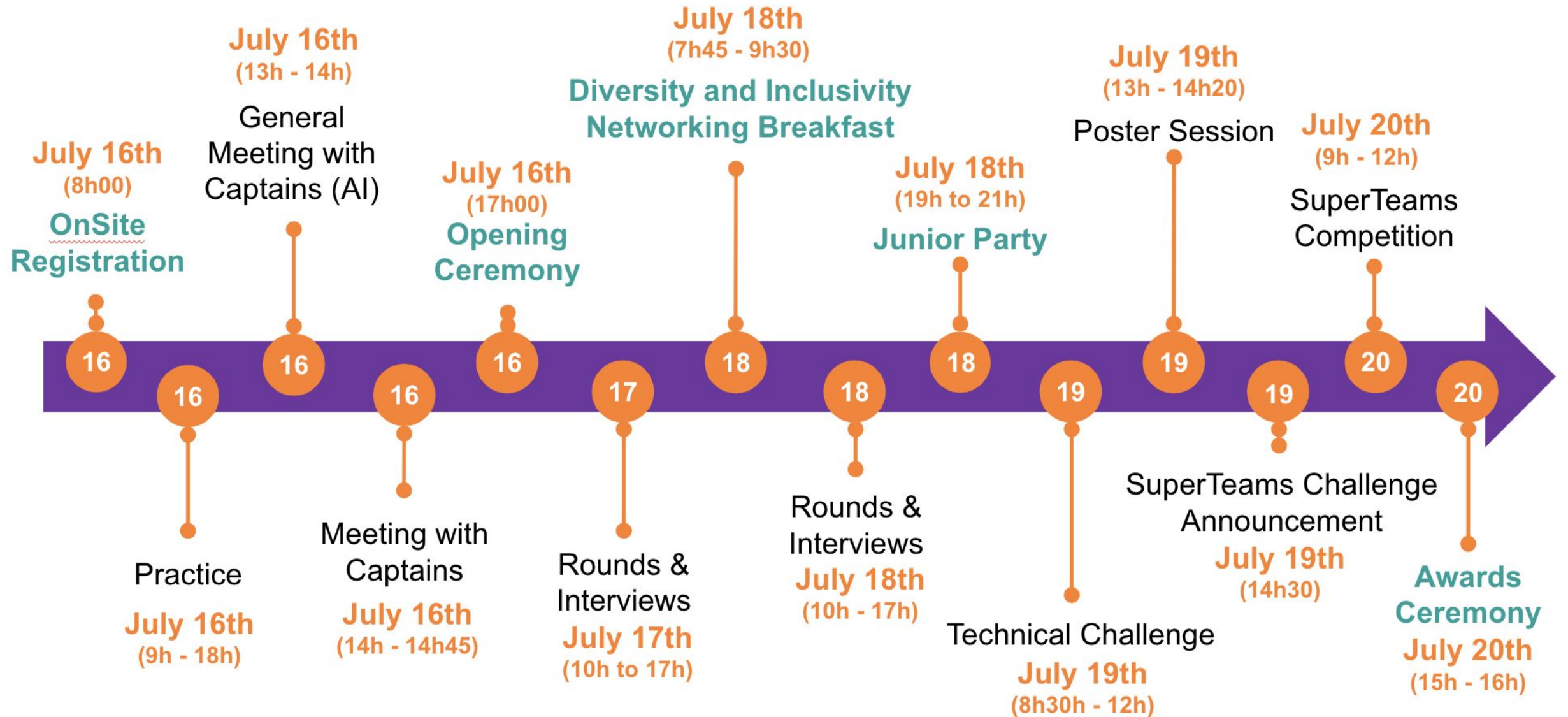
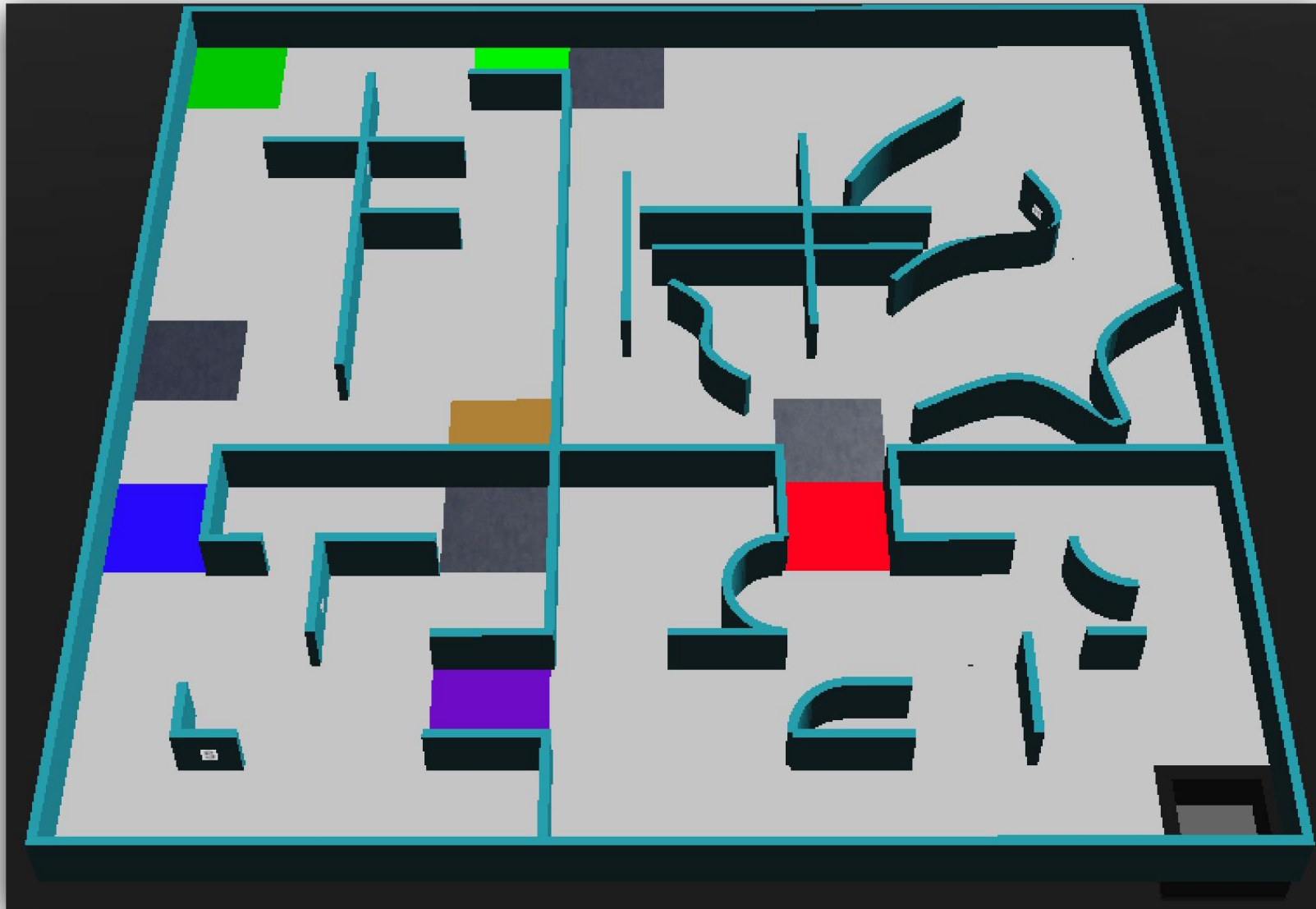


Schedule



Simulation Field and Controller



Simulation Field and Controller



The screenshot displays the Erebus Rescue Simulator 2024 interface, which is divided into two main panels: the Simulation Controls panel on the left and the Simulation View panel on the right.

Simulation Controls Panel (Left):

- Header: Erebus Simulation Controls
- Address bar: localhost:1234/robot_wind...
- Logo: RoboCup Junior Rescue
- Title: Erebus Rescue Simulator 2024, Ver. 24.0.0
- Buttons: LOAD (with code icon), TOGGLE REMOTE (with question mark icon), and another LOAD (with robot icon).
- Docker path: A text input field.
- Navigation: Settings, Worlds, Reset, Give up!
- Playback: Play, Pause, and Reload buttons.
- Timer: 08:00 (10:00)
- Score: 0

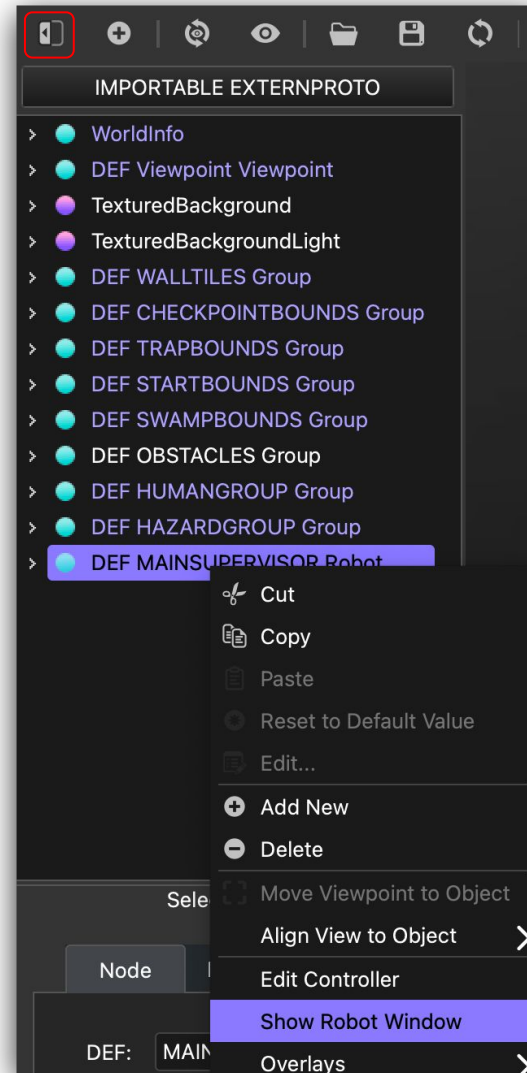
Simulation View Panel (Right):

- Header: /Users/ajeddeloh/Documents/Privat/RoboCup/2024/sim/Erebus-v24_0_0/game/worlds/room4.wbt (game) - Webots R2023b
- Toolbar: Open world file (red box), Reload world file (red box), and other simulation controls.
- Simulation Field: A 3D view of a maze-like environment with various obstacles and colored blocks (green, blue, orange, red, purple).
- Console: A terminal window at the bottom showing the command: `INFO: MainSupervisor: Starting controller: /Library/Frameworks/Python.framework/Versions/3.11/bin/python3.11 -u MainSupervisor.py`

Show missing Robot Window

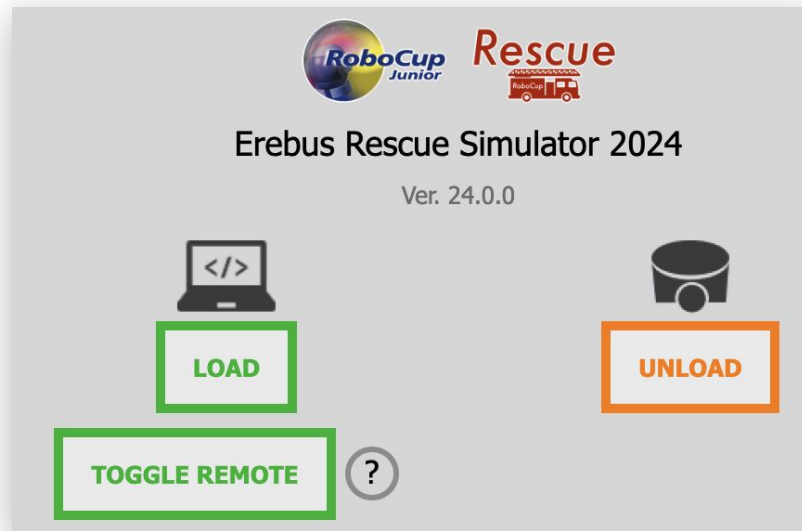


In case the robot window is not showing

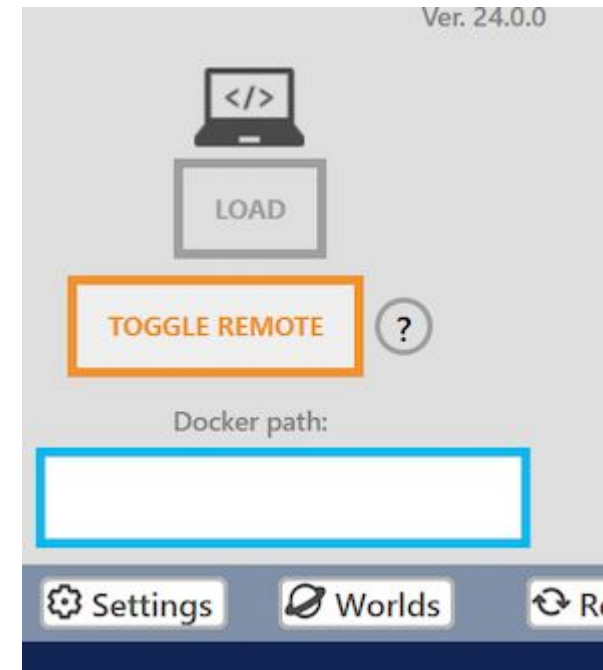


Remote Setup

- Click on “Load” beneath the robot symbol, if the team is using a custom robot controller
- Custom robot controllers will be uploaded to the CMS before the rounds



- Click on “Toggle Remote” to enable the remote controller





Execute the remote controller

- (Client) Controller will be executed on the command line of the participant's computer.

Windows example

- (Client) `<Webots Controller Path>/webots-controller.exe --protocol=tcp --ip-address=<Server IP Address> <Controller Path>`
 - The standard installation path is ***C:\Program Files\Webots***
 - ***C:\Program Files\Webots\msys64\mingw64\bin***
 - The IP address will be individual for each competition computer - is written on the field sign
 - The controller path is the path to the participants' controller file
- After executing the command, the client should output an info message every 5 seconds:
No robot name provided, exactly one robot should be set with an <extern> controller in the Webots simulation, retrying for another 50 seconds...
- (Server) Press the start button to start the simulation

Linux and macOS

- On Linux and macOS you also have to set the WEBOTS_HOME environment variable which should point to the installation folder:
Client) `$WEBOTS_HOME/webots-controller --protocol=tcp --ip-address=<Server IP Address> <Controller Path>`



Handling the run in general

- There is only one team member (captain) allowed at the competition field
 - All other members have to watch from the grand stand
- All actions on the game server will be performed by the judge
 - Loading the Maps
 - Starting the run
 - Pausing the simulation
 - Executing a LoP
 - etc.
- In case of any unexpected events, write a comment when putting in the scores into the CMS
 - This goes for judges as well as team captains
-

Handling during a run



The interface displays various controls and runtime information. At the top, there are buttons for Settings, Worlds, Reset, and Give up! (highlighted with a red box and labeled 'End the round'). Below these are three large circular buttons: a play button, a pause button (highlighted with a red box and labeled 'Pause'), and a refresh button (highlighted with a red box and labeled 'LoP'). In the center, there is a stopwatch icon and a large digital display showing '06:55' (highlighted with a red box and labeled 'Simulation runtime'). To the right of the display is a calculator icon and the number '20'. Below the display, there is a smaller digital display showing '(08:53)' (highlighted with a red box and labeled 'Real life runtime'). At the bottom, there is a white banner with two lines of text: '00:56 Found checkpoint +20' and '00:44 Lack of Progress (via robot) -5'.

Settings Worlds Reset Give up! End the round

Pause

Simulation runtime 06:55

Real life runtime (08:53)

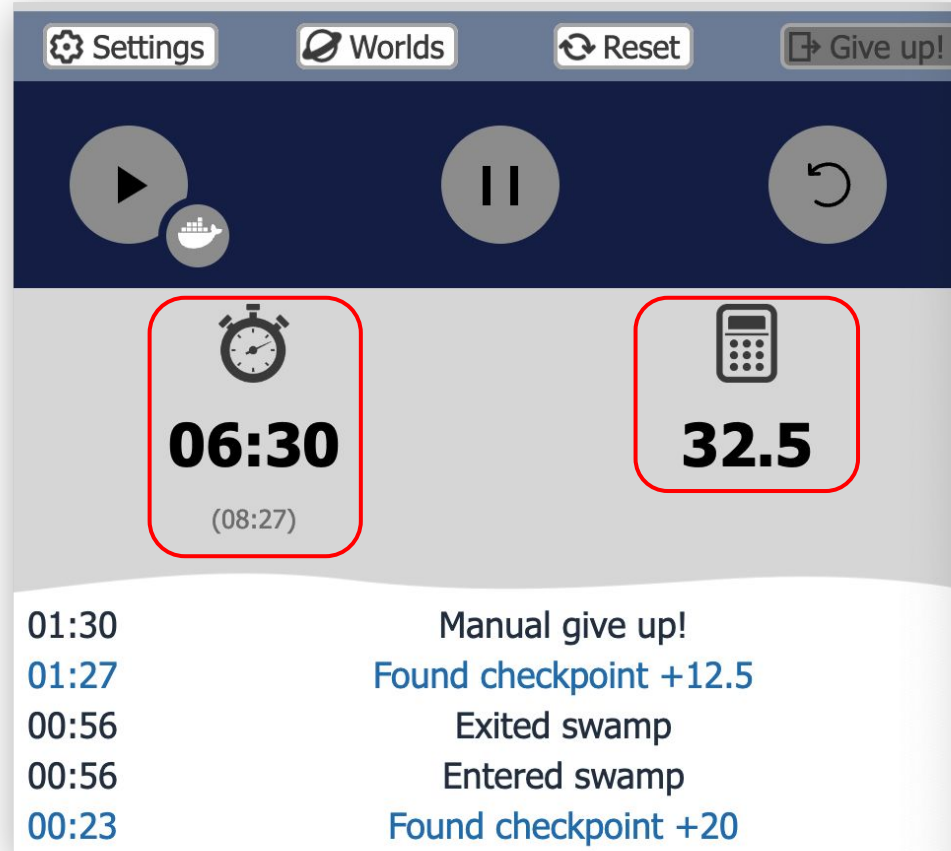
20

00:56 Found checkpoint +20

00:44 Lack of Progress (via robot) -5

After the run

- The round ends when the team captain calls the game end
- The robot sends the exit message on its own
- **Write down the duration and score**



The screenshot shows the RoboCup Junior game interface. At the top, there are buttons for Settings, Worlds, Reset, and Give up!. Below these are three large circular buttons: Play (with a ship icon), Pause, and Restart. In the center, there are two red-outlined boxes. The left box contains a stopwatch icon, the time 06:30, and (08:27) below it. The right box contains a calculator icon and the score 32.5. At the bottom, there is a list of events with timestamps and descriptions.

Timestamp	Event
01:30	Manual give up!
01:27	Found checkpoint +12.5
00:56	Exited swamp
00:56	Entered swamp
00:23	Found checkpoint +20

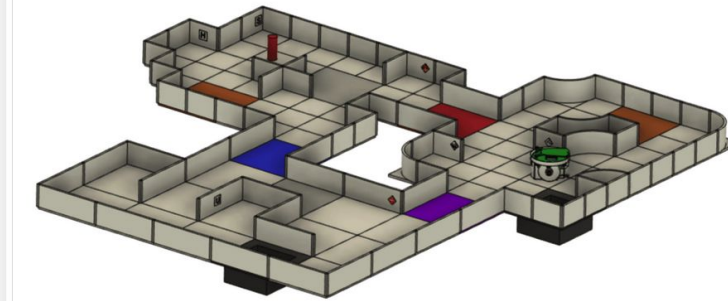
Enter into CMS



- Go to <https://intl.rcj.cloud/home>
- Login with simjudge account - password will be handed out separately
- Click on the RoboCup2025 Competition



- Click on “Rescue Simulation (Erebus)”



→ Rescue Simulation (Erebus)

Live Demo



The rest is kinda self-explanatory...
We will do a live demo.