

Automated Commentaries for Simulated Soccer

Server, Monitor & Players

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1. Server

1.1. Introduction

The Soccer Server provides the initial simulation base for the simulation. It handles the match and takes in data from each of the players and coaches.

When we started the Commentary system we initially had problems running the latest version 'rcssserver3D version 0.4'. It required various modules for UNIX machines which was not possible on a shared UNIX environment. We then tried previous versions however all the 3D versions required UNIX modules.

After discussing this with our supervisor we agreed to use the windows version of Soccer Server which was much older however didn't require a complicated install.

The version used was:

rcssserver-9.1.5

<http://prdownloads.sourceforge.net/sserver/rcssserver-9.1.5.tar.gz?download>

1.2. Monitor

The soccer simulation requires a Monitor to display the action. We decided to use a simple monitor so we could save resources. The monitor we chose was:

ThinguAeolus_Monitor V1

<http://www.iba.k.u-tokyo.ac.jp/lecture/robocup/windows.html>

1.3. Players

Once we had the Server and Monitor we found some players that we could easily run without affecting resources and a team which would play some 'good' football. We ended up using:

At4y Team

<http://www.cs.rtu.lv/dssg/en/research/robocup/files.html>