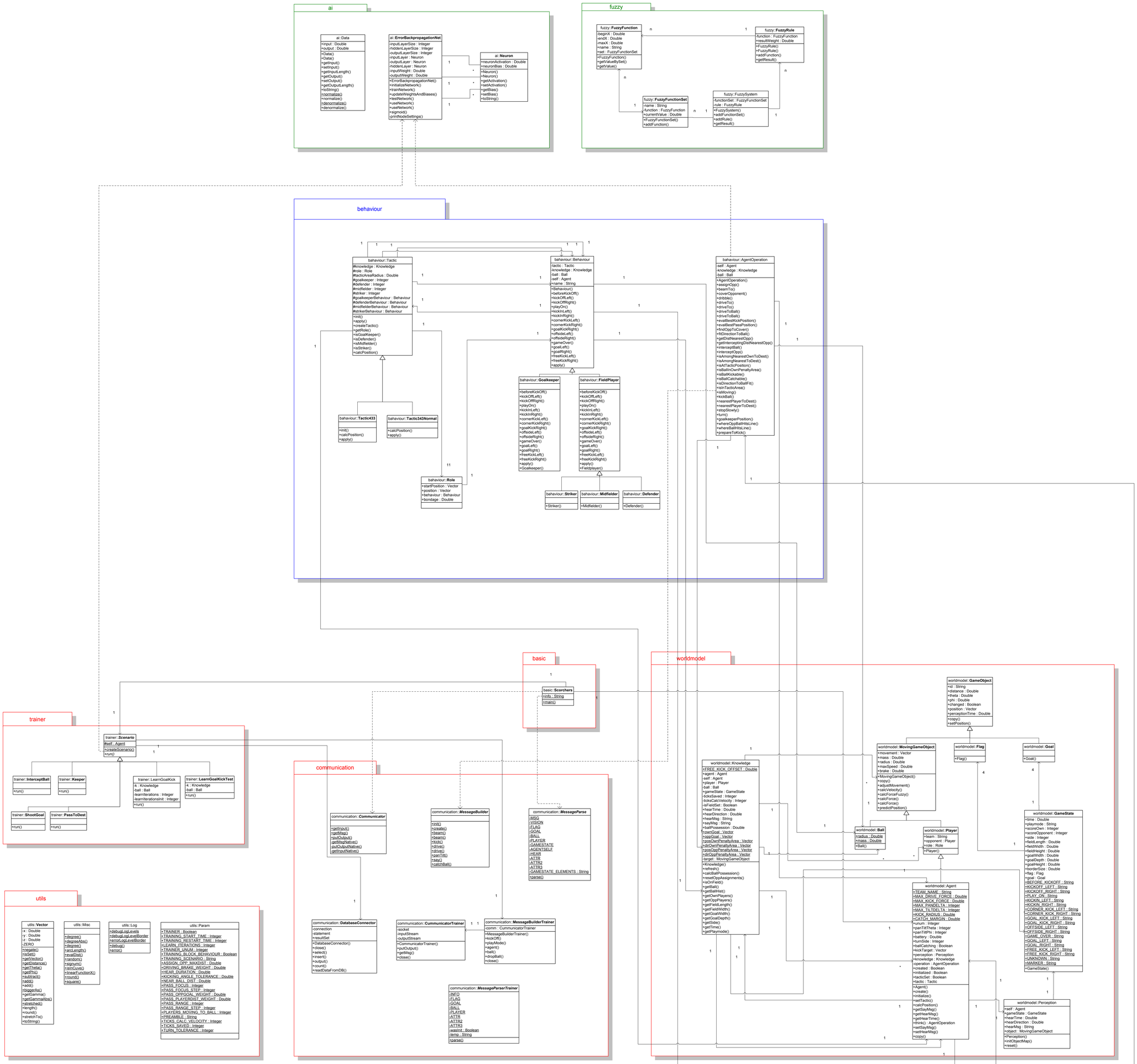
ai
ai::Data
+input : Double
+output : Double
+Data()
+Data()
+getInput()
+setInput()
+getInputLength()
+getOutput()
+setOutput()
+getOutputLength()
+toString()
+normalize()
+normalize()
+denormalize()
+denormalize()
ai::ErrorBackpropagationNet
-inputLayerSize : Integer
-hiddenLayerSize : Integer
-outputLayerSize : Integer
-inputLayer : Neuron
-outputLayer : Neuron
-hiddenLayer : Neuron
-inputWeight : Double
-outputWeight : Double
+ErrorBackpropagationNet()
+initializeNetwork()
+trainNetwork()
+updateWeightsAndBiases()
+testNetwork()
+useNetwork()
+useNetwork()
+sigmoid()
-printNodeSettings()
ai::Neuron
+neuronActivation : Double
+neuronBias : Double
+Neuron()
+Neuron()
+getActivation()
+setActivation()
+getBias()
+setBias()
+toString()
fuzzy
fuzzy::FuzzyFunction
-beginX : Double
-endX : Double
-maxX : Double
+name : String
+set : FuzzyFunctionSet
+FuzzyFunction()
+getValueBySet()
+getValue()
fuzzy::FuzzyRule
-function : FuzzyFunction
+resultWeight : Double
+FuzzyRule()
+FuzzyRule()
+addFunction()
+getResult()
fuzzy::FuzzyFunctionSet
-name : String
-function : FuzzyFunction
+currentValue : Double
+FuzzyFunctionSet()
+addFunction()
fuzzy::FuzzySystem
-functionSet : FuzzyFunctionSet
-rule : FuzzyRule
+FuzzySystem()
+addFunctionSet()
+addRule()
+getResult()
behaviour
bahaviour::Tactic
#knowledge : Knowledge
#role : Role
#tacticAreaRadius : Double
#goalkeeper : Integer
#defender : Integer
#midfielder : Integer
#striker : Integer
#goalkeeperBehaviour : Behaviour
#defenderBehaviour : Behaviour
#midfielderBehaviour : Behaviour
#strikerBehaviour : Behaviour
+init()
+apply()
+createTactic()
+getRole()
+isGoalKeeper()
+isDefender()
+isMidfielder()
+isStriker()
+calcPosition()
bahaviour::Behaviour
-tactic : Tactic
-knowledge : Knowledge
-ball : Ball
-self : Agent
+name : String
+Behaviour()
+beforeKickOff()
+kickOffLeft()
+kickOffRight()
+playOn()
+kickInLeft()
+kickInRight()
+cornerKickLeft()
+cornerKickRight()
+goalKickRight()
+offsideLeft()
+offsideRight()
+gameOver()
+goalLeft()
+goalRight()
+freeKickLeft()
+freeKickRight()
+apply()
bahaviour::AgentOperation
-self : Agent
-knowledge : Knowledge
-ball : Ball
+AgentOperation()
+assignOpp()
+beamTo()
+coverOpponent()
+dribble()
+driveTo()
+driveTo()
+driveToBall()
+driveToBall()
+evalBestKickPosition()
+evalBestPlasPosition()
+findOppToCover()
+fitDirectionToBall()
+getDistNearestOpp()
+getInterceptingDistNearestOpp()
+interceptBall()
+interceptOpp()
+isAmongNearestOwnToDest()
+isAmongNearestToDest()
+isAtTacticPosition()
+isBallInOwnPenaltyArea()
+isBallKickable()
+isBallCatchable()
+isDirectionToBallFit()
+isInTacticArea()
+isMoving()
+kickBall()
+nearestPlayerToDest()
+nearestPlayerToDest()
+stopSlowly()
+turn()
+goalkeeperPosition()
+whereOppBallHitsLine()
+whereBallHitsLine()
+prepareToKick()
bahaviour::Tactic433
+init()
+calcPosition()
+apply()
bahaviour::Tactic343Normal
+calcPosition()
+apply()
bahaviour::Goalkeeper
+beforeKickOff()
+kickOffLeft()
+kickOffRight()
+playOn()
+kickInLeft()
+kickInRight()
+cornerKickLeft()
+cornerKickRight()
+goalKickRight()
+offsideLeft()
+offsideRight()
+gameOver()
+goalLeft()
+goalRight()
+freeKickLeft()
+freeKickRight()
+apply()
+Goalkeeper()
bahaviour::FieldPlayer
+beforeKickOff()
+kickOffLeft()
+kickOffRight()
+playOn()
+kickInLeft()
+kickInRight()
+cornerKickLeft()
+cornerKickRight()
+goalKickRight()
+offsideLeft()
+offsideRight()
+gameOver()
+goalLeft()
+goalRight()
+freeKickLeft()
+freeKickRight()
+apply()
+Fieldplayer()
bahaviour::Role
+startPosition : Vector
+position : Vector
+behaviour : Behaviour
+bondage : Double
bahaviour::Striker
+Striker()
bahaviour::Midfielder
+Midfielder()
bahaviour::Defender
+Defender()
basic
basic::Scorchers
+info : String
+main()
trainer
trainer::Scenario
#self : Agent
+createScenario()
+run()
trainer::InterceptBall
+run()
trainer::Keeper
+run()
trainer::LearnGoalKick
-k : Knowledge
-ball : Ball
-learnIterations : Integer
-learnIterationsInit : Integer
+run()
trainer::LearnGoalKickTest
-k : Knowledge
-ball : Ball
+run()
trainer::ShootGoal
+run()
trainer::PassToDest
+run()
communication
communication::Communicator
+getInput()
+getMag()
+putOutput()
-getMagNative()
-putOutputNative()
-getInputNative()
communication::MessageBuilder
+init()
+create()
+beam()
+beam()
+kick()
+drive()
+drive()
+panTilt()
+say()
+catchBall()
communication::MessageParse
-MSG
-VISION
-FLAG
-GOAL
-BALL
-PLAYER
-GAMESTATE
-AGENTSELF
-HEAR
-ATTR
-ATTR2
-ATTR3
-GAMESTATE_ELEMENTS : String
+parse()
communication::DatabaseConnector
-connection
-statement
+resultSet
+DatabaseConnector()
+close()
+select()
+insert()
+output()
+count()
+readDataFromDB()
communication::CummunicatorTrainer
-socket
-inputStream
-outputStream
+CommunicatorTrainer()
+putOutput()
+getMag()
+close()
communication::MessageBuilderTrainer
-comm : CummunicatorTrainer
+MessageBuilderTrainer()
+kickOff()
+playMode()
+agent()
+ball()
+dropBall()
+close()
communication::MessageParserTrainer
-INFO
-FLAG
-GOAL
-BALL
-PLAYER
-ATTR
-ATTR2
-ATTR3
-waslnit : Boolean
-temp : String
+parse()
utils
utils::Vector
-x : Double
-y : Double
-z : Double
-ZERO
+negate()
+isSet()
+setVector()
+getDistance()
+getTheta()
+getPhi()
+subtract()
+add()
+add()
+biggerAs()
+getGamma()
+getGammaAbs()
+stretched()
+length()
+round()
+stretchTo()
+toString()
utils::Misc
+degree()
+degreeAbs()
+degree()
+arcLength()
+evalDist()
+random()
+signum()
+sinCuve()
+linearFunctionX()
+round()
+square()
utils::Log
+debugLogLevels
+debugLogLevelBorder
+errorLogLevelBorder
+debug()
+error()
utils::Param
+TRAINER : Boolean
+TRAINING_START_TIME : Integer
+TRAINING_RESTART_TIME : Integer
+LEARN_ITERATIONS : Integer
+TRAINER_UNUM : Integer
+TRAINING_BLOCK_BEHAVIOUR : Boolean
+TRAINING_SCENARIO : String
+ASSIGN_OPP_MAXDIST : Double
+DRIVING_BRAKE_WEIGHT : Double
+HEAR_DURATION : Double
+KICKING_ANGLE_TOLERANCE : Double
+NEAR_BALL_DIST : Double
+PASS_FOCUS : Integer
+PASS_FOCUS_STEP : Integer
+PASS_OPPGOAL_WEIGHT : Double
+PASS_PLAYERDIST_WEIGHT : Double
+PASS_RANGE : Integer
+PASS_RANGE_STEP : Integer
+PLAYERS_MOVING_TO_BALL : Integer
+PREAMBLE : String
+TICKS_CALC_VELOCITY : Integer
+TICKS_SAVED : Integer
+TURN_TOLERANCE : Integer
worldmodel
worldmodel::GameObject
+id : String
+distance : Double
+theta : Double
+phi : Double
+changed : Boolean
+position : Vector
+perceptionTime : Double
+copy()
+setPosition()
worldmodel::MovingGameObject
+movement : Vector
+mass : Double
+radius : Double
+maxSpeed : Double
+brake : Double
+MovingGameObject()
+copy()
+adjustMovement()
+calcVelocity()
+calcForceFuzzy()
+calcForce()
+calcForce()
+predictPosition()
worldmodel::Flag
+Flag()
worldmodel::Goal
+Goal()
worldmodel::Knowledge
+FREE_KICK_OFFSET : Double
+agent : Agent
-self : Agent
+player : Player
-ball : Ball
+gameState : GameState
-ticksSaved : Integer
-ticksCalcVelocity : Integer
-isFieldSet : Boolean
+hearTime : Double
+hearDirection : Double
+hearMag : String
+sayMsg : String
+ballPossession : Double
+ownGoal : Vector
+oppGoal : Vector
+posOwnPenaltyArea : Vector
+dirOwnPenaltyArea : Vector
+posOppPenaltyArea : Vector
+dirOppPenaltyArea : Vector
-target : MovingGameObject
+Knowledge()
+refresh()
+calcBallPossession()
+resetOppAssignments()
+isOnField()
+getBall()
+getBallHist()
+getOwnPlayers()
+getOppPlayers()
+getFieldLength()
+getFieldWidth()
+getGoalWidth()
+getGoalDepth()
+getSide()
+getTime()
+getPlaymode()
worldmodel::Ball
+radius : Double
+mass : Double
+Ball()
worldmodel::Player
+team : String
+opponent : Player
+role : Role
+Player()
worldmodel::GameState
+time : Double
+playmode : String
+scoreOwn : Integer
+scoreOpponent : Integer
+side : Integer
+fieldLength : Double
+fieldWidth : Double
+fieldHeight : Double
+goalWidth : Double
+goalDepth : Double
+goalHeight : Double
+borderSize : Double
+flag : Flag
+goal : Goal
+BEFORE_KICKOFF : String
+KICKOFF_LEFT : String
+KICKOFF_RIGHT : String
+PLAY_ON : String
+KICKIN_LEFT : String
+KICKIN_RIGHT : String
+CORNER_KICK_LEFT : String
+CORNER_KICK_RIGHT : String
+GOAL_KICK_LEFT : String
+GOAL_KICK_RIGHT : String
+OFFSIDE_LEFT : String
+OFFSIDE_RIGHT : String
+GAME_OVER : String
+GOAL_LEFT : String
+GOAL_RIGHT : String
+FREE_KICK_LEFT : String
+FREE_KICK_RIGHT : String
+UNKNOWN : String
+MARKER : String
+GameState()
worldmodel::Agent
+TEAM_NAME : String
+MAX_DRIVE_FORCE : Double
+MAX_KICK_FORCE : Double
+MAX_PANDELTA : Integer
+MAX_TILTDELTA : Integer
+KICK_RADIUS : Double
+CATCH_MARGIN : Double
+unum : Integer
+panTiltTheta : Integer
+panTiltPhi : Integer
+battery : Double
+turnSide : Integer
+ballCatching : Boolean
+kickTarget : Vector
+perception : Perception
-Knowledge : Knowledge
-operation : AgentOperation
+created : Boolean
+initialized : Boolean
+tacticSet : Boolean
+tactic : Tactic
+Agent()
+create()
+initialize()
+setTactic()
+calcPosition()
+getSayMsg()
+getHearMsg()
+getHearTime()
+think() : AgentOperation
+setSayMsg()
+setHearMsg()
+copy()
worldmodel::Perception
-self : Agent
+gameState : GameState
+hearTime : Double
+hearDirection : Double
+hearMsg : String
-object : MovingGameObject
+Perception()
+initObjectMap()
+reset()