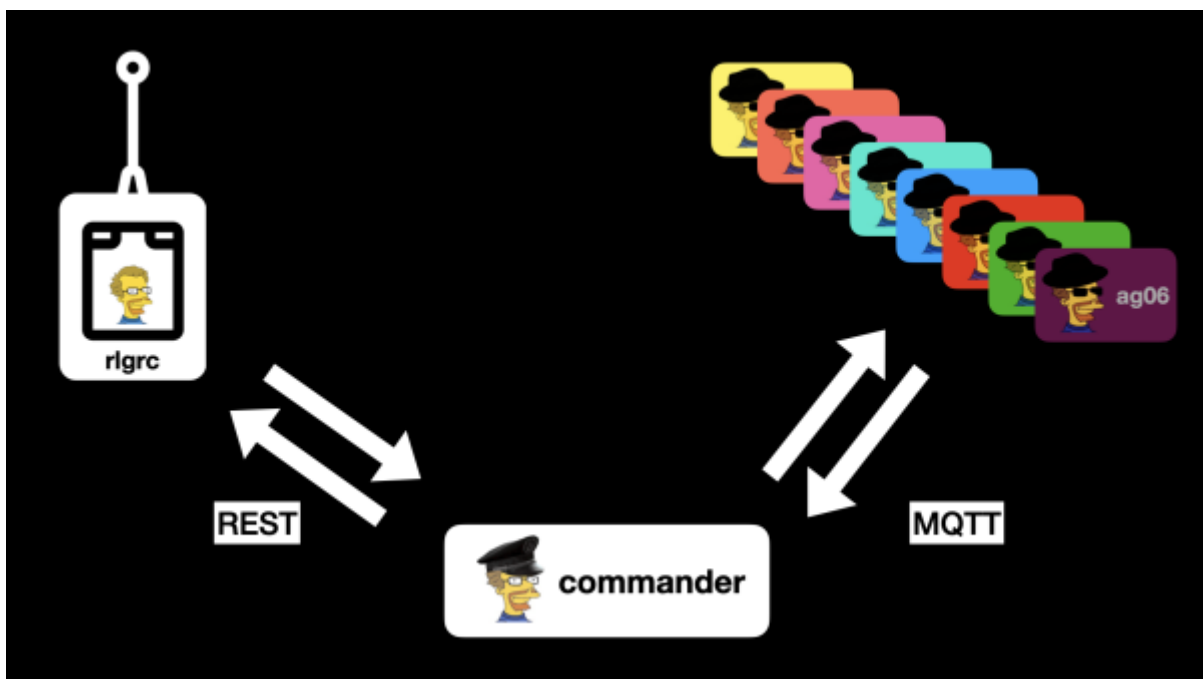# RLG Commander

Diese Seite ist auf deutsch verfügbar.

The commander is the central control unit for the whole system. It tells the agents which signals to send, calculates the score, reacts to "button-pressed-events" etc. Different game modes can be loaded onto the commander. The agents change their role to match the needs of the loaded game. For instance: if we change the game from Conquest to Rush, the agents change their role from Capture Points to M-Coms.

The commander communicates with the agents via the MQTT protocol and can be controlled via a REST interface. There is also a remote control software (rlgrc) to connect to the commander.

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