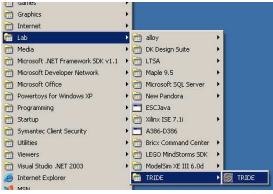





Introduction

- Motivation
 - Why use TRIDE?
- Disclaimer
 - Why not use TRIDE?
- Where is it?



The Programming Screens

- TRIDE is Split into 4 programming pages
 - Sensor & Output selection
 - Percept & Action definition
 - Behaviour Definition
 - Native Code
- Sensor & Output Selection
 - 13 Drop Down Menus



Percept & Action definition

- Perceptions
- Actions
- Memory

```
PerceptName {
    PerceptCode ... ..
    conditionExecuted = boolean expr.
}
```

```
ActionName {
   ActionCode ... ..
}
```

```
MemoryName { type , initialValue }
```

Templates

- Sample Code
- Beware
 - Sensor & Output specific code may depend on the design of your agent!



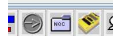
Behaviour Definitions

- Abstraction from the Percepts and Actions
- Concise Behaviour Definitions
- Key word highlighting and Programming buttons

```
Percept1, Percept2 -> Action1, Action2
...
...
PerceptM -> ActionM
True -> defaultAction
```

Save & Load

- Convert the Code into Native Code
 - If Errors occur in your TR code it will be displayed in the error window
- Save the TR Code & the Native Code
- Compile the Native Code
 - If Errors occur in your native code it will be displayed in the "Link and Download" window



Native Code Panel

- Central Loop
- Detects Errors in TR code

```
while(running){
    int executed = false;
    condition_Main_0( executed );
    if(executed)continue;
    condition_Main_1( executed );
    if(executed)continue;
    condition_Main_2( executed );
    if(executed)continue;
    condition_Main_3( executed );
}
```

Supported Extensions

- TR Sub-procedures
- Variable passing between Actions, Percepts and Sub-procedures
- Communication
 - Agent \leftrightarrow Agent
 - Agent \leftrightarrow Computer

Questions

www.doc.ic.ac.uk/~seo01/TRIDE