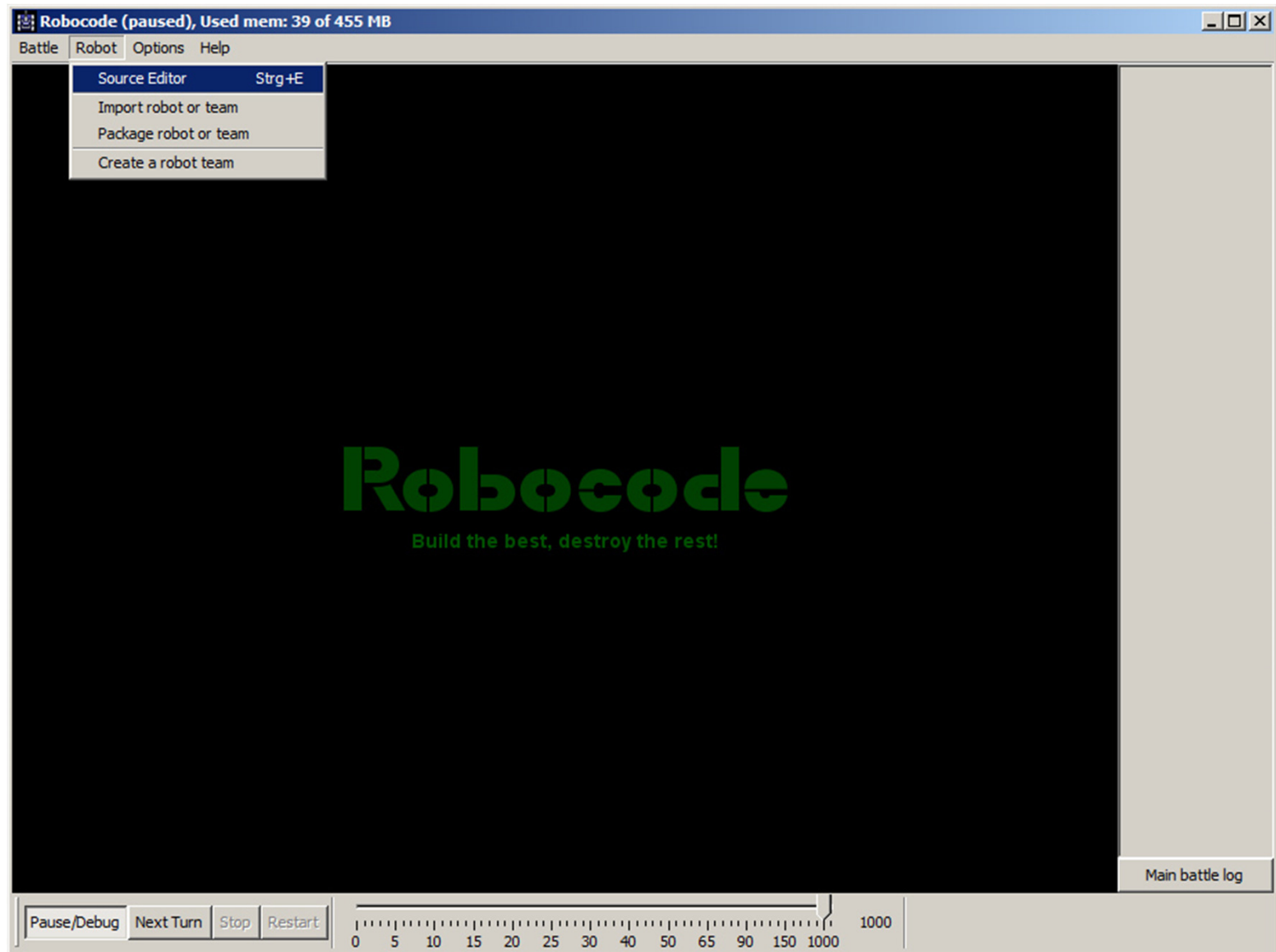




Robocode

Der erste Roboter

Editor starten



Robotername festlegen

New Robot [X]

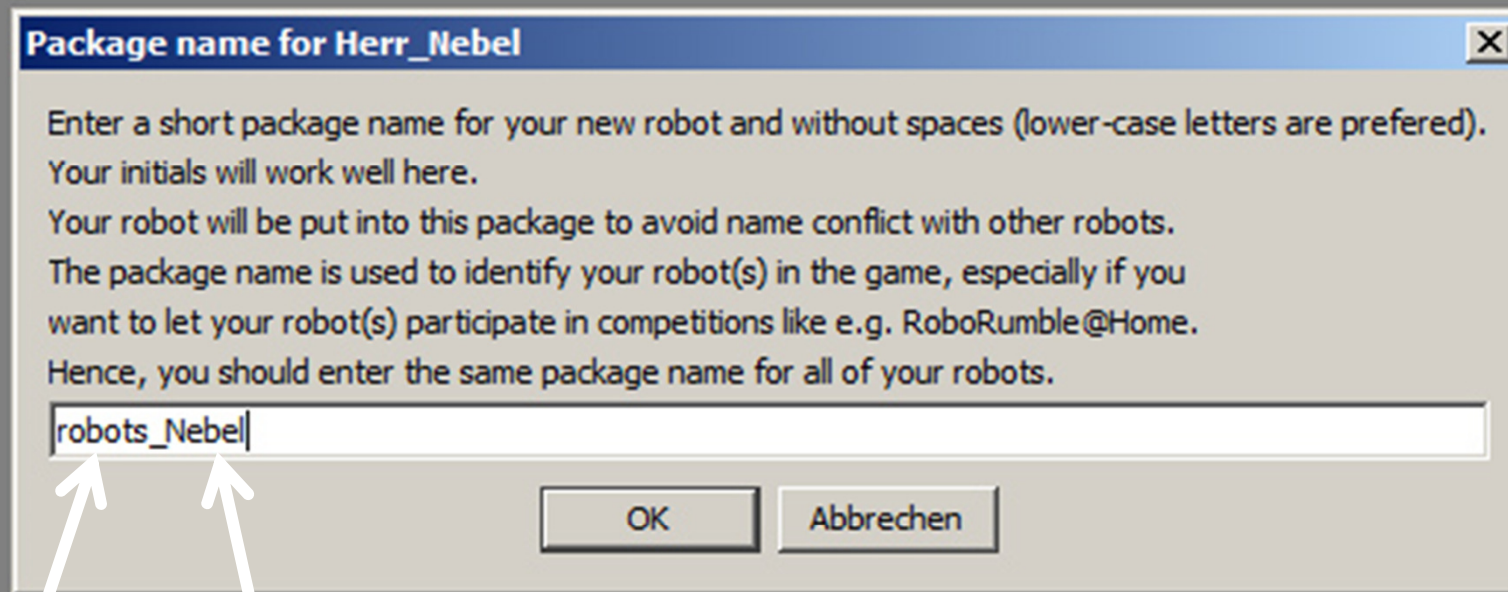
Enter the name of your new robot.
Example: MyFirstRobot
Note that the name cannot contain spaces.

Herr_Nebel

OK Abbrechen

Paketname festlegen

(alle von dir programmierten Roboter werden im selben Paket gespeichert)



Package name for Herr_Nebel

Enter a short package name for your new robot and without spaces (lower-case letters are preferred).
Your initials will work well here.
Your robot will be put into this package to avoid name conflict with other robots.
The package name is used to identify your robot(s) in the game, especially if you want to let your robot(s) participate in competitions like e.g. RoboRumble@Home.
Hence, you should enter the same package name for all of your robots.

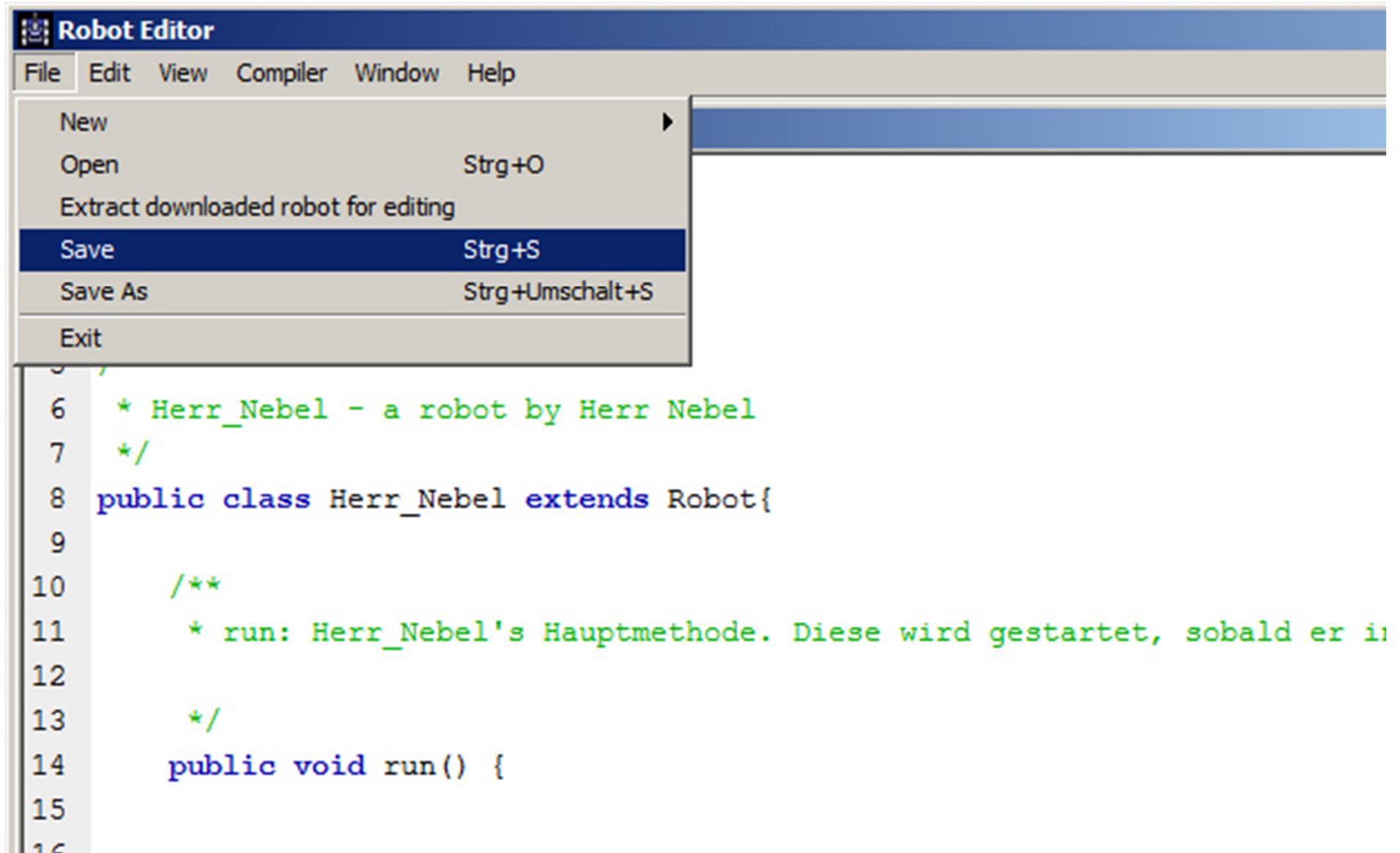
robots_Nebel

OK Abbrechen

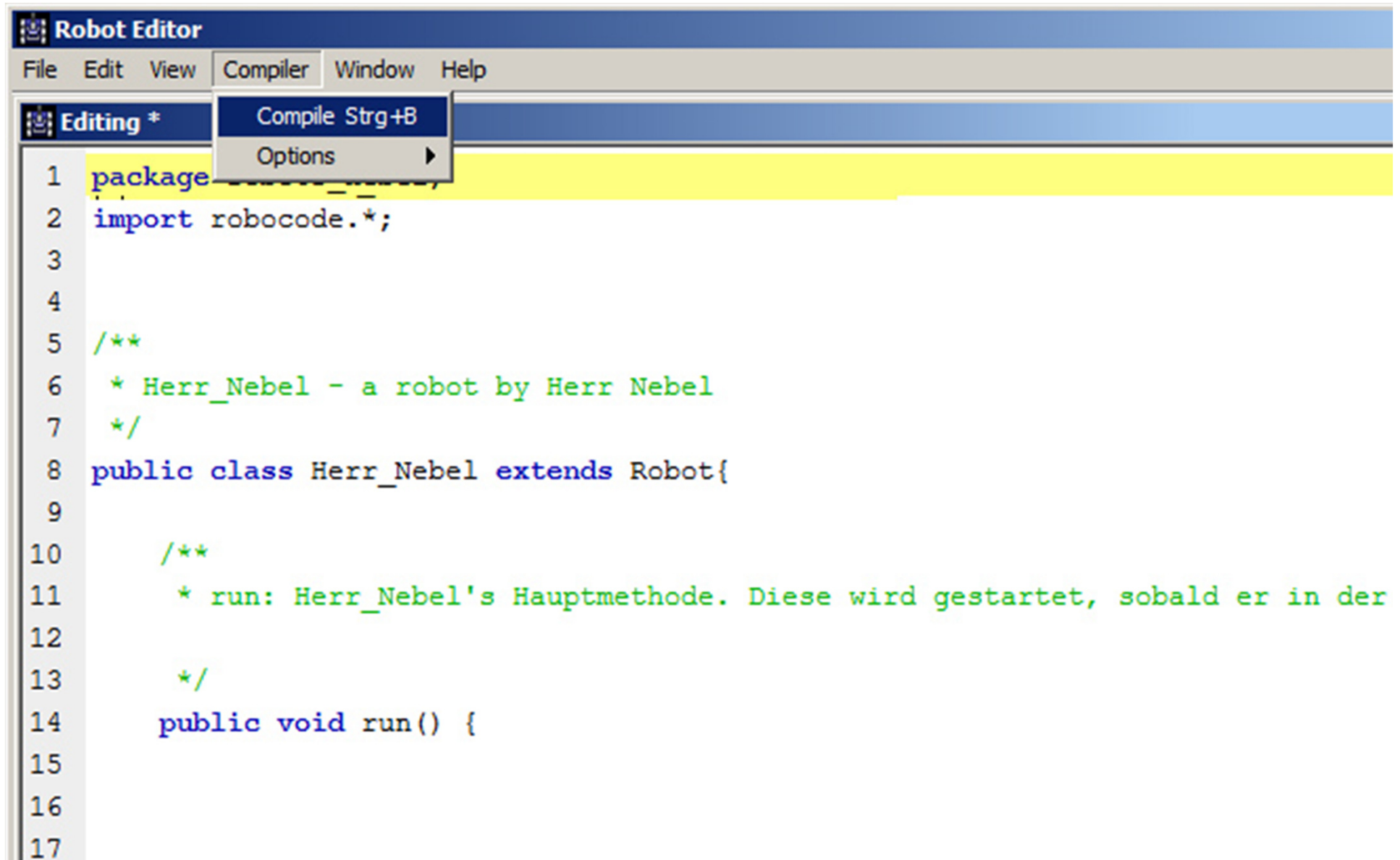
robots_DeinNachname

(Vereinbarung für den Paketnamen)

Quelltext speichern



Quelltext übersetzen



The screenshot shows the Robot Editor IDE with a menu bar (File, Edit, View, Compiler, Window, Help) and a toolbar. The 'Compiler' menu is open, showing 'Compile Strg+B' and 'Options'. The code editor displays a Java source file with the following content:

```
1 package _____;  
2 import robocode.*;  
3  
4  
5 /**  
6  * Herr_Nebel - a robot by Herr Nebel  
7  */  
8 public class Herr_Nebel extends Robot{  
9  
10     /**  
11      * run: Herr_Nebel's Hauptmethode. Diese wird gestartet, sobald er in der  
12  
13      */  
14     public void run() {  
15  
16  
17
```


Neue Runde starten

