RoboMaster 2019 Client UI Guide V1.0

(Beta Version for Student)

i.   UI Description
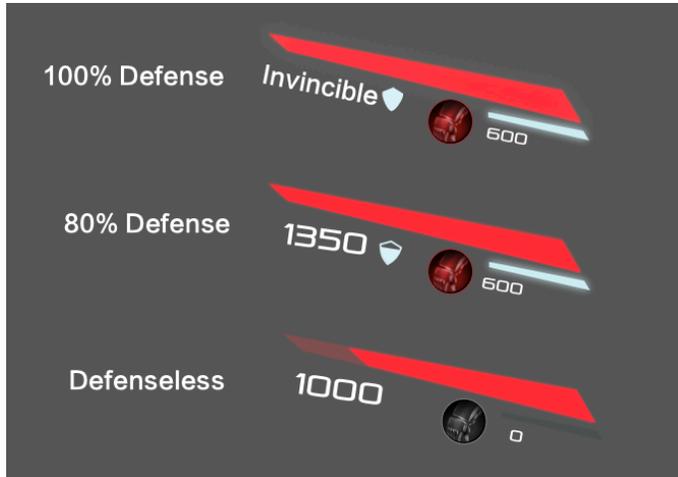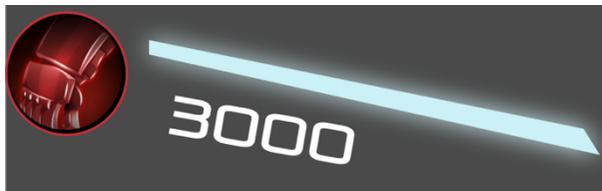
1.   Overview

2. Detail

1) Top - Base HP Status

2) Top - Sentry

If Sentry is connected and alive: The Base has 50% defense and the HP Bar indicates Sentry's current HP.

If Sentry is dead: The Base's defense and the icon of Sentry disappear.

If either team has no Sentry, a 120-second countdown will be displayed. When it expires, the base defense and countdown will disappear.

3) Top - Robot Area

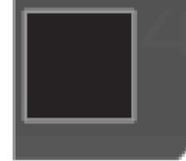Display the number, level, status and HP of each robot of both teams.

Survive:
Display the robot's type, number, HP and level.

Eject:
Display the robot's type, number, HP and level before death.

Death State:
Display the robot's type, number, HP and level before death.

Offline

Low HP:
Display the robot's type, number, HP and level.

Revive:
Display the robot's number, HP, level and revival countdown.

Robot Avatar

| Sentry | Standard | Hero | Engineer | Aerial |

4) **Top left - Display the current robot's type, number, connection status, experience point, level and point warning (When the point is less than or equal to 5 points, a yellow card will display; when the point is less than or equal to 2 points, a red card will display)**

5) **Bottom left - Prompt Area and Robot's Related Status Display**
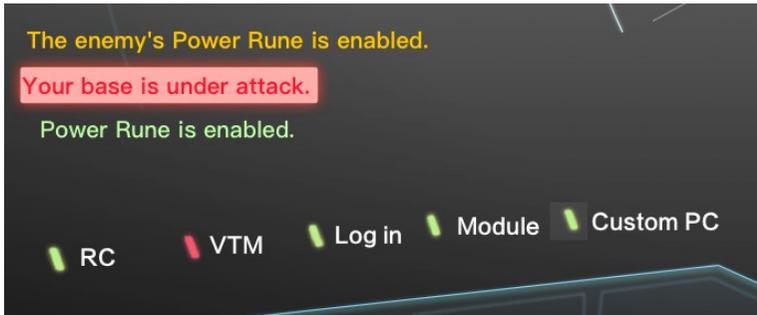
    A. **Red Message – Your unfavorable information**

       Your Base is under attack.

       Yellow card: Serious foul!

       Red card: Ejection for next foul!

    B. **Yellow Message - The enemy's favorable information**

       The enemy's team has activated the Large Power Rune!

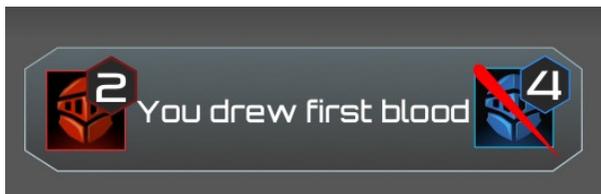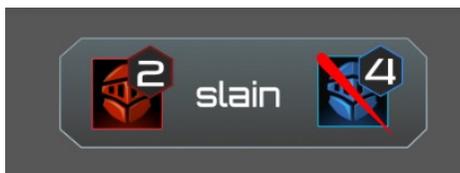C. **Green Message – Your favorable information**

Power Rune is enabled.

Status LED Display: Remote controller (RC) connection, VTM connection, Client Login, Module connection, Custom PC (green means normal connection; red means abnormal connection)

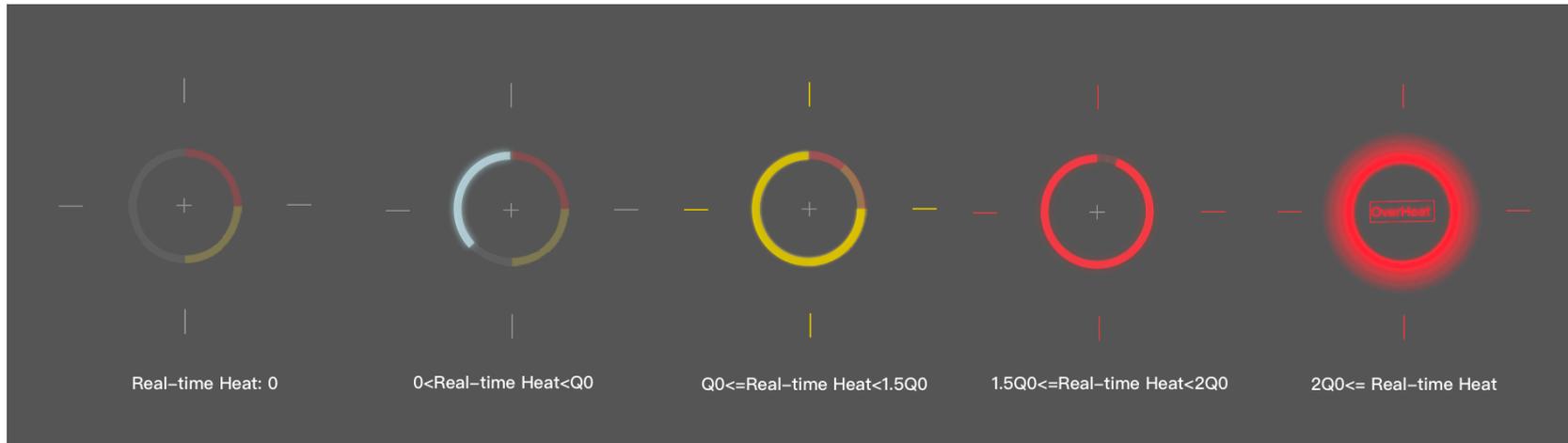6) **In the middle of the interface - Prompt Area**

A. **Our team acquires the Power Rune**

B. **Robot's death information**

7) In the middle of the interface - Barrel Heat Display

| Real–time Heat: 0 | 0<Real–time Heat<Q0 | Q0<=Real–time Heat<1.5Q0 | 1.5Q0<=Real–time Heat<2Q0 | 2Q0<= Real–time Heat |

When the barrel heat exceeds the limit, the interface becomes blurred.

8) **Bottom - Real-time HP**

HP bar displays real-time HP, numeric value shows real-time HP/cap HP, low HP status (20% of the current cap), HP bar flashes by means of breathing and interface flashes red.

9) **Bottom - Real-time Power and Heat Bar Display**

Numeric value represents the real-time power value. When the real-time power exceeds the limit, the energy bar will be consumed. When the energy bar is less than 20%, it will flash red. When it is exhausted, the robot will deduct HP.

300KW

300KW

10) **Bottom – Buff Display**

| HP Regen | Cooling Down | Add Projectile | 100% Defense | 80% Defense | 50% Defense | Power Rune |

60 20 10

Buff Countdown Dispaly

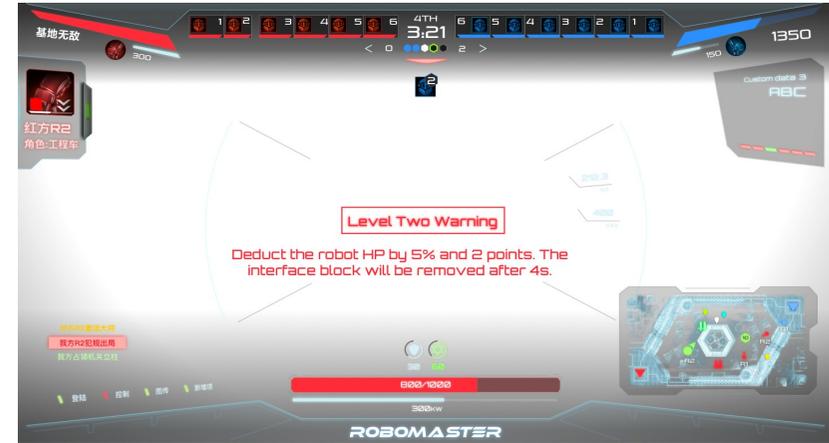**11) Small map - Design to be updated**

Current mechanism:

A. Small map only displays your robot's location.

B. Robot in operation is green; your teammate is in the same color as you.

12) Custom Data (Press P to set whether to display)

Display data uploaded by the team. There are two types of display pattern, 3 values and 6 status indicators

For specific instructions, please refer to the protocol section of Appendix in the RoboMaster 2018 Referee System Specification Manual.

13) Warning Message

Level One Warning
The interface block will be removed after 3s.

Level Two Warning
Deduct the robot HP by 5% and 2 points. The interface block will be removed after 4s.

Level Three Warning
Deduct the robot HP by 5% and 4 points. The interface block will be removed after 4s.

Ejection
Level 4 Warning for serious foul.
Cannot be revived.

3. **Death Panel**

   1) **Normal Death: death status -->reviving -->revive**

2) Death Penalty: cannot be revived

4. Result Panel

Team's Total Damage.」 Current Score. Number of Round.」 Winner and Why It Won.

HK POLY-U   SZU

1 B05 0

Red Win

The loser's Base has been destroyed.

总伤害 3700   3700 总伤害
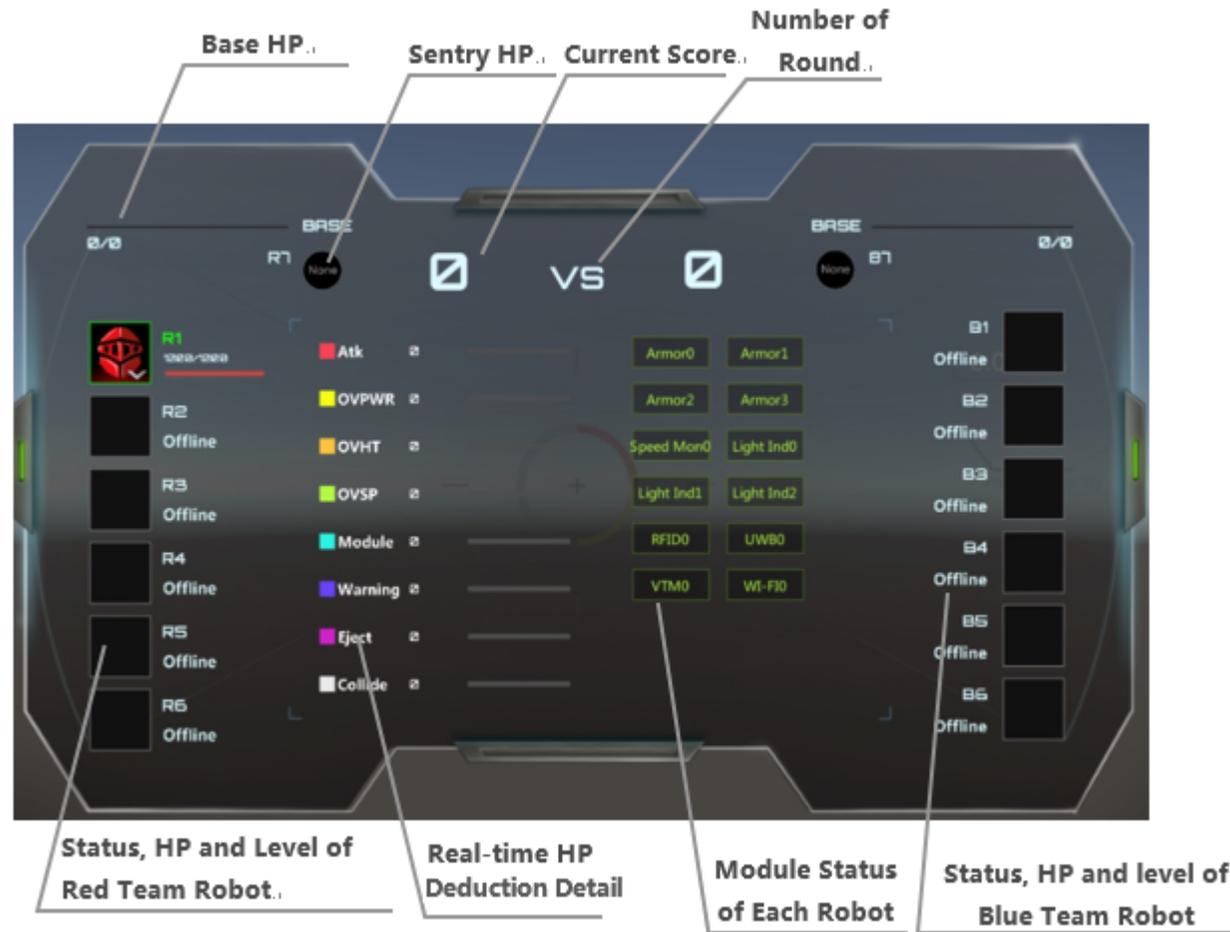
5. Tab Panel - Press Tab to display this panel, release to disappear

1) Overview

2) Detail

A. **Real-time HP Deduction Detail (update in real time; the HP Damage detail before death will be saved after the robot is defeated)**

Attack

OverPower

OverHeat

OverSpeed

Module offline

Warning

Ejection

B. **Module Connection Status (green means normal while red indicates exception)**

Armor 1, Armor 2

Armor 3, Armor 4

Speed Monitor 1, Speed Monitor 2

VTM, RFID Interaction Module

Positioning System Module

Collision

6. P Settings and Note

1) Use headset correctly and test it within the three-minute Setup Period.

2) Adjust the mouse sensitivity.

3) Display the custom data of the client.

4) Adjust headset volume. If the volume is not suitable, please contact the technician. The Volume Control in the Settings Panel cannot control the headset volume)

5) Choose to display the barrel. For Hero, you can choose to display data of Large or Small Barrel, which is switched by shortcuts, 1 for Large Barrel and 2 for Small Barrel.

6) Choose whether to display the Sight.

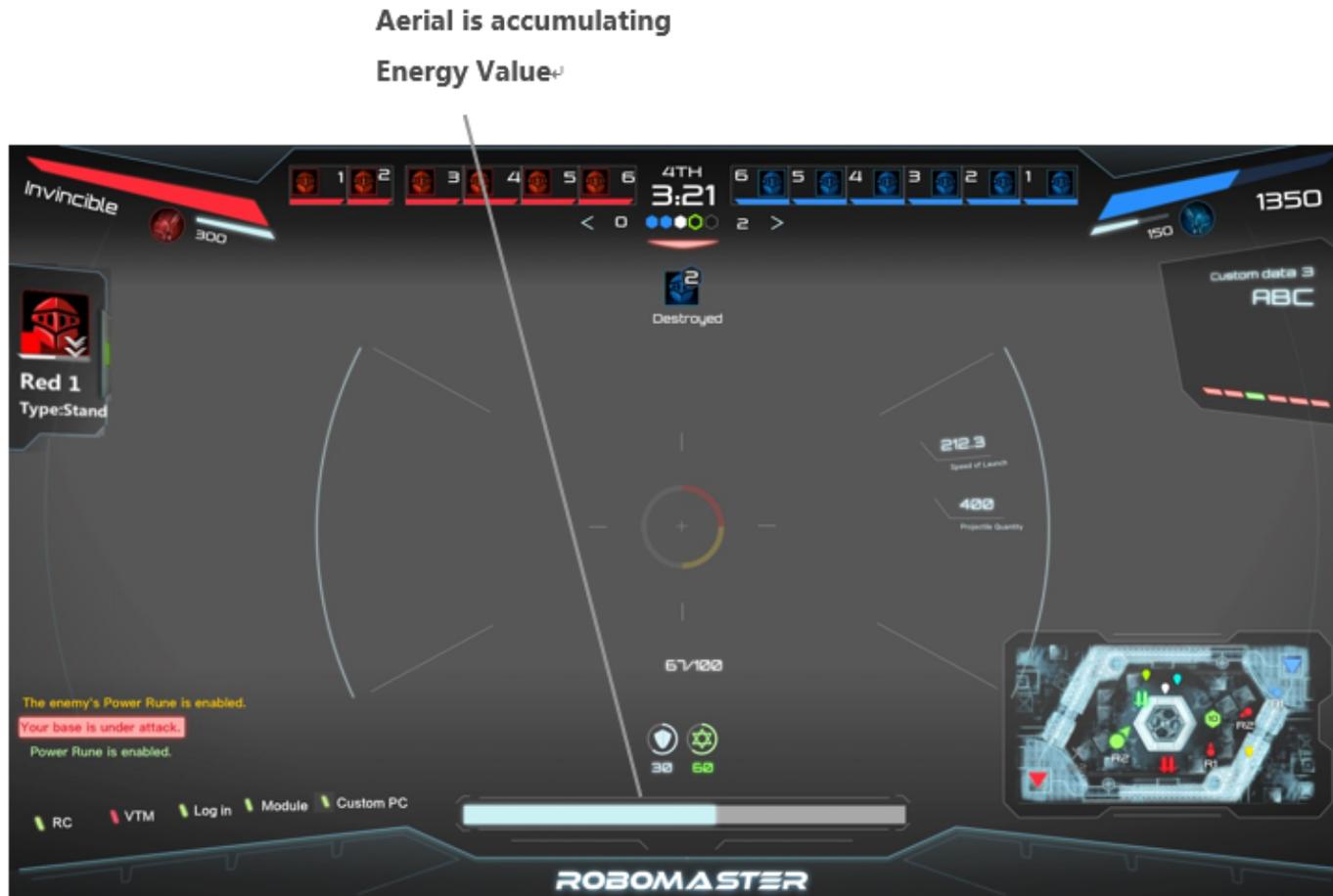If you want your teammates hear your roar and listen to you, you must put the microphone to your mouth.

On the UI Interface, press P to open the Settings Panel as shown below:
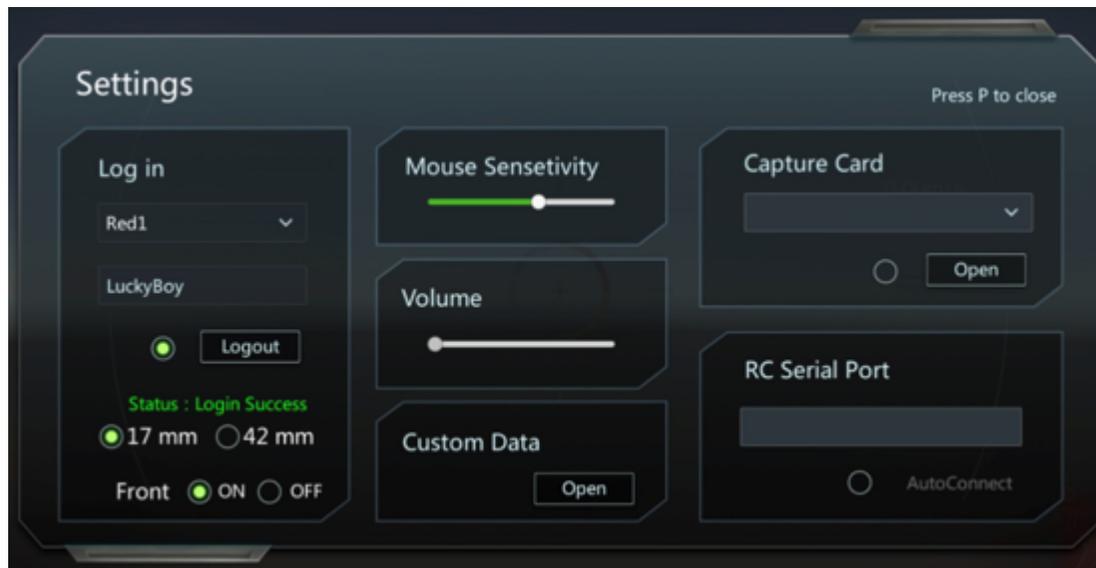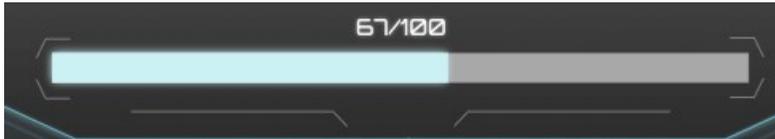
7. UI Description-Aerial Robot Special Note

The area in the bottom of Aerial Interface displays [Aerial is accumulating Energy Value].

Energy Value Status:

1) **Numeric value represents the real-time accumulated energy value. Skill bar at the bottom of the interface grows in line with the energy.**

67/100

2) **When Aerial has accumulated 100 energy value, it can use attack skill to launch projectiles. Click H to trigger this attack.**

H
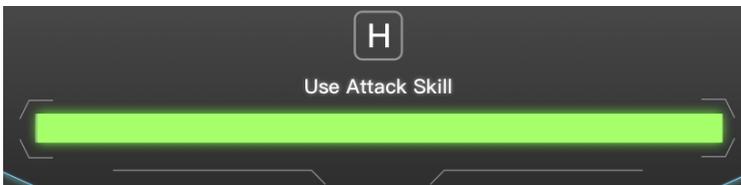
Use Attack Skill

3) **When using the attack skill:**

   If 500 projectiles are exhausted, the unskilled state will be restored. The real-time numeric value represents the remaining quantity of projectile.

   If the 50 second runs out, the unskilled state will be restored. The length of time bar represents the remaining time.

389 / 500

26s