

Use Pogamut 3 under Eclipse

This document contains illustrated step-by-step tutorial how to start-up Pogamut 3 bots under Unreal Tournament 2004 from Eclipse IDE. We thank Liew Clement for creating the tutorial!

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Pogamut webpage: <http://pogamut.cuni.cz>

Step-by-Step Tutorial

1. Install Eclipse 3.6, or 3.7 or newer (v3.7.2 is advised as it is stable and comes with M2E plugin preinstalled)
 - o Download [Eclipse IDE for Java Development](#)
 - o Unpack it to some place, e.g. c:\eclipse
 - o Turn off UAC (some plugins are having problems with UAC during installation)
2. Install Subclipse plugin
 - o See [Subclipse Download&Install](#) web page
 - o Copy to clipboard correct update site
 - e.g.: http://subclipse.tigris.org/update_1.8.x

Current Release
Eclipse 3.2/Callisto, 3.3/Europa, 3.4/Ganymede, 3.5/Galileo, 3.6/Helios, 3.7/Indigo, 3.8/4.2/Juno +

Subclipse 1.8.18 and 1.6.18 and 1.4.8 are now available for Eclipse 3.2+!

See the changelog for details. Existing Subclipse users should read the [upgrade instructions](#) for important information on changes you need to make to your Eclipse preferences to see the new version in the update manager.

Subclipse 1.4.x includes and requires Subversion 1.5.x client features and working copy format.

Subclipse 1.6.x includes and requires Subversion 1.6.x client features and working copy format.

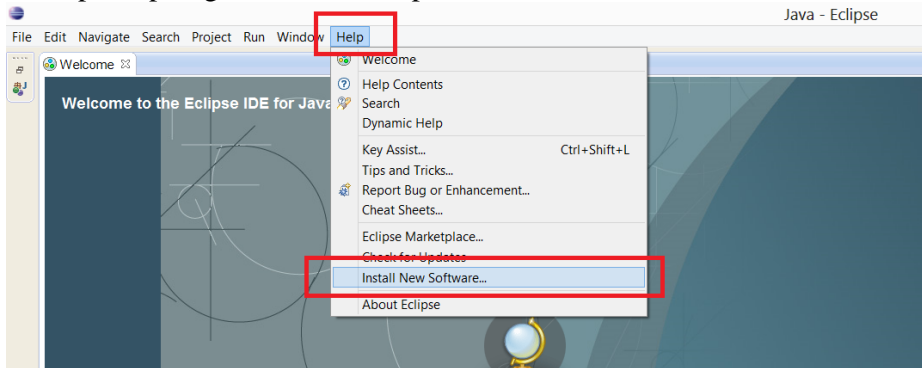
Subclipse 1.8.x includes and requires Subversion 1.7.x client features and working copy format.

Links for 1.8.x Release:
Changelog: http://subclipse.tigris.org/subclipse_1.8.x/changes.html
Eclipse update site URL: http://subclipse.tigris.org/update_1.8.x ← Copy shortcut
Zipped downloads: <http://subclipse.tigris.org/servlets/ProjectDocumentList?folderID=2240>

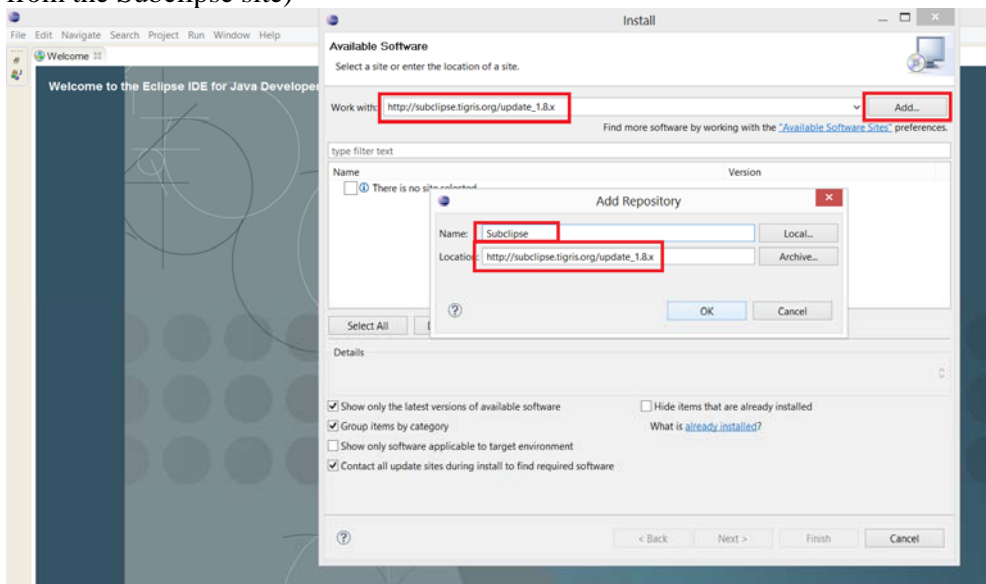
Links for 1.6.x Release:
Changelog: http://subclipse.tigris.org/subclipse_1.6.x/changes.html
Eclipse update site URL: http://subclipse.tigris.org/update_1.6.x
Zipped downloads: <http://subclipse.tigris.org/servlets/ProjectDocumentList?folderID=2240>

Links for 1.4.x Release:
Changelog: http://subclipse.tigris.org/subclipse_1.4.x/changes.html
Eclipse update site URL: http://subclipse.tigris.org/update_1.4.x
Zipped downloads: <http://subclipse.tigris.org/servlets/ProjectDocumentList?folderID=2240>

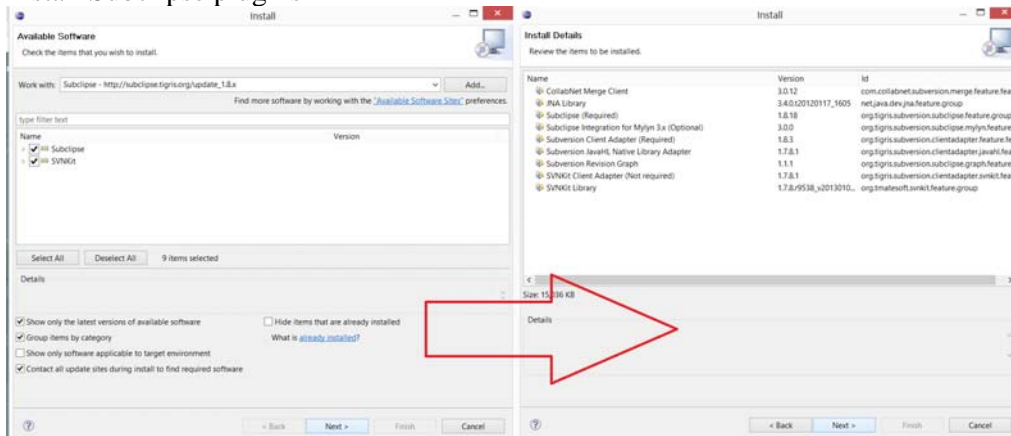
- Startup Eclipse, go to Menu - Help - Install New Software



- Click on “Add” button on the right-upper side of the dialog
- Add new update site (name it Subclipse and provide link from the clipboard from the Subclipse site)

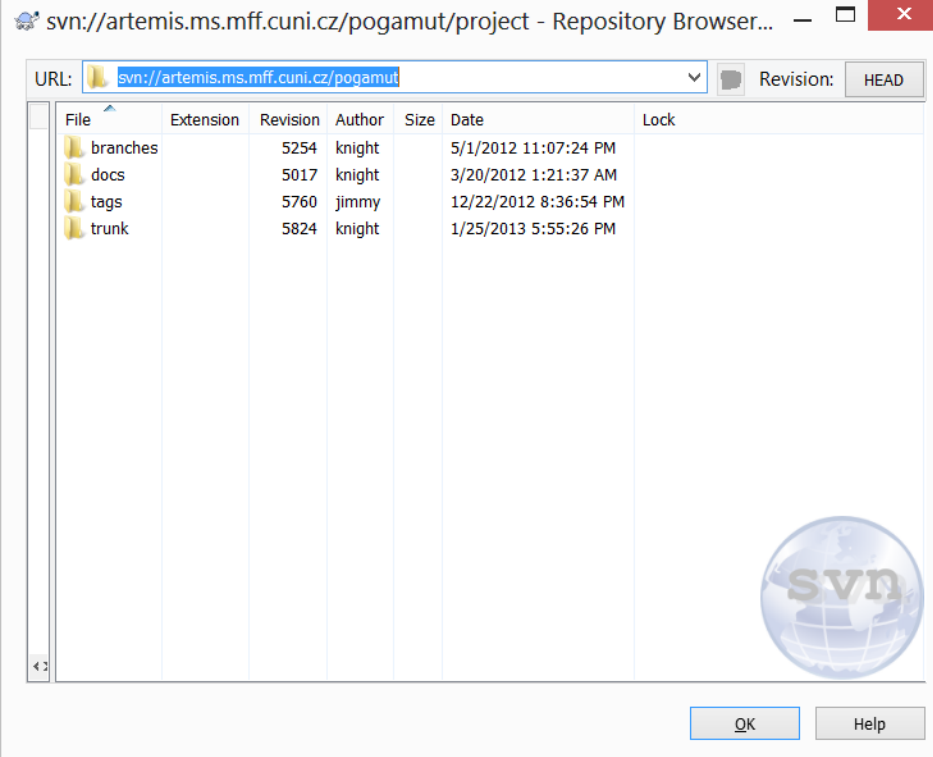


- List your new site from the combobox
- Install Subclipse plugins



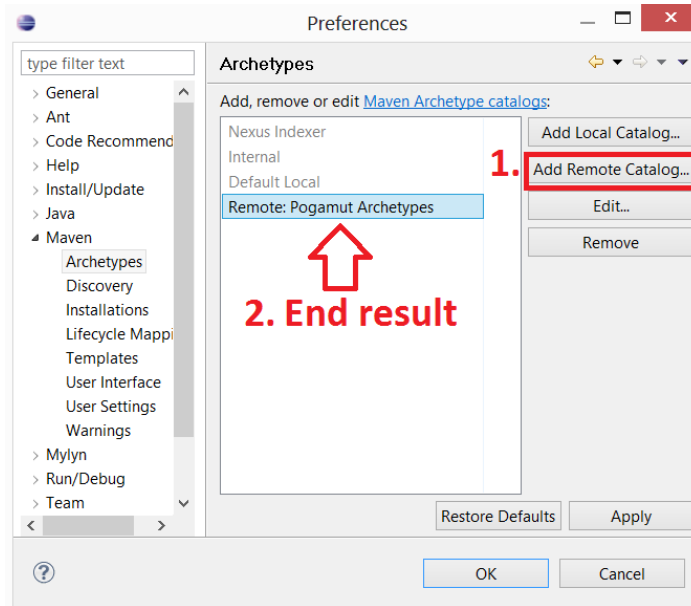
3. Install M2Eclipse plugin (this step is not required as of Eclipse 3.7.2 version that has M2E bundled, applies if you're using IDE for Java Developers version of Eclipse)
 - similar operation to installing Subclipse but different update site
 - see [m2eclipse](#) web page, particularly [m2eclipse Download](#) section

- pick their update site, e.g.:
<http://download.eclipse.org/technology/m2e/releases>
 - install plugins from their update site
- 4. Now it is advised to use [Tortoise SVN](#) (or some other SVN client) to checkout desired Pogamut project from the SVN
 - Use <svn://artemis.ms.mff.cuni.cz/pogamut/project> for all projects

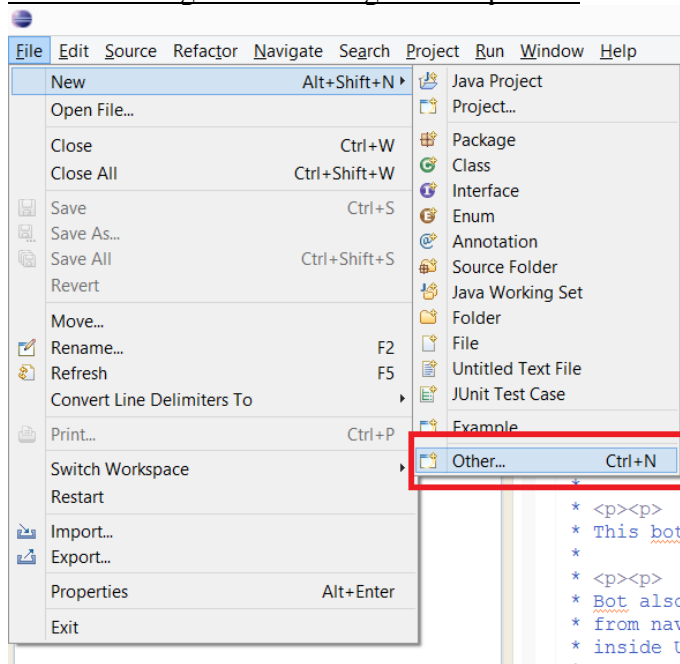


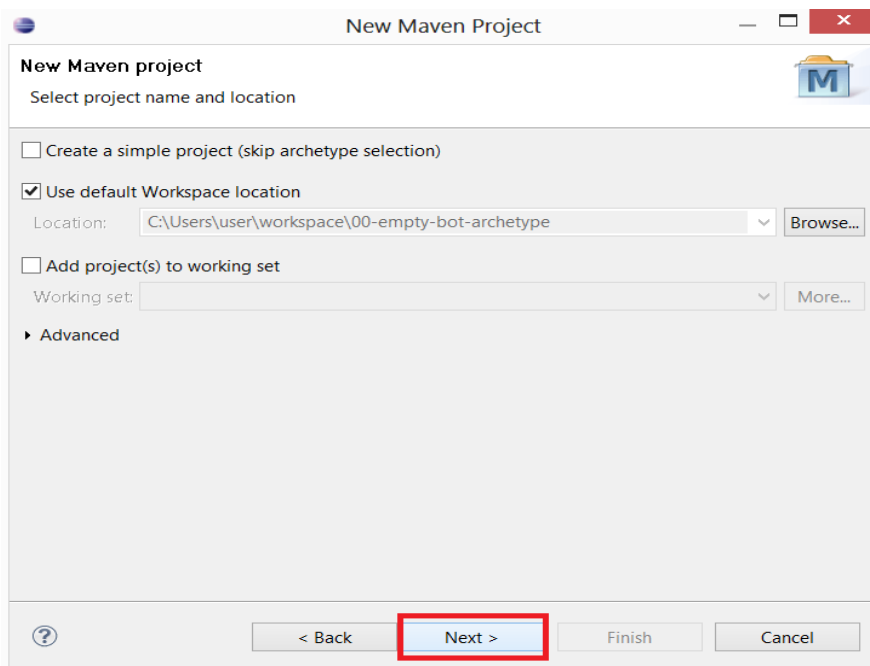
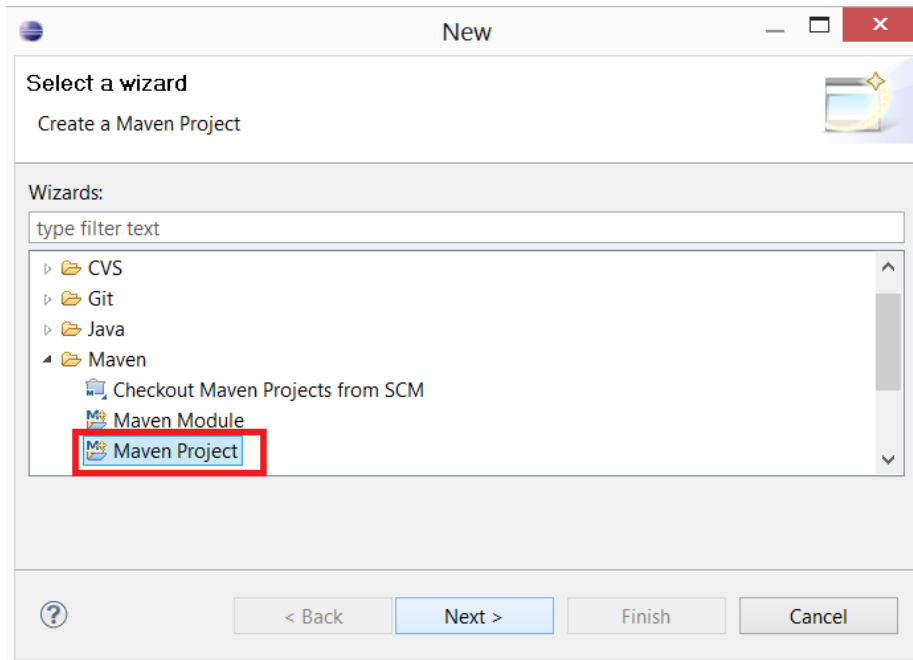
5. In Eclipse, right-click empty space in Package explorer window (usually located on the left upper side of Eclipse), click Import, choose Existing Maven Project and browse for folder where you have checked out the Pogamut SVN
 - Eclipse should load all Maven projects into the list and you may select which one you want to import
6. Alternatively, you may specify new remote catalog of archetypes via Eclipse-Window-Preferences-Maven-Archetypes
 - Click Add Remote Catalog
 - Fill in catalog URL: <http://diana.ms.mff.cuni.cz:8081/artifactory/libs-release-local/archetype-catalog.xml>
 - Name it as: Pogamut Archetypes

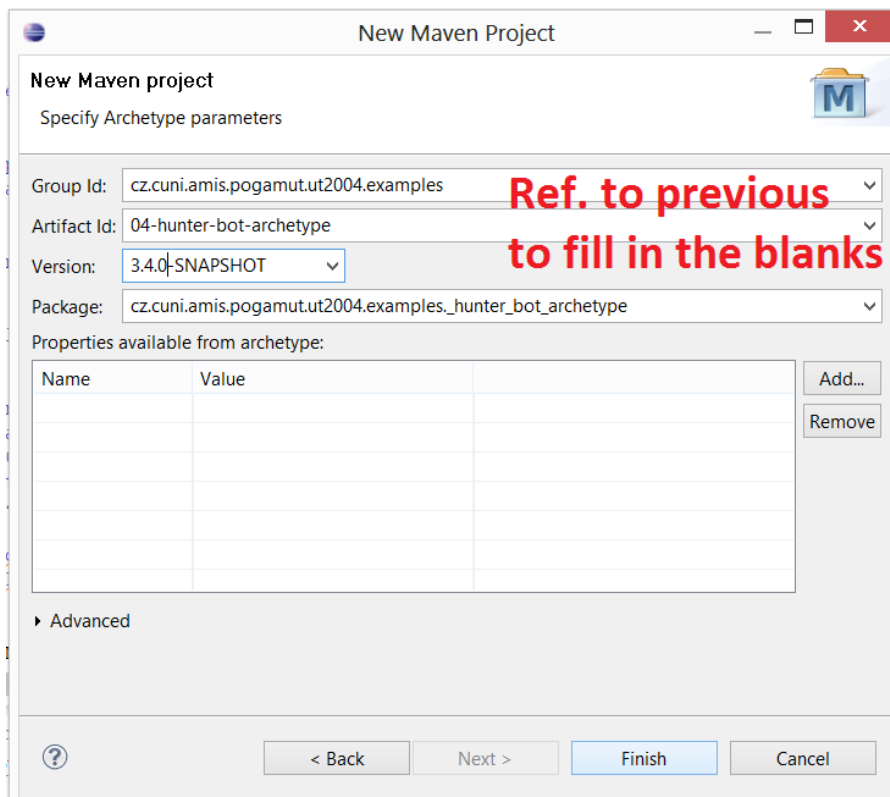
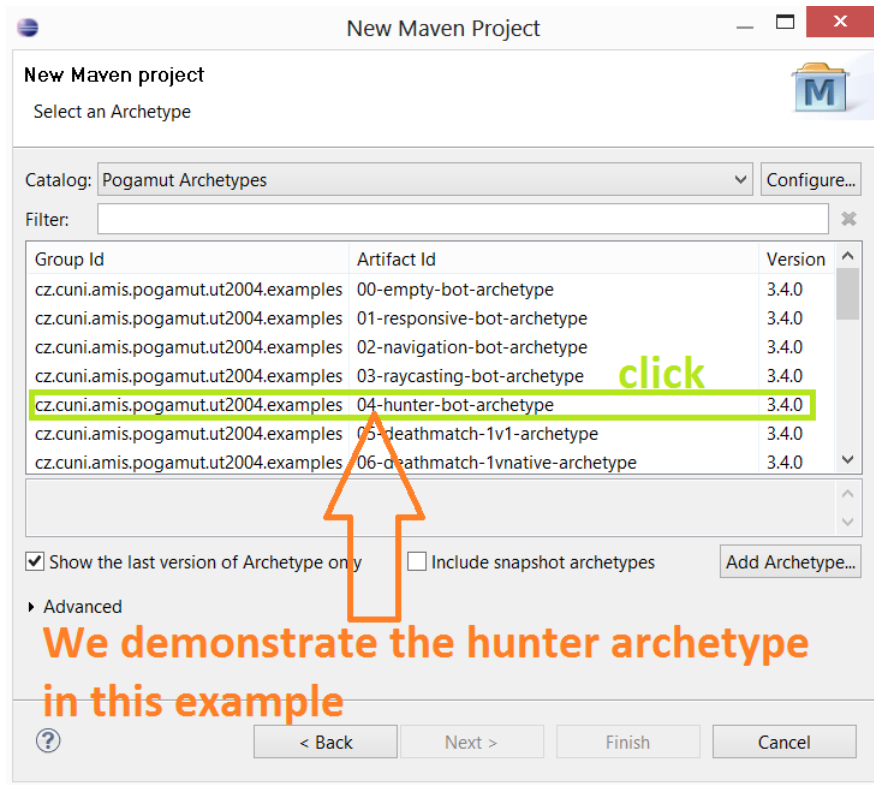
- Click OK



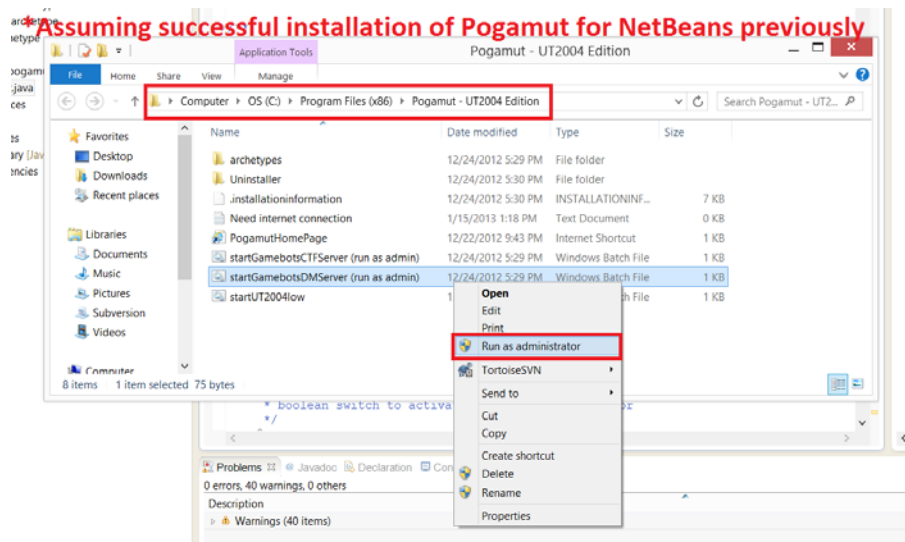
- After that you may create new Maven project based on archetype from the catalog, note that we're regularly updating the catalog with each release of the Pogamut platform
- An illustrated guide to running an example bot:







- Assuming successful installation of Pogamut for NetBeans previously, head to the following (or respective) directory and run DM Server, may need to run as admin



- Server up and running

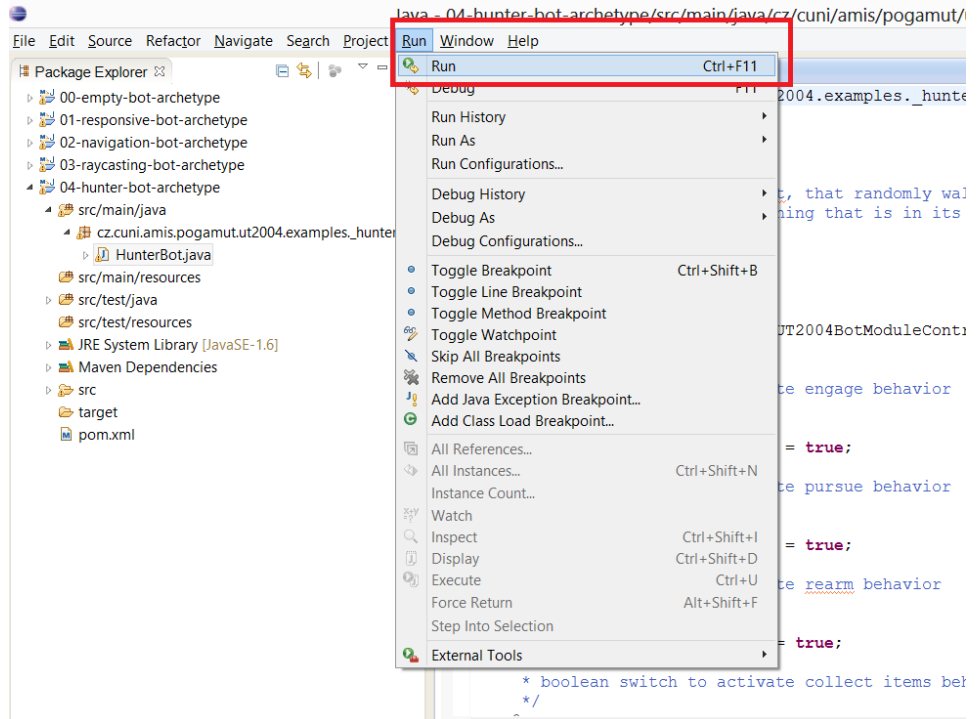
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C:\Windows\System32\cmd.exe

Game class is 'BotDeathMatch'
Fixing up DM-TrainingDay
Bringing Level DM-TrainingDay.myLevel up for play (20) appSeconds: 2.179000...
(Karma): Autodetecting CPU for SSE
(Karma): Using SSE Optimizations
GameInfo::InitGame : bEnableStatLogging False
UdpServerQuery(crt): Port 7787 successfully bound.
Resolving master0.gamespy.com...
MasterServerUplink: MasterServerGameStats not found - stats uploading disabled.
Defaulting to false
Defaulting to false
Resolving ut2004master2.epicgames.com...
Webserver is not enabled. Set bEnabled to True in Advanced Options.
GB server on.
BotServerPort:3000 ControlServerPort:3001 ObservingServerPort:3002
START MATCH
MasterServerUplink: Resolved ut2004master2.epicgames.com as 199.255.40.171.
Resolved master0.gamespy.com (69.10.30.248)
UdpGameSpyUplink: Master Server is master0.gamespy.com:27900
UdpGameSpyUplink: Port 7788 successfully bound.
MasterServerUplink: Connection to ut2004master2.epicgames.com established.
Approval APPROVED
Master server requests heartbeat 0 with code 5292
Master server requests heartbeat 1 with code 5292
Master server requests heartbeat 2 with code 5292
Master server assigned our MatchID: 0

```

- Run HunterBot.java



- Open UT04 > Join Game > Lan

