

# How to setup Pogamut 3 with Maven

(v1.01 MD)

## Assumptions

You're using Windows-based system and you want to harness the power of ultimate Pogamut 3!  
If you're using Linux-based system and want Pogamut 3 as well, all the steps more-or-less apply to you as well, but you'll have to supply different URLs / use rpm / yum / etc...

## Step 1 – Install SVN

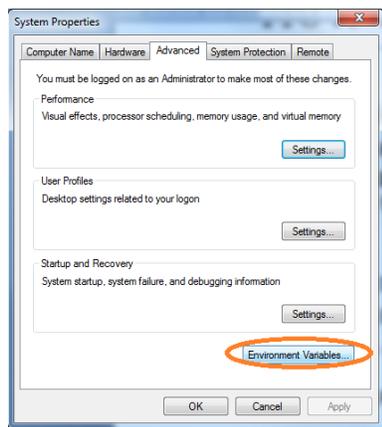
- Install Subversion (SVN) console client
  - <http://sourceforge.net/projects/win32svn/>
  - Download the **.ZIP** file and unzip it to some folder (e.g. C : \)
- Set \$PATH to point to the 'bin' directory of the Subversion installation
  - E.g. C:\Program files\Subversion\bin

### Starting from Windows Vista:

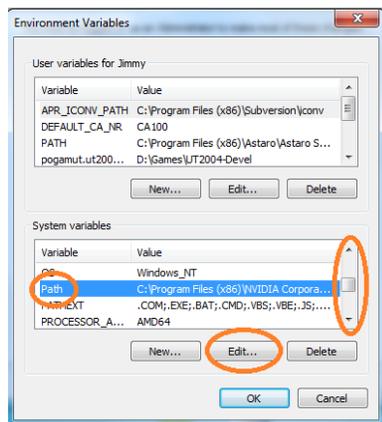
- Click Start -> type “**Environment**” -> Windows will search up link “**Edit the system variables**”, click on it.

### For Windows systems before Windows Vista:

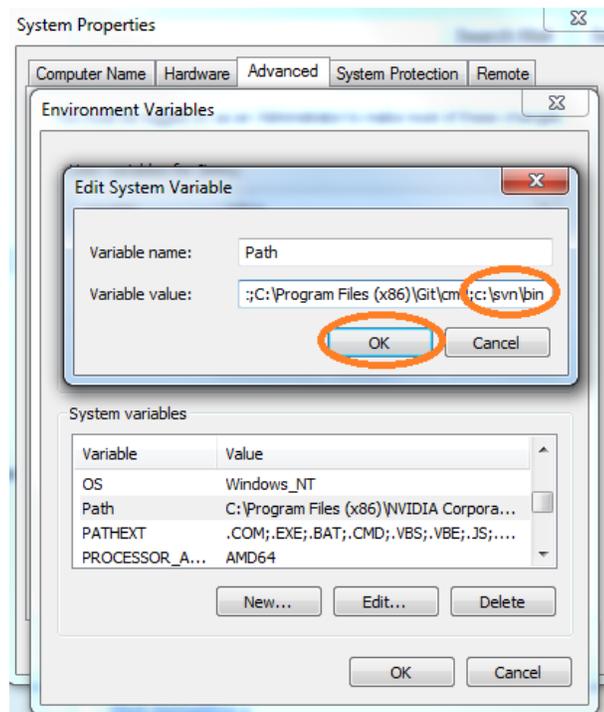
- Click Start -> Run
- type “**sysdm.cpl**” -> Choose Advanced
- Following dialog will show up, click on the “**Environment Variables...**” button



- Find “**Path**” variable (scroll down), click on the row and click “**Edit**” button.



- Now insert additional “;” to the end of the long line and then path to the directory ...\\svn\\bin\\ where you have unpacked SVN client as can be seen on the next image.



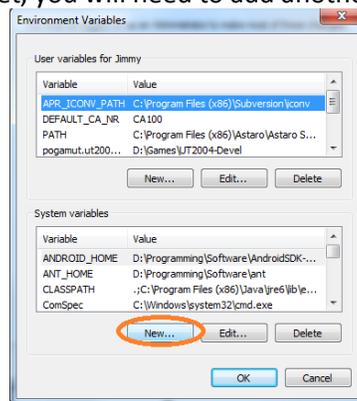
- Click on the **OK** and **OK** and **OK** to confirm changes and close all dialogs.

## Step 2- Install graphical SVN client

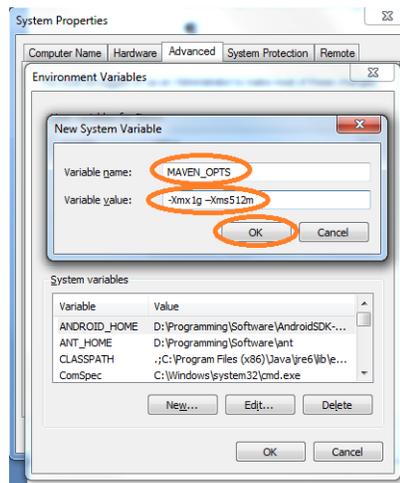
- Go to: <http://tortoisesvn.tigris.org/> download the installer and install it.

## Step 3 – Install Maven

- Install Maven 3.0.2
  - Note that Maven is very SENSITIVE about versions, e.g., Maven 3.0.4 should not do the same as Maven 3.0.2, therefore ... be sure to download Maven 3.0.2
  - See: <http://archive.apache.org/dist/maven/binaries/>
  - Look up “**apache-maven-3.0.2-bin.zip**”
  - Download it.
  - Unzip it to some folder (e.g. C : \)
- As in *Step 1* add the maven\\bin directory to the “**Path**” system variable (e.g. appending something like ;C:\\apache-maven-3.0.2\\bin to the value
- Do not leave the system variables yet, you will need to add another variable there
  - Click on the “**New**” button



- Fill in values “MAVEN\_OPTS” and “-Xmx1g -Xms512m” (both without quotes) ... note that everything is CASE-SENSITIVE! Do not change upper-lower case symbols. See next image.



#### Step 4 – Install UT2004

- Install UT2004
- Patch it with 3369 version
  - <http://www.beyondunreal.com/main/ut2004/ut2004essential.php>

#### Step 5 – Install NetBeans (preferably v6.9.1)

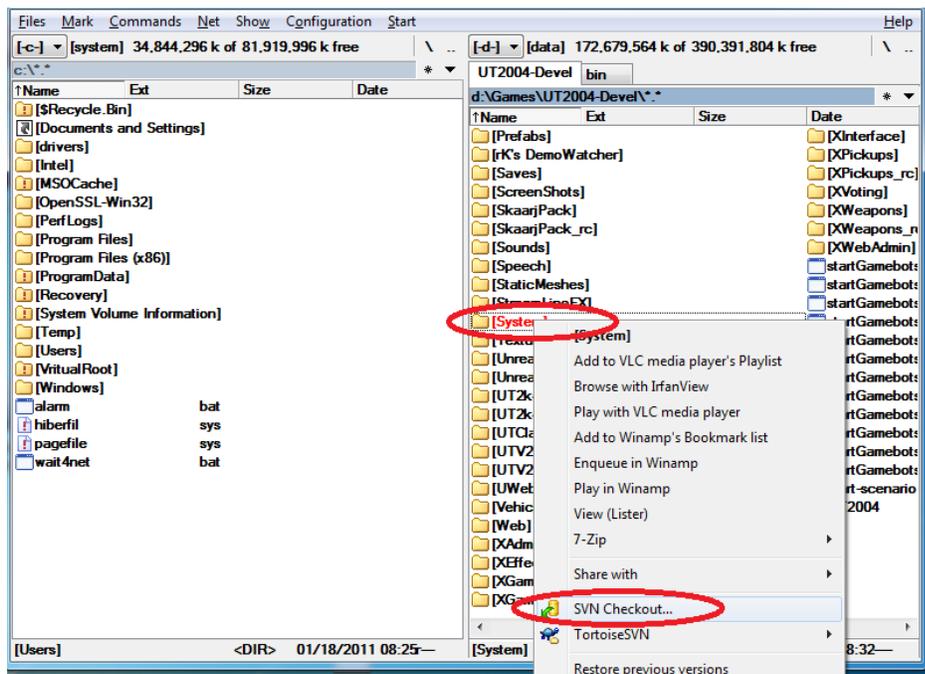
- Install NetBeans v6.9.1
- Download it from: <http://netbeans.org/downloads/6.9.1/>

#### Step 6 – Install Pogamut 3 platform

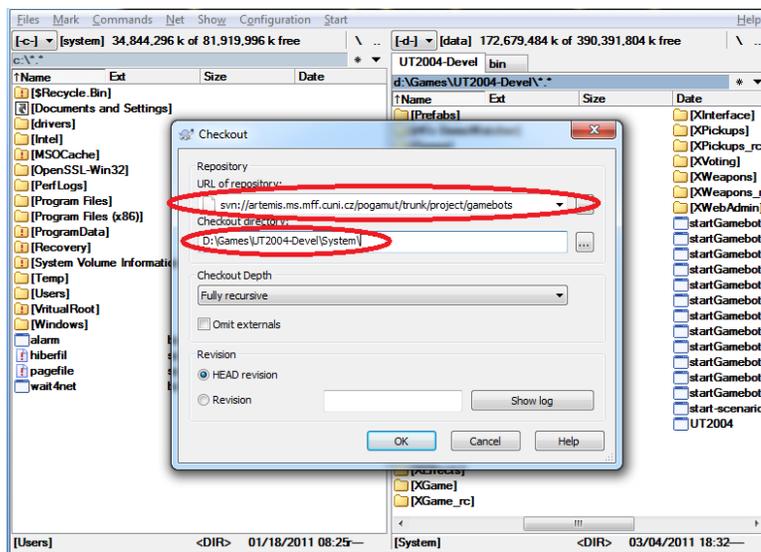
- Install Pogamut 3
  - Downloads section of <http://pogamut.cuni.cz/>

#### Step 7 [Optional] – Install newest GameBots2004

- If you wish to stay on the bleeding edge of development (you should if using Pogamut 3 as we're constantly fixing our platform), you have to manually install newest GameBots2004 from SVN
- Go to UT2004, right-click System folder, choose 'SVN Checkout'



- Type correct address / directory and click OK.



- Confirm any overwrites you might have.

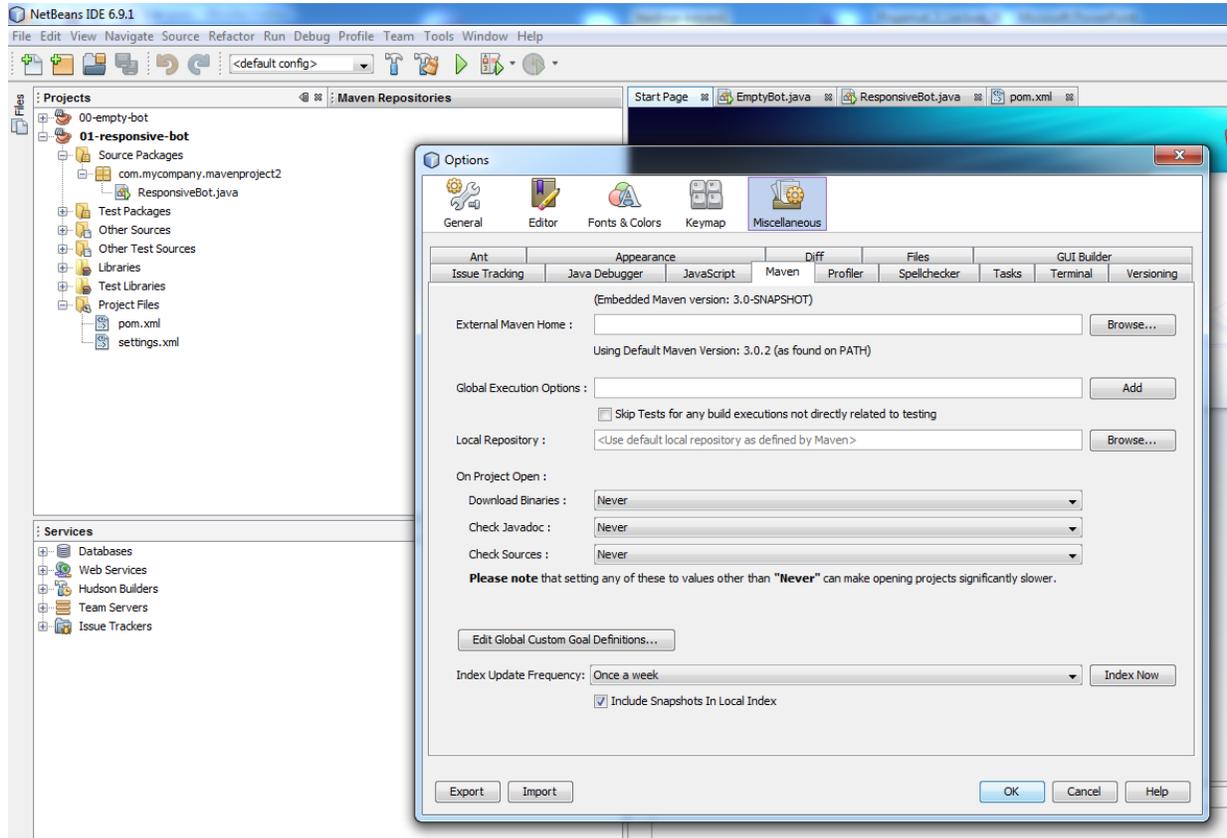
## Step 8 – How to run UT2004 dedicated server with GameBots2004

- Note that Pogamut 3 platform requires you to start up UT2004 as dedicated server running GameBots2004 mod.
- To do that, just locate file `UT2004/System/startGamebotsDMServer.bat` and double-click it.
- To connect to the game with UT2004 GUI (the game itself) just double-click another file `UT2004/System/startUT2004low.bat`

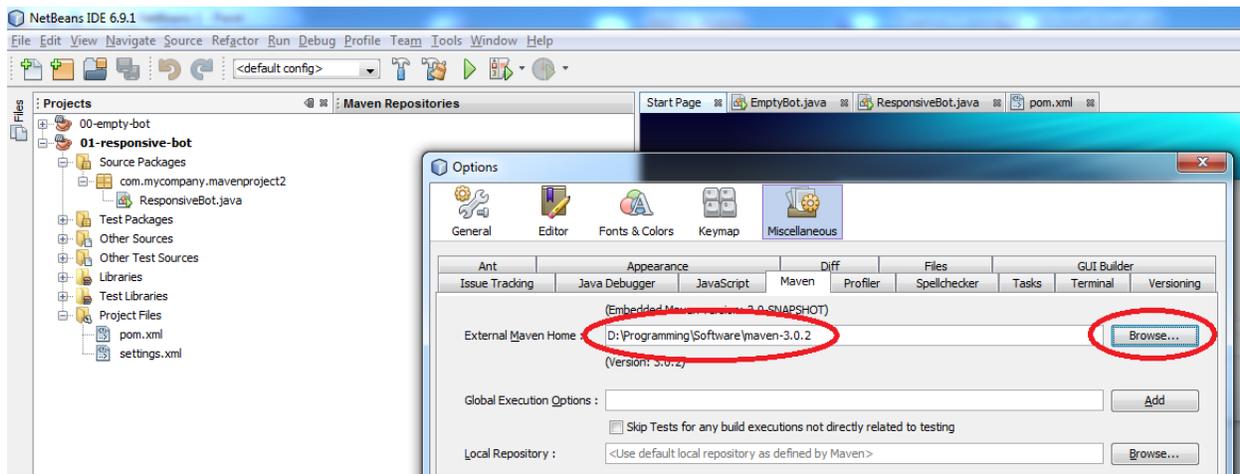
## Step 9 – Import your first example project using Maven

- First you have to configure NetBeans properly.

- Fire up NetBeans (preferable 6.9.1)
- Configure Maven installation -> Menu->Tools ->Options ->Miscellaneous -> Maven

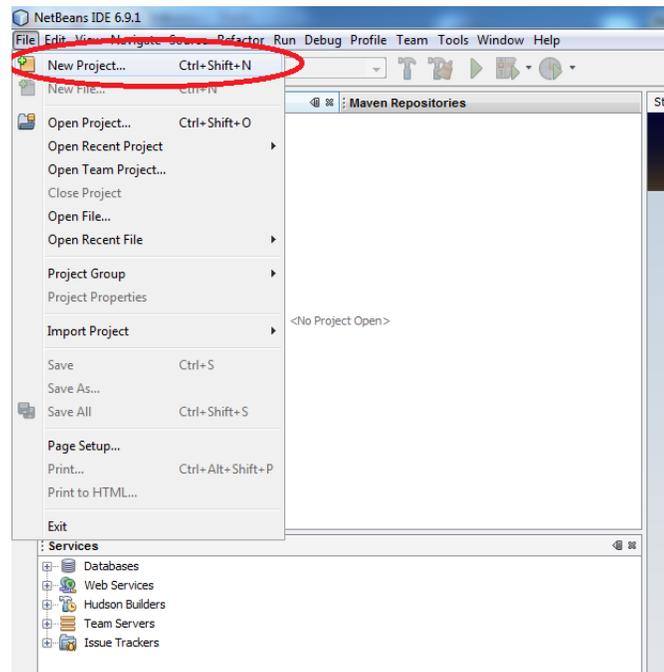


- Enter correct External Maven Home (where you have unzipped Maven)

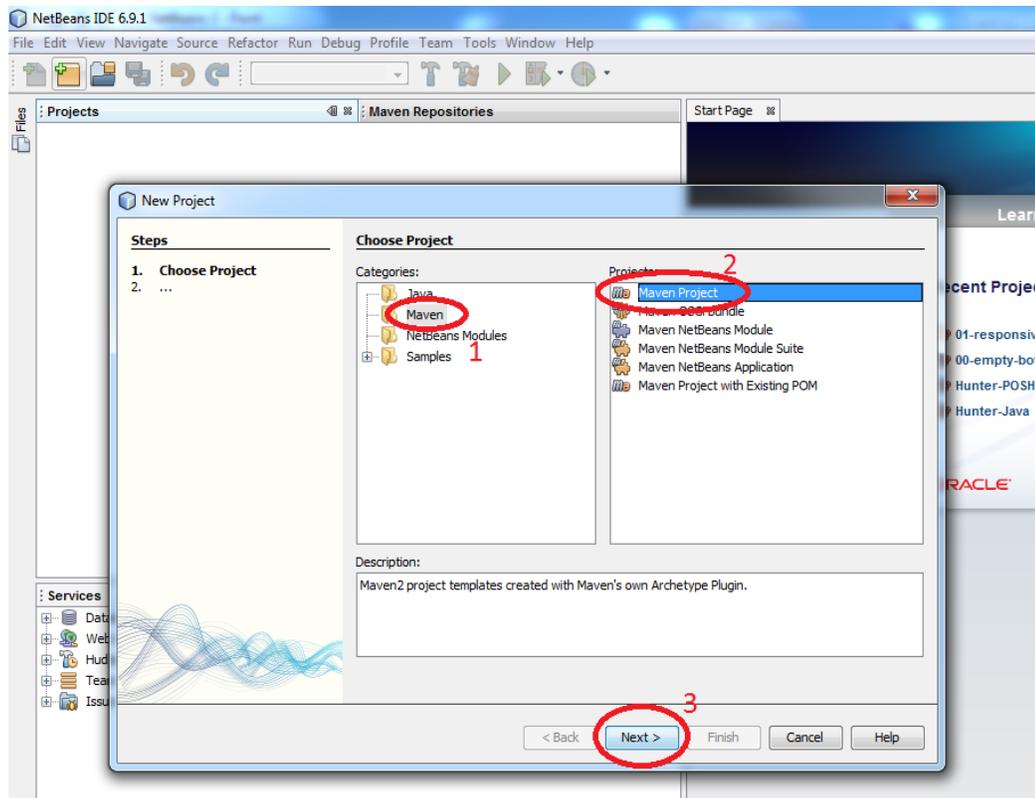


- Having your Maven configured correctly, now it's time to import your first bot project using Pogamut UT2004 archetype. **You'll have to perform the following steps for every bot type/example you want to code.** The example(s) will be added from our Maven archetype repository. So keep in mind you need **working internet connection** every time you add examples of one kind for the first time.
- See the next page...

- Create new Maven project...

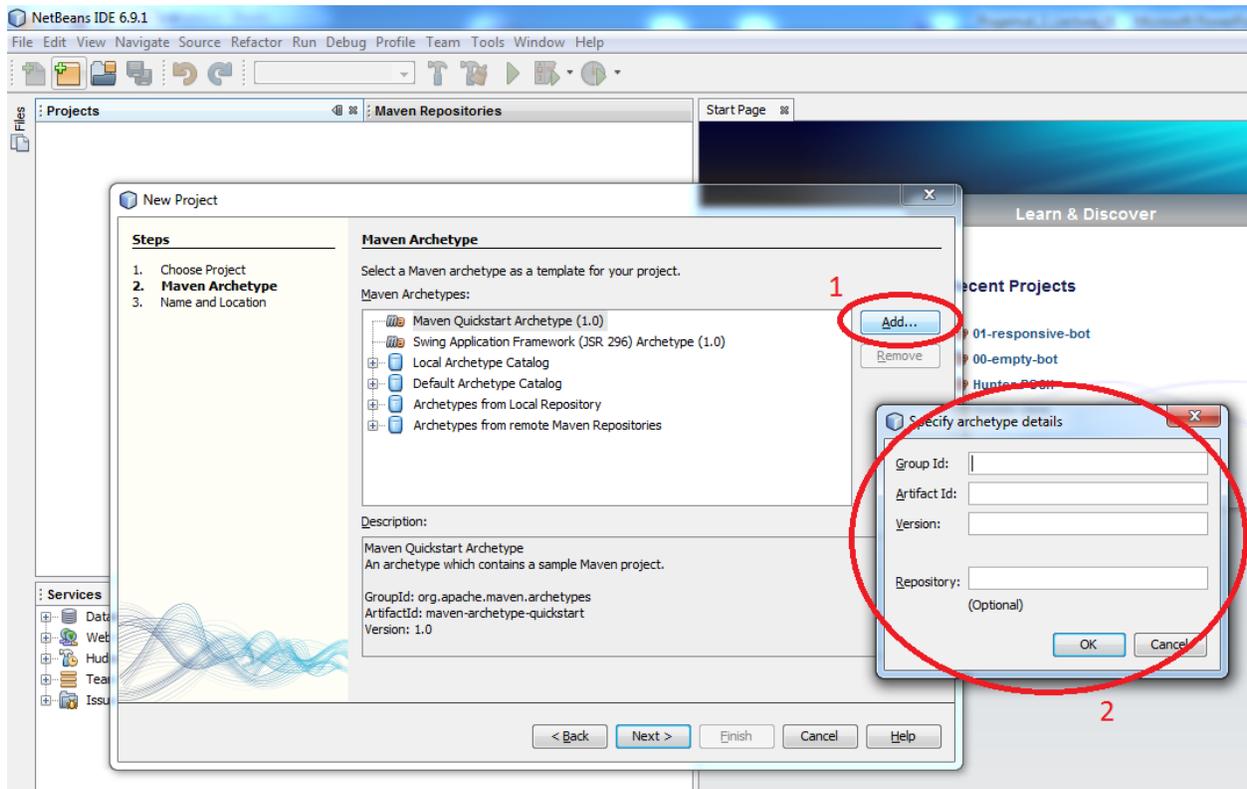


- Click in the following order...



- See the next page...

- Click in the following order...



- Now you have to correctly fill archetype details:

- groupid
- artifactid
- version
- repository (WHICH IS NOT OPTIONAL AS THE NETBEANS DISPLAYS!)

- See the following list of all existing archetypes:

<http://diana.ms.mff.cuni.cz:8081/artifactory/libs-snapshot-local/archetype-catalog.xml>

There you'll find updated archetype information for every example we offer.

**At the moment we support only manual addition of archetypes.** So you'll need to copy these data from the .xml list. Blue rectangle on the screenshot below shows the portion of .xml file containing one archetype data.

```

- <description>
  Seventh PogamutUT2004 example. This is more a template project for auto run of UT
  will also generate nice statistics about bot behaviors as well as UT2004 replay.
</description>
</archetype>
<!-- POGAMUT 3.2.1 -->
- <archetype>
  <groupId>cz.cuni.amis.pogamut.ut2004.examples</groupId>
  <artifactId>00-empty-bot-archetype</artifactId>
  <version>3.2.1-SNAPSHOT</version>
  <repository>http://diana.ms.mff.cuni.cz:8081/artifactory/repo</repository>
- <description>
  First PogamutUT2004 example. It features fully-runnable bot with no logic expalning
  /EmptyBotTutorial.html
</description>
</archetype>
- <archetype>
  <groupId>cz.cuni.amis.pogamut.ut2004.examples</groupId>
  <artifactId>01-responsive-bot-archetype</artifactId>
  <version>3.2.1-SNAPSHOT</version>

```

**Be sure to use the most recent version of every example.**

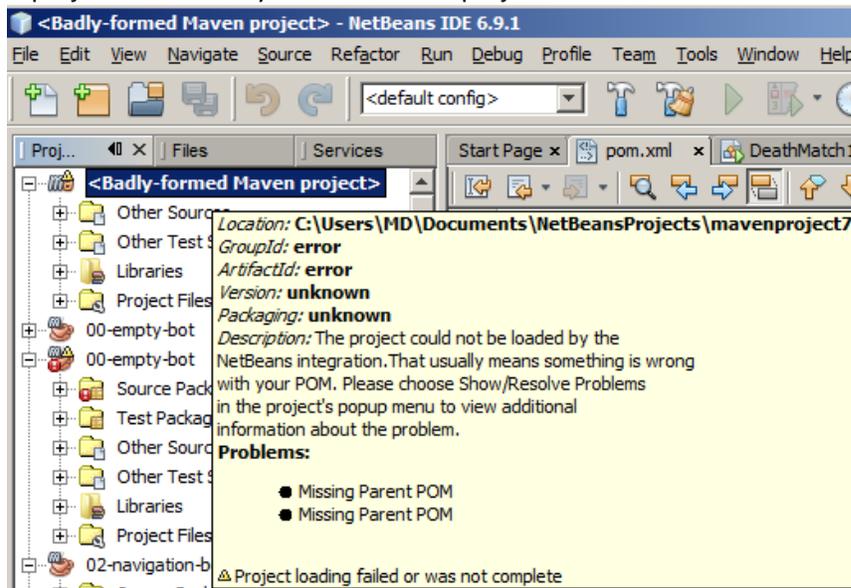
- Data required for the form in Netbeans are enclosed between the following tags:

```
<groupid> ... </groupid>
<artifactid> ... </artifactid>
<version> ... </version>
<repository> ... </repository>
```

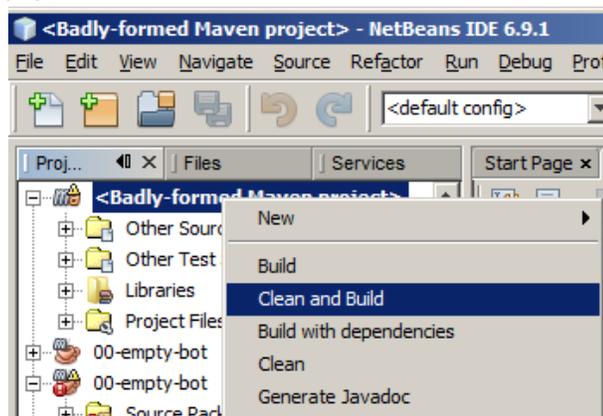
- For example (written in **bold**):

```
<archetype>
  <groupid>cz.cuni.amis.pogamut.ut2004.examples</groupid>
  <artifactId>00-empty-bot-archetype</artifactId>
  <version>3.2.4</version>
  <repository>http://diana.ms.mff.cuni.cz:8081/artifactory/libs-release-local</repository>
  <description>
    First PogamutUT2004 example. It features fully-runnable bot with no logic explaining the structure of the bot class. See: http://pogamut.cuni.cz/pogamut_files/latest/doc/tutorials/EmptyBotTutorial.html
  </description>
</archetype>
```

- Fill in the values, **click ok**, select the name of archetype you have added and you're good to go!
- Sometimes Maven plugin fails to download correct POM file. Which results in Netbeans reporting newly added project as an **<Badly-formed Maven project>**.



- Such situation can be easily solved by right-clicking the name of the project in Project Explorer and choosing **Clean and Build**.



If you are in trouble, visit our forums at <http://pogamut.cuni.cz>.