

Recording Guide

This document describes how to record a game screen for the RoboCup2021 Rescue New Simulation (Demonstration) Qualification. When submitting a screen recording, please follow the instructions in this document to submit the recorded file.

STEP1. Check the platform version

Please make sure that you are using the latest version of the platform. At the time of writing this document, the latest version is **v21.1.0**. You should use a newer version than this. If you are not using the latest version, please download the latest version from the <u>Erebus Platform Website</u>.



STEP2. Download game world for qualification

Download the game world file for Qualification from <u>here</u>. Once downloaded, place the file in "[Erebus_Directory]/game/worlds" and open it.





STEP3. Recording settings

On the simulation control panel, press the "Settings" button to open the settings panel. Activate the two settings **"Automatic camera"**, **"Recording"** and press the "Settings" button again to close the panel.



STEP4. Load your program / custom robot

Load your program or custom robot as usual.



STEP5. Start the game / recording

When you are ready, press the start $button(\mathbf{D})$. It may take a few moments for the screen to respond, but a countdown will begin and the screen will automatically record.





STEP6. During the game

You may find that the simulation runs very slowly, but unfortunately this seems to be unavoidable. The simulation may suddenly become faster, under unknown conditions. You will have to be patient!

During the competition, the camera angle will be adjusted automatically, so don't touch anything and just wait.

- You can take the Lack of Progress() at your discretion.
- If you want to quit the game(give-up) in early, press the "Give up!" button (
 Give up!
) on the simulation control.

STEP7. End of recording

When the game is finished, the game score and time are displayed on the screen.



After a while, the file will be automatically exported. This may take a few minutes, depending on your computer's power. When "Video creation finished!" is displayed on the console, the export is complete. Do not close the game window until you see this message. You may get errors like this, but it is safe to ignore them.

Recording at 31.25 FPS, 7875000 bit/s. Video encoding stage 1 (please wait)		
Video encoding stage 2 (please wait)		
[libx264 @ 00000232f8edcc80]		
Error: 2pass curve failed to converge		
[libx264 @ 00000232f8edcc		
80] target: 7875.00 kbit/s, expected: 746.29 kbit/s, avg	QP:	0.0200
[libx264 @ 00000232f8edcc80] try reducing target bitrate		
INFU: Video creation finished.		

STEP8. Find your recording

If you have successfully exported your video, you will find your recording directly under the directory of the simulation platform (This folder also contains "game", "player_controllers" and so on.), with the file name recording.mp4.



Required

STEP9. Submit your recording

Finally, visit your ["Personal Page" \rightarrow "Document Submission"] to submit your recording. You can upload a video file up to 500MB. If your recording is larger than 500MB, you will need to compress it on your computer using <u>Handbrake</u> or similar video compressing software to reduce the file size. However in this case it is probably smaller than 500MB, so it should be fine.



Screen recording

Screen recording of one run of your simulated robot on a provided field. The field will be provided in due course and will be announced on all relevant channels. Please use the world file specified on this page and follow the recording guidelines.

The format of the uploaded file should be mp4. If your file is in another format such as (.mov / .wmv / etc...), please convert it to mp4 format on your computer before uploading. The maximum size is 500MB.

Belect a file⊃