

Machine configuration and server version for the 3D Simulation League at RoboCup-2005

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1 Operating System

The Gentoo Linux Distribution will be used. A dump image will be provided so that everyone can test the environment on their own machine.

2 Hardware

CPU: Xeon 3.4GHz / 1MB cache
Memory: 2GB/1GB
HDD: 160GB
Graphics: NVIDIA Quadro FX 1400

3 Server Version

The simulator will be essentially the same as during RoboCup 2004, with the difference that vision noise is reduced. To setup the simulator with the new noise model, get the current CVS version. Change two lines in `./app/simulator/rcssserver3D.rb` and then install everything:

```
$useCars = 'no'  
visionPerceptor.useRandomNoise(true);
```

Before you run the simulator, remove previously installed `rcssserver3D.rb` file in your home (`./rcssserver3d/rcssserver3D.rb`). This makes the vision noise dependent on the distance of the sensed objects; for objects closer than 100 the noise will be lower than with the original setting. You can also download a package containing the 3D simulator from last year with the necessary changes:

<http://www.uni-koblenz.de/~fruit/ftp/rcssserver3d-0.3.go.tar.gz>

This is the same setup that was successfully used at the German Open 2005 recently.