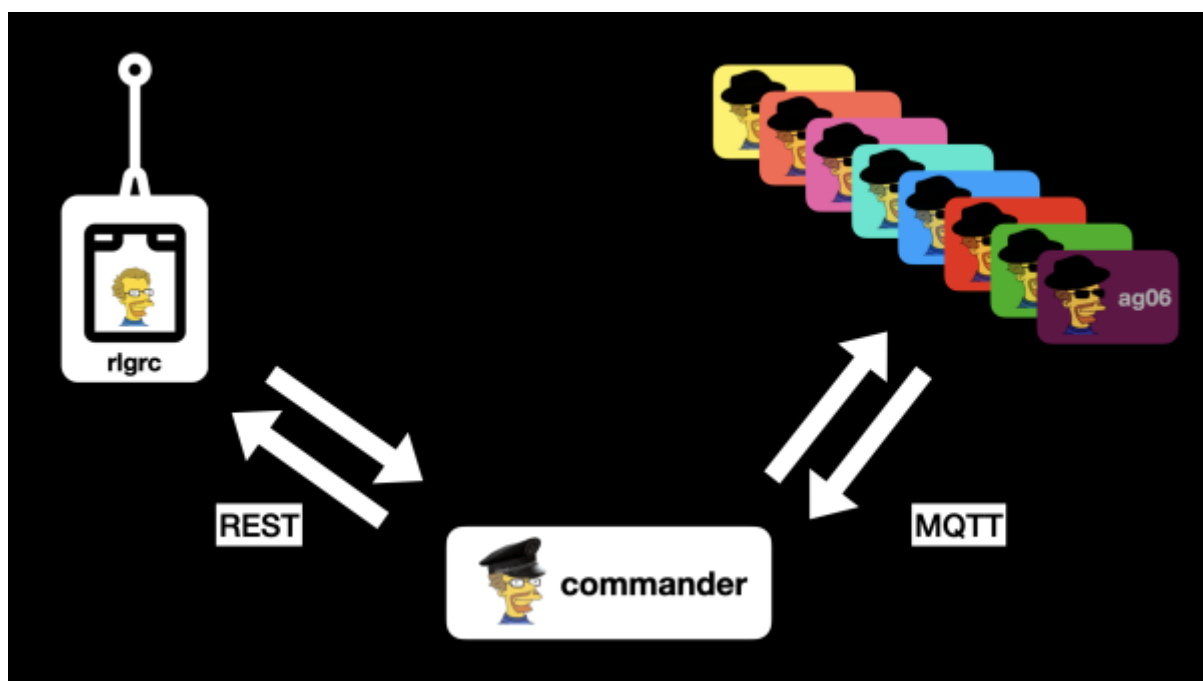


RLG Commander

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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