and **OK** and **OK** to confirm changes and close all dialogs.

Step 2- Install graphical SVN client

• Go to: <u>http://tortoisesvn.tigris.org/</u> download the installer and install it.

Step 3 - Install Maven

- Install Maven 3.0.2
 - Note that Maven is very SENSITIVE about versions, e.g., Maven 3.0.4 should not do the same as Maven 3.0.2, therefore ... be sure to download Maven 3.0.2
 - See: <u>http://archive.apache.org/dist/maven/binaries/</u>
 - Look up "apache-maven-3.0.2-bin.zip"
 - o Download it.
 - \circ Unzip it to some folder (e.g. C : \)
- As in *Step 1* add the maven\bin directory to the "**Path**" system variable (e.g. appending something like ; C:\apache-maven-3.0.2\bin to the value
- Do not leave the system variables yet, you will need to add another variable there
 - Click on the "New" button

variable	Value
APR_ICONV_PATH	C:\Program Files (x86)\Subversion\jconv
DEFAULT_CA_NR	CA100
PATH	C:\Program Files (x86)\Astaro\Astaro S
pogamut.ut200	D:\Games\UT2004-Devel
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• Fill in values "MAVEN_OPTS" and "-Xmx1g –Xms512m" (both without quotes) ... note that everything is CASE-SENSITIVE! Do not change upper-lower case symbols. See next image.

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Step 4 - Install UT2004

- Install UT2004
- Patch it with 3369 version
 - o http://www.beyondunreal.com/main/ut2004/ut2004essential.php

Step 5 - Install NetBeans (preferably v6.9.1)

- Install NetBeans v6.9.1
- Download it from: <u>http://netbeans.org/downloads/6.9.1/</u>

Step 6 - Install Pogamut 3 platform

- Install Pogamut 3
 - Downloads section of <u>http://pogamut.cuni.cz/</u>

Step 7 [Optional] - Install newest GameBots2004

- If you wish to stay on the bleeding edge of development (you should if using Pogamut 3 as we're constantly fixing our platform), you have to manually install newest GameBots2004 from SVN
- Go to UT2004, right-click System folder, choose 'SVN Checkout'

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• Type correct address / directory and click OK.

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• Confirm any overwrites you might have.

Step 8 - How to run UT2004 dedicated server with GameBots2004

- Note that Pogamut 3 platform requires you to start up UT2004 as dedicated server running GameBots2004 mod.
- To do that, just locate file UT2004/System/startGamebotsDMServer.bat and double-click it.
- To connect to the game with UT2004 GUI (the game itself) just double-click another file UT2004/System/startUT2004low.bat

Step 9 – Import your first example project using Maven

• First you have to configure NetBeans properly.

• Fire up NetBeans (preferable 6.9.1)

NetBeans IDF 6.9.1

• Configure Maven installation -> Menu->Tools ->Options ->Miscellaneous -> Maven

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• Enter correct External Maven Home (where you have unzipped Maven)

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- Having your Maven configured correctly, now it's time to import your first bot project using Pogamut UT2004 archetype. You'll have to perform the following steps for every bot type/example you want to code. The example(s) will be added from our Maven archetype repository. So keep in mind you need working internet connection every time you add examples of one kind for the first time.
- See the next page...

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	(New Project			×	Learn & Discover
		Steps	Maven Archetype			Learn & Discover
		Choose Project Maven Archetype Name and Location	Select a Maven archetype as a template for your project	^{.t.} 1		ecent Projects
			Maven Quickstart Archetype (1.0) Dia Swing Application Framework (JSR 296) Arche Local Archetype Catalog Default Archetype Catalog Archetypes from Local Repository Archetypes from remote Maven Repositories	type (1.0)	Add Remove Specify a Group Id: Artifact Id:	01-responsive-bot 00-empty-bot Hunter 000H archetype details
	Services Data Services Data Services Data Services Data Services Data Services Data Services Data Services Data Services Services Data Services Services Data Services Services Data Services		Description: Maven Quickstart Archetype An archetype which contains a sample Maven project. GroupId: org.apache.maven.archetypes ArtifactId: maven-archetype-quickstart Version: 1.0		Version: Repository:	(Optional) OK Cancel
			< <u>B</u> ack Next >	Einish Cancel	Help) 2

- Now you have to correctly fill archetype details:
 - groupid
 - artifactid
 - version
 - repository (WHICH IS NOT OPTIONAL AS THE NETBEANS DISPLAYS!)
- See the following list of all existing archetypes:

http://diana.ms.mff.cuni.cz:8081/artifactory/libs-snapshot-local/archetype-catalog.xml

There you'll find updated archetype information for every example we offer.

At the moment we support only manual addition of archetypes. So you'll need to copy these data from the .xml list. Blue rectangle on the screenshot below shows the portion of .xml file containing one archetype data.



<version>3.2.1-SNAPSHOT</version>

Be sure to use the most recent version of every example.

o Data required for the form in Netbeans are enclosed betweed the following tags:

```
<groupid> ... </groupid>
<artifactid> ... </artifactid>
<version> ... </version>
<repository> ... </repository>
```

```
    For example (written in bold):
    <archetype>
        <groupId>cz.cuni.amis.pogamut.ut2004.examples</groupId>
        <archetype-artifactId>00-empty-bot-archetype</artifactId>

            <archetype://diana.ms.mff.cuni.cz:8081/artifactory/libs-release-local</li>
            <archetype://diana.ms.mff.cuni.cz:8081/artifactory/libs-release-local</li>
            <archetype://diana.ms.mff.cuni.cz:8081/artifactory/libs-release-local</li>
            <archetype://pogamutUT2004 example. It features fully-runnable bot with no logic expalining the structure of the bot class. See: http://pogamut.cuni.cz/pogamut_files/latest/doc/tutorials/EmptyBotTutorial.html</li>
            </archetype>
```

- Fill in the values, **click ok**, select the name of archetype you have added and you're good to go!
- Sometimes Maven plugin fails to download correct POM file. Which results in Netbeans reporting newly added project as an <Badly-formed Maven project>.



• Such situation can be easily solved by right-clicking the name of the project in Project Explorer and choosing Clean and Build.



If you are in trouble, visit our forums at <u>http://pogamut.cuni.cz</u>.