

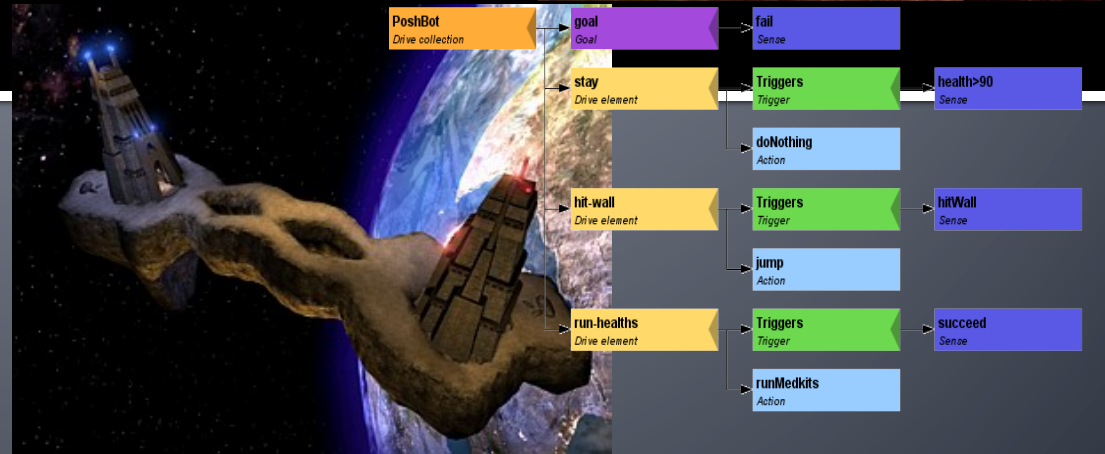
Faculty of Mathematics and Physics
Charles University in Prague
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UT2004 bots made easy!

Pogamut 3

Lecture 11 – Team Communication



Warm Up!



- Fill the short test for this lessons
 - 2 minutes limit
 - <https://goo.gl/ZJoSxS>
- **0 vs. \emptyset , i vs. l vs. 1**
- <https://docs.google.com/forms/d/1Jd5C8-gS8JXvKPPT88AwbW6tWVqYvucZ29Nz3aIDjSw/viewform>

Today's menu



1. Team Communication

Pogamut CTF support III

Team communication



- Use **SendMessage** command.

```
this.act.act(  
    new SendMessage()  
        .setTeamIndex(info.getTeam()).setText("Help")  
);
```

- Listen to team message with **TeamChat** event.

```
@EventListener(eventClass = TeamChat.class)  
public void teamChat(TeamChat event) {  
    ...  
}
```

- OLD AND SLOW

1. You must parse strings (blah...)
2. Messages goes through UT2004 tick -> unnecessary delay included

Pogamut CTF support IV

UT2004TeamComm 1/4



- Allows you to send `Serializable` Java objects between members of the team
- Allows you to specify “subchannels”
- You can easily listens to your messages as if they were `IWorldEvent` objects

Pogamut CTF support IV

UT2004TeamComm 2/4



```
@EventListener(eventClass=TCMessage.class)
public void allMsg(TCMessage tcMessage) {
    log.info("@EventListener(TCMessage)");
}
```

- Hook for listening to ALL messages TeamComm->Bot
 - Not advised to use, it's pointless to parse the body of the message manually

```
@EventListener(eventClass=TCHello.class)
public void hello(TCHello hello) {
    log.info("@EventListener(TCHello)");
}
```

- Hook for listening to TCHello messages TeamComm->Bot
 - Advised way, create separate message handler for every specific message
 - TCHello message is user-defined, you may create as many of them as you need

Pogamut CTF support IV

UT2004TeamComm 3/4



```
public class TeamCommBot extends
    UT2004BotTCController<UT2004Bot>
```

```
<dependencies>
  <dependency>
    <groupId>cz.cuni.amis.pogamut.ut2004</groupId>
    <artifactId>ut2004-team-comm</artifactId>
    <version>3.7.1-SNAPSHOT</version>
  </dependency>
</dependencies>
```

Java Example available at:

- <svn://artemis.ms.mff.cuni.cz/pogamut/trunk/project/Main/PogamutUT2004Examples/26-TeamCommBot>

Pogamut CTF support IV

UT2004TeamComm 4/4



```
public class TeamCommBotContext extends  
    UT2004Context<UT2004Bot>
```

```
<dependencies>  
  <dependency>  
    <groupId>cz.cuni.amis.pogamut.ut2004</groupId>  
    <artifactId>sposh-ut2004</artifactId>  
    <version>3.7.1-SNAPSHOT</version>  
  </dependency>  
</dependencies>
```

yaPOSH context contains support for TeamCommunication by default.

Assignment

(or Homework)



- Create **CTF Team of Bots** in **yaPOSH**
 - CTF Bot from previous lecture
- +++
- Team item picking

Send us finished assignment



Via e-mail:

- *Subject*
 - "Pogamut homework 2015 – Assignment X"
 - Replace 'X' with the assignment number and the subject has to be without quotes of course
 - ...or face **-2 score penalization**
- *To*
 - jakub.gemrot@gmail.com
 - Jakub Gemrot (Tuesday practice lessons)
- *Attachment*
 - Completely zip-up your project(s) folder except 'target' directory and IDE specific files (or face **-2 score penalization**)
- *Body*
 - **Please send us information about how much time it took you to finish the assignment + any comments regarding your implementation struggle**
 - *Information won't be abused/made public*
 - *In fact it helps to make the practice lessons better*
 - Don't forget to mention your full name!

Questions?

I sense a soul in search of answers...



- We do not own the patent of perfection (yet...)
- In case of doubts about the assignment, tournament or hard problems, bugs don't hesitate to contact us!
 - Jakub Gemrot (Tuesday practice lessons)
 - jakub.gemrot@gmail.com