



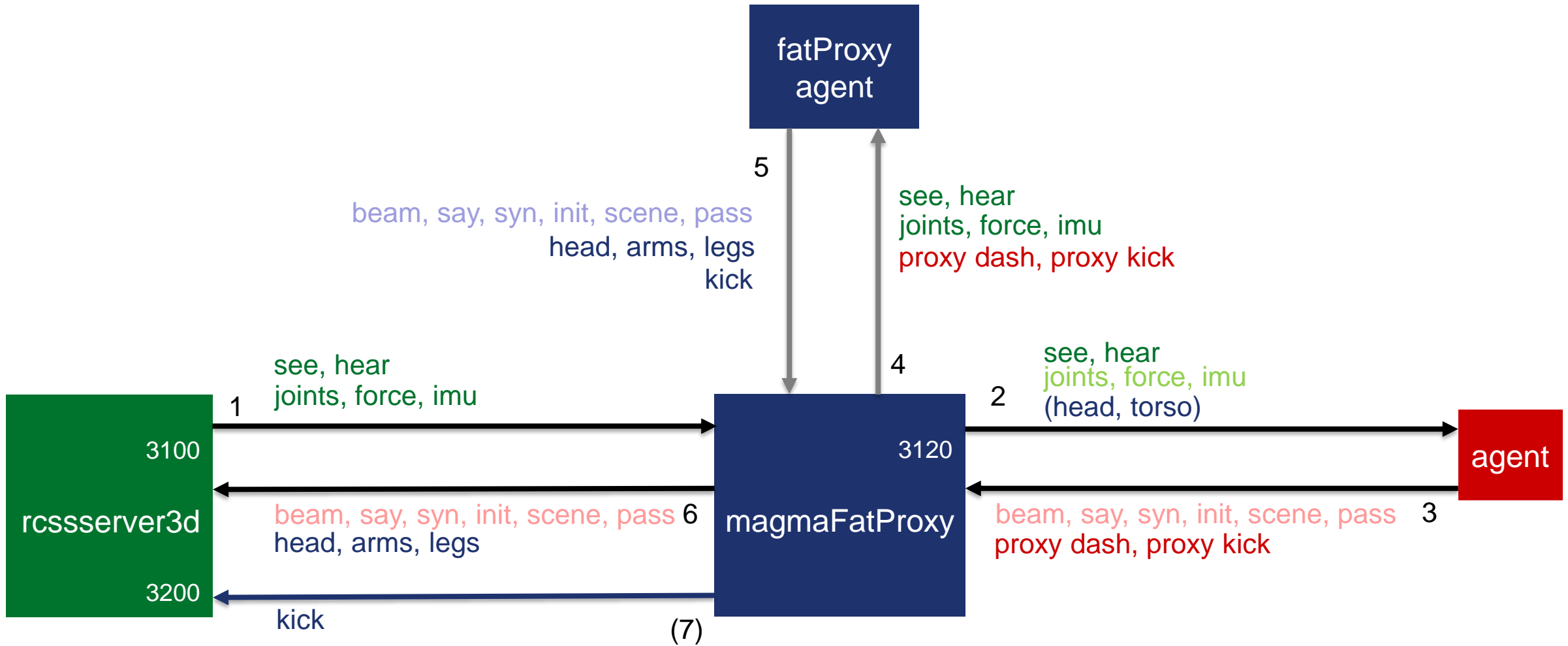
magmaFatProxy

A Simplified Entry into 3D Soccer Simulation

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Architecture



High Level Commands

- dash
 - (proxy dash <forward/backward> <left/right> <turnAngle>)
 - <forward/backward>: How much speed we want in axial direction [-100 (backward) .. 100 (forward)]
 - <left/right>: How much speed we want in side-wise direction [-100 (right) .. 100 (left)]
 - <turnAngle>: How much we want to turn with each step [-60 (right) .. 60 (left)] (in degrees)
 - Example
 - (proxy dash 100.0 0.0 0.58)
 - Full speed forward with slight turn to left.

High Level Commands

- kick
 - (proxy kick <power> <horizontalAngle> <verticalAngle>)
 - <power>: Roughly the desired distance in m (however, see kick model)
 - <horizontalAngle>: The horizontal kick direction relative to the player (in degrees, 0 is straight)
 - <verticalAngle>: The (positive) vertical angle for high kicking ([0..70] in degrees)
 - Example
 - (proxy kick 8.5 -50.028 10.0)
 - Kick 8.5m 50 degrees to the right with an initial 10 degrees vertical trajectory