

RoboMaster University League Champion (3V3) Client Interface Instructions (2023)

This version of instructions is released on January 5, 2023. The pictures and texts are for reference only. The actual effect and use method are subject to the latest version of the client.

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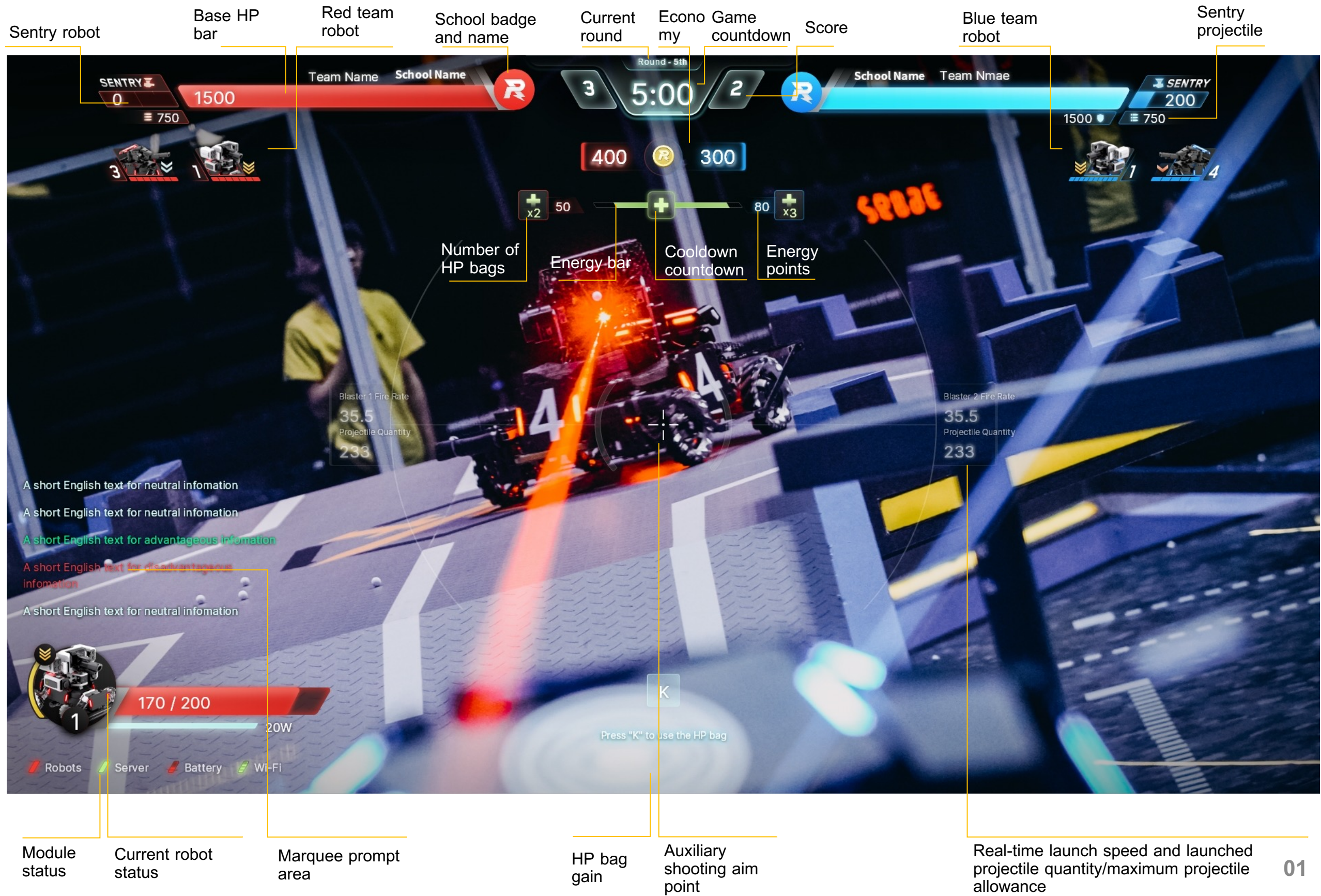
Tips:

The contents marked with * in the table of contents are the parts newly added or adjusted for new players to adapt to the RMUL 2023 (3V3) rules.

Interface Instructions - Home Interface

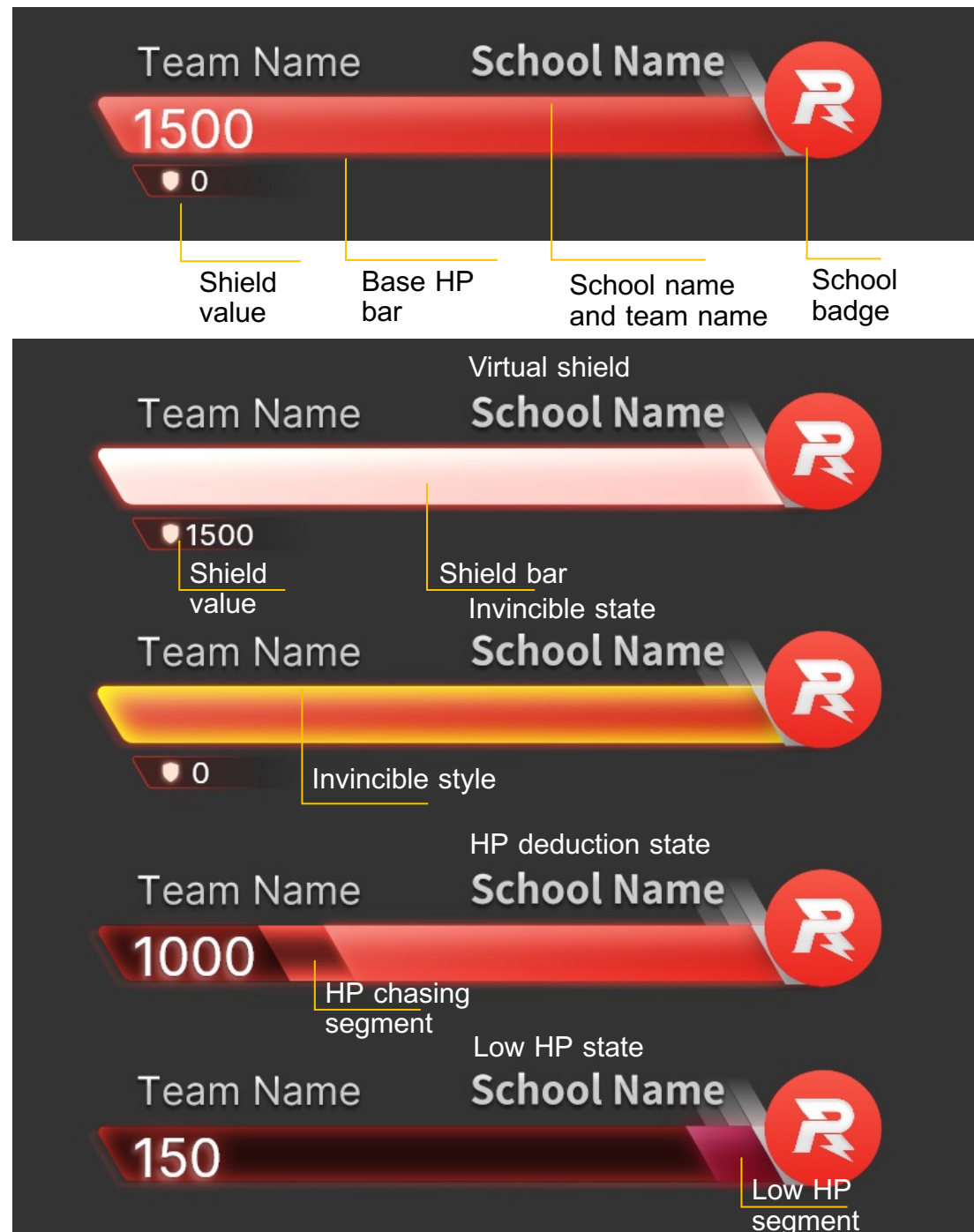
ROBOMASTER

1. Overview of the Home Interface



2. Detailed Instructions

1) Top HP Bar



When a robot of one team is defeated or ejected, the invincible state of the base will be removed, and the virtual shield takes effect. The virtual shield has 1500 HP. If a robot attacks the base, the HP of the virtual shield is deducted first. When the HP of the virtual shield reaches zero, the base HP is deducted.

When the Sentry survives and the base is invincible, the HP bar displays a golden edge.

In a short period of time, if the base is frequently attacked or severely attacked at one time, an HP chasing segment will appear to indicate the amount of HP deduction.

When the base's and sentry's HP is less than 20%, the remaining HP segment becomes dark and the effect of flashing at a breathing rate will be superimposed.

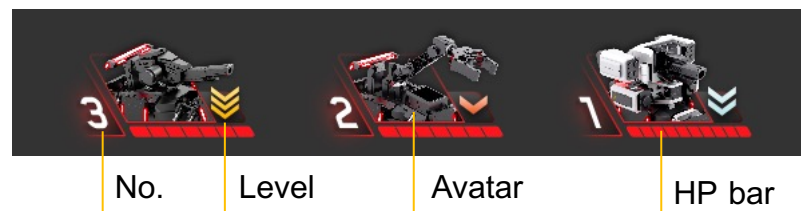
2. Detailed Instructions

2) Scoreboard



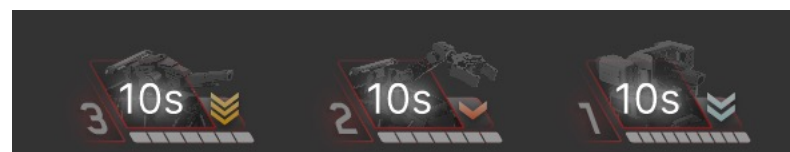
The scoreboard displays the round, countdown, and score of the current game. When the game is in the last 10 seconds, the countdown text flashes red.

3) Ground Robot Status - Non-Sentry



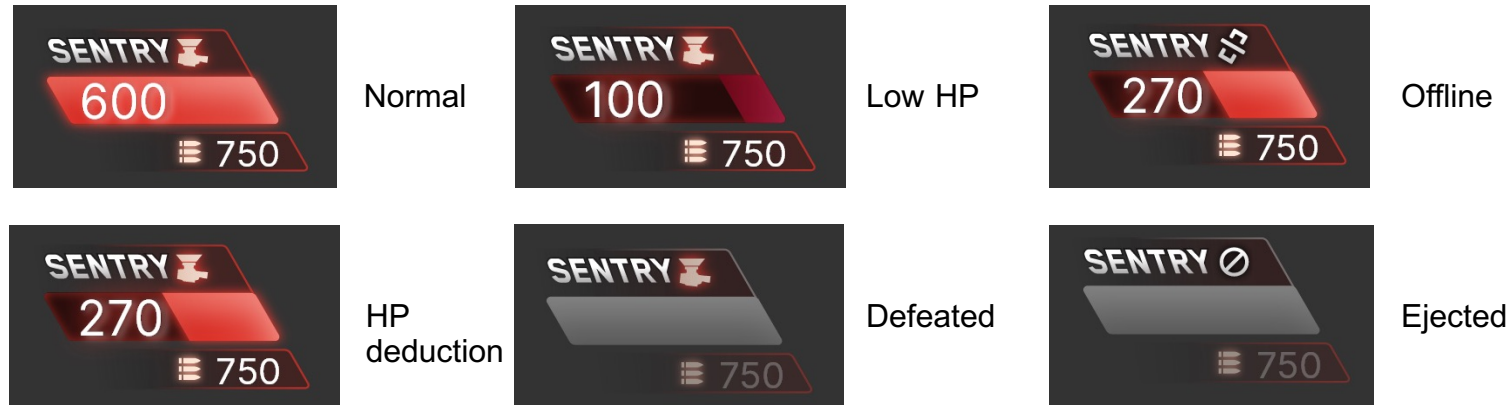
Avatar: displays the type and status of the robots operated all players.

HP bar: The HP bar represents both the current remaining HP and the robot's maximum HP. The more the number of HP bars, the higher the maximum HP.

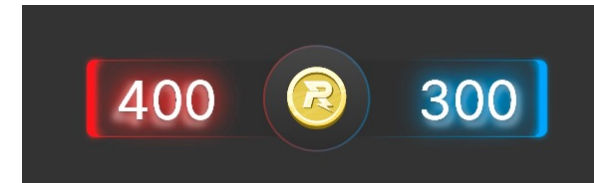


2. Detailed Instructions

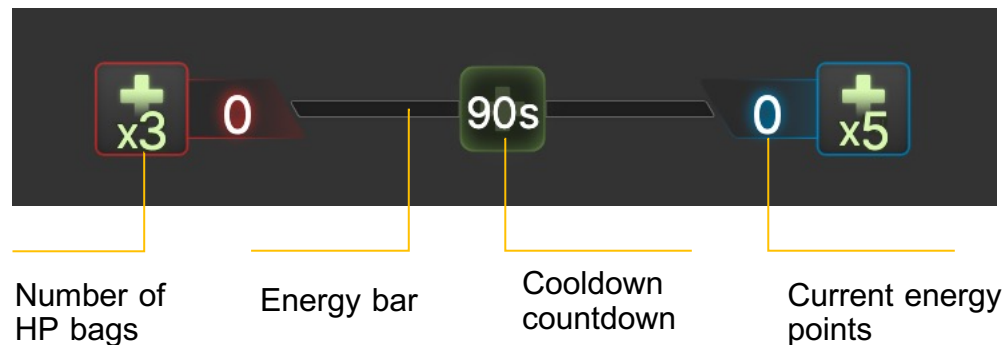
4) Ground Robot Status - Sentry



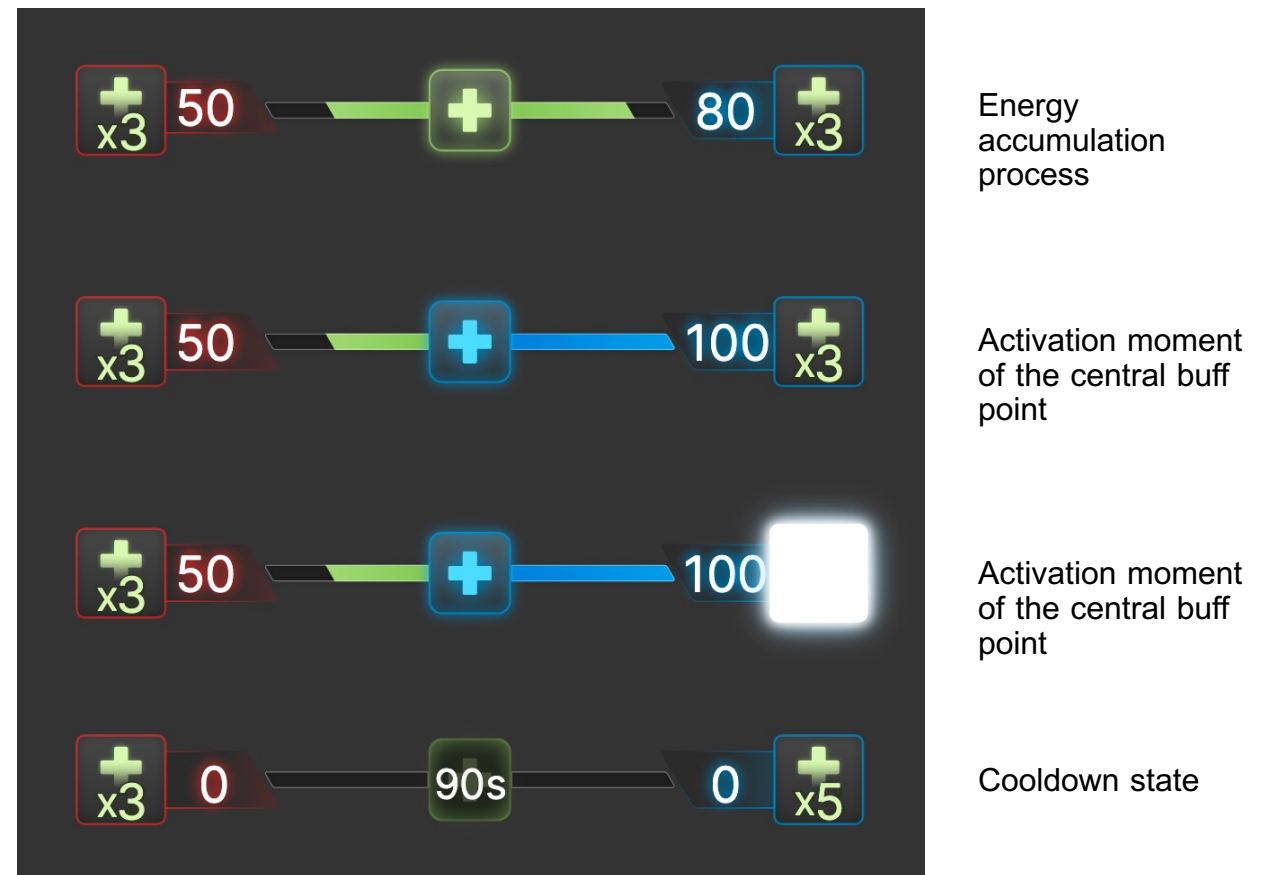
5) Economic Display



6) Central Buff Point Mechanism



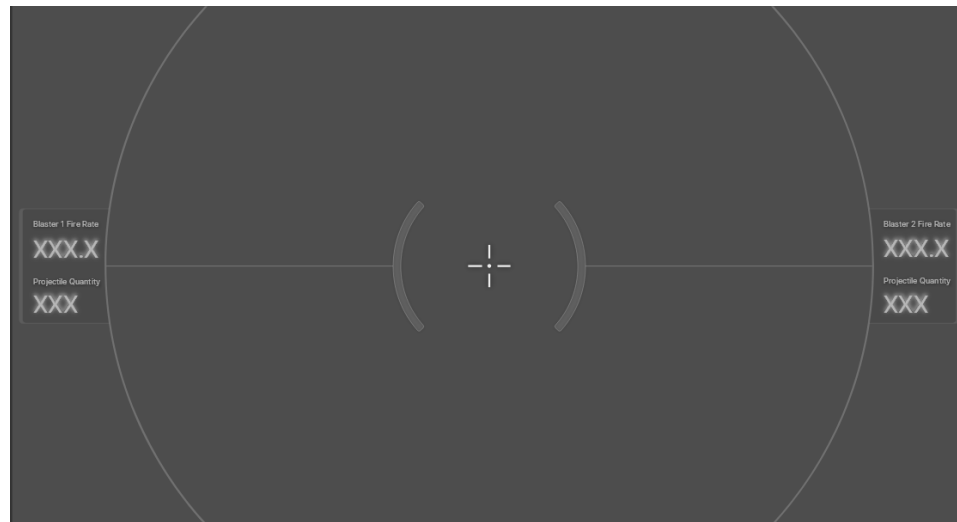
When the energy obtained by either team from occupying the central buff point reaches 100 points, the central buff point becomes ineffective immediately, the team gets two HP bags, and the energy of both teams is cleared. The ineffective state of the central buff point lasts for 90 seconds. After 90 seconds, the central buff point takes effect again.



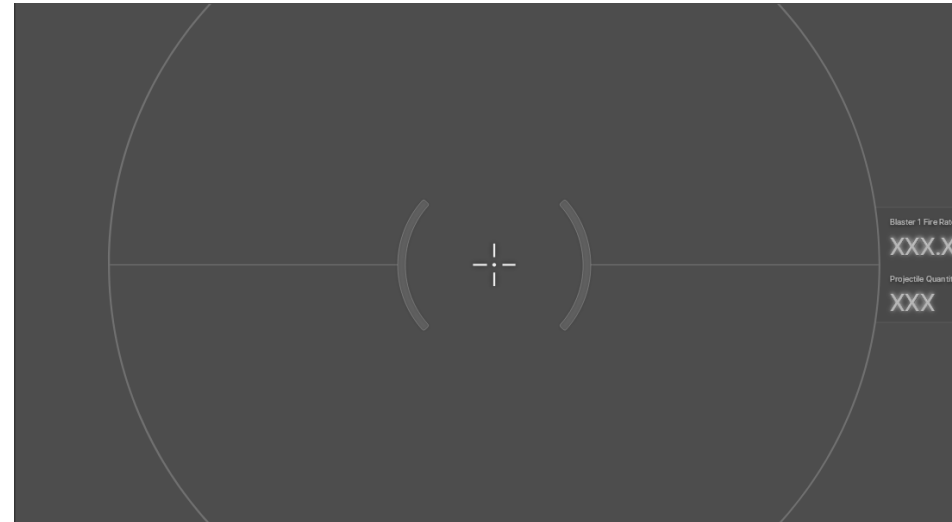
2. Detailed Instructions

7) Auxiliary Shooting Zone

Dual launching mechanism

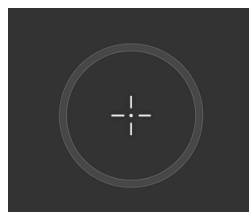


Single launching mechanism

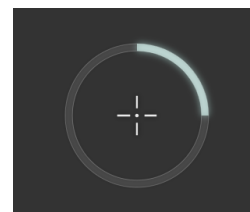


[Projectiles]
Remaining
projectiles/maxi
mum projectile
allowance

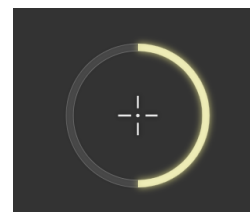
Single
launching
mechanism



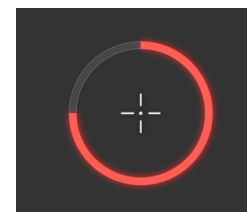
Empty ring
 $Q1 = 0$



Normal heat
 $0 < Q1 < 1/2 Q0$



Yellow warning
 $1/2 Q0 < Q1 < 3/4 Q0$

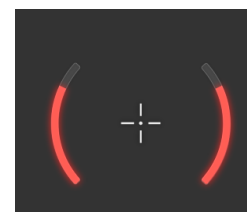
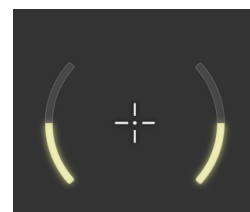
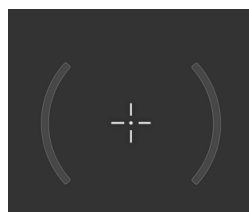


Red warning
 $3/4 Q0 < Q1 < Q0$



Heat exceeding the limit
 $Q1 \geq Q0$

Dual
launching
mechanism

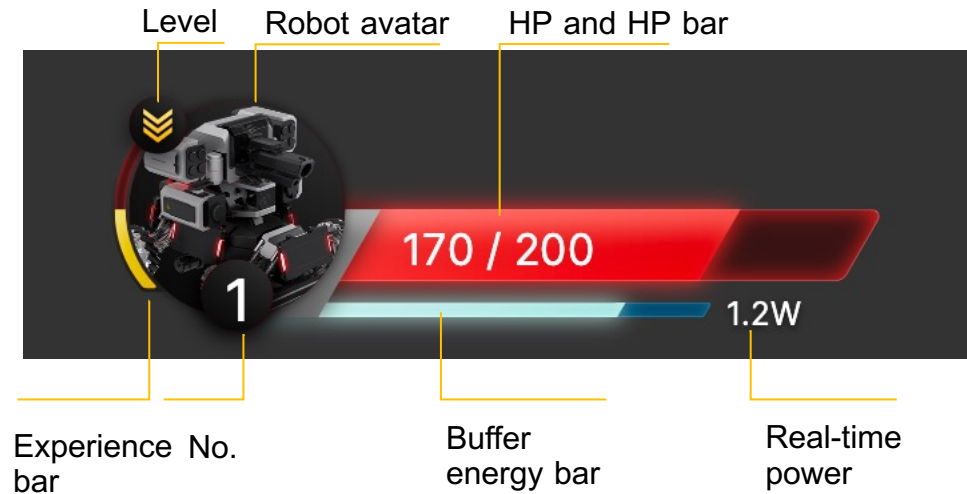


The auxiliary shooting zone consists of the aim point and heat ring. The rule sets the upper heat limit $Q0$ of the robot barrel. Whenever the barrel detects the launching of a projectile, the heat ring will add a certain amount of heat. When the heat $Q1$ reaches the upper heat limit $Q0$, the logic of heat exceeding the limit will be triggered, leading to HP deduction punishment.

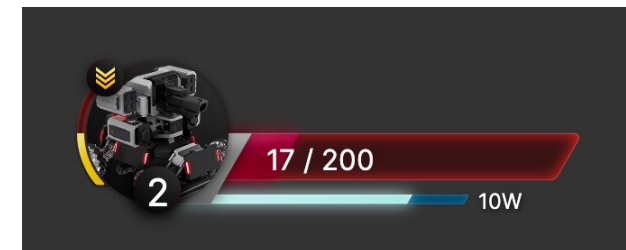
The heat of each barrel of a dual launching mechanism is calculated separately.

2. Detailed Instructions

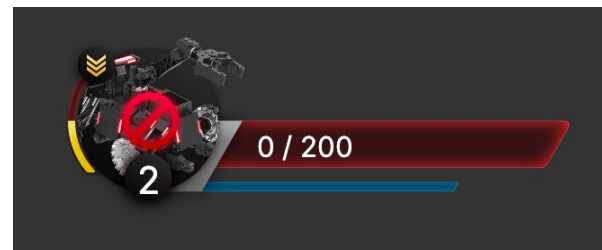
8) My Robot



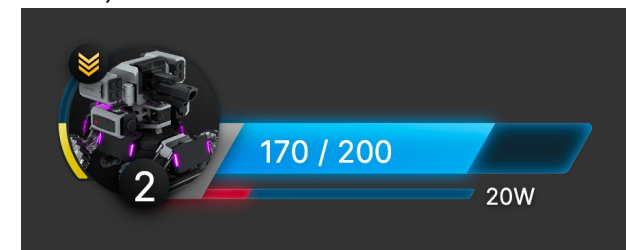
Yellow card warning



Flash at a breathing rate at low HP (less than 20%)



Red card ejection



Power warning (overpower leads to HP deduction)

9) Module status

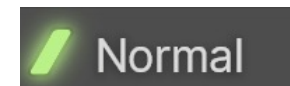


Status indicator

Module name



Abnormal connection



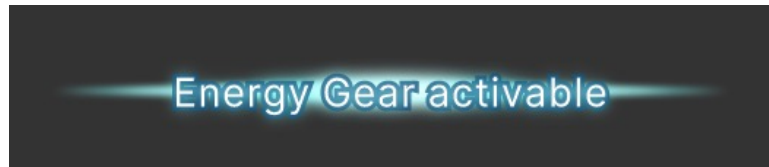
Normal connection

When a module blinks red and indicates abnormal, press and hold the ~ key to open the module status panel and check the module connection.

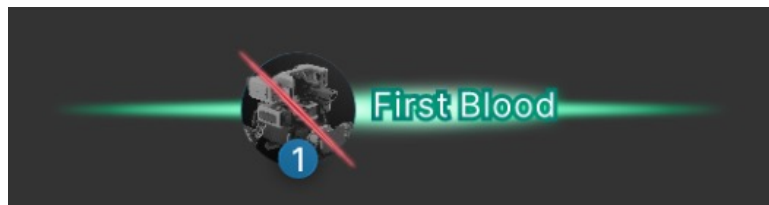
2. Detailed Instructions

10) Floating Word Prompt Area

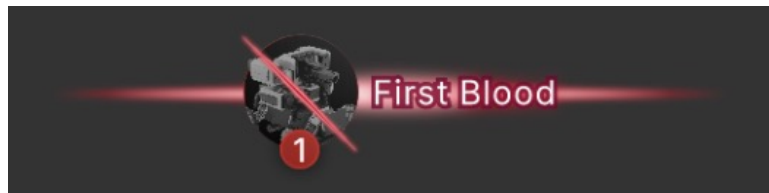
System neutral information (blue and white)



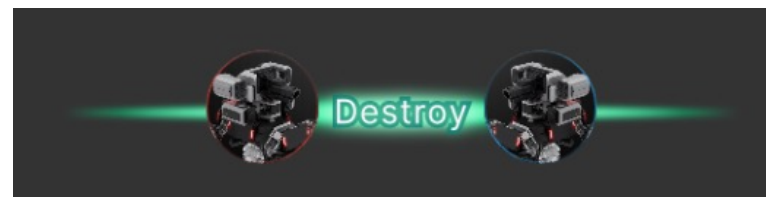
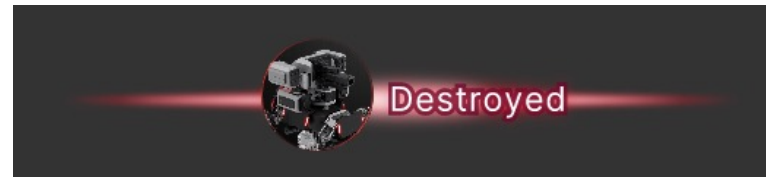
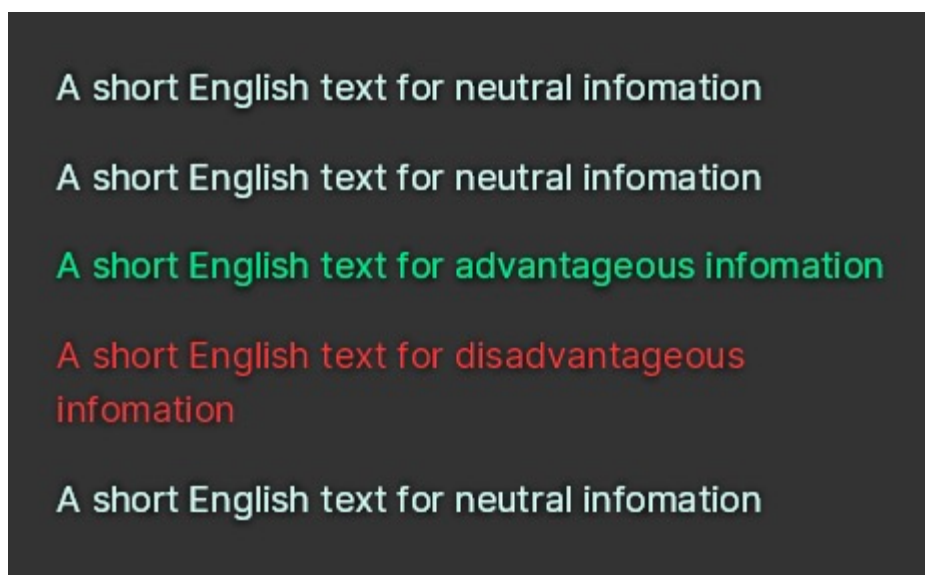
Blue team information (green background)



Red team information (red background)



11) Marquee Prompt Area



Victorious robot detected: [Victorious robot's avatar] + "Destroy" + [Defeated robot's avatar]

Victorious robot not detected: [Defeated robot's avatar] + "Defeated"

Text colors distinguish information types:

Neutral information - White

Favorable information - Green

Adverse Information - Red

Interface Instructions - Home Interface

2. Detailed Instructions

12) Full Screen Status Prompt

a) Penalty prompt



b) Prompt about heat exceeding the limit



c) Barrel power-on prompt



d) Kickout prompt



Interface Instructions - Home Interface

2. Detailed Instructions

12) Full Screen Status Prompt

e) Low HP prompt



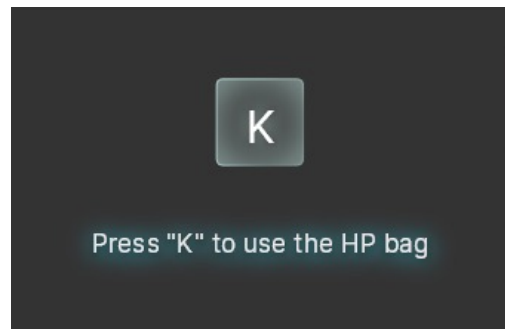
f) Revive prompt



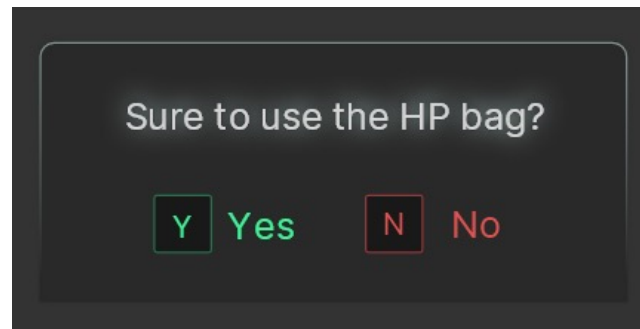
2. Detailed Instructions

13) HP Bag Exchange Mechanism

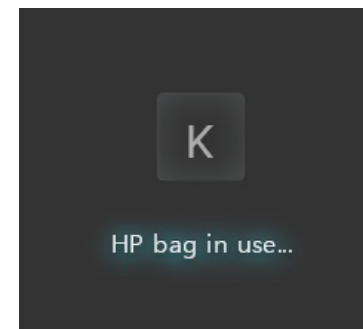
a) Sufficient HP bags - HP bag use process



The number of HP bags in the robot's team is greater than 0, and the "K" key can be pressed after the active robot occupies the restoration zone. Press the "K" key to use HP bags.

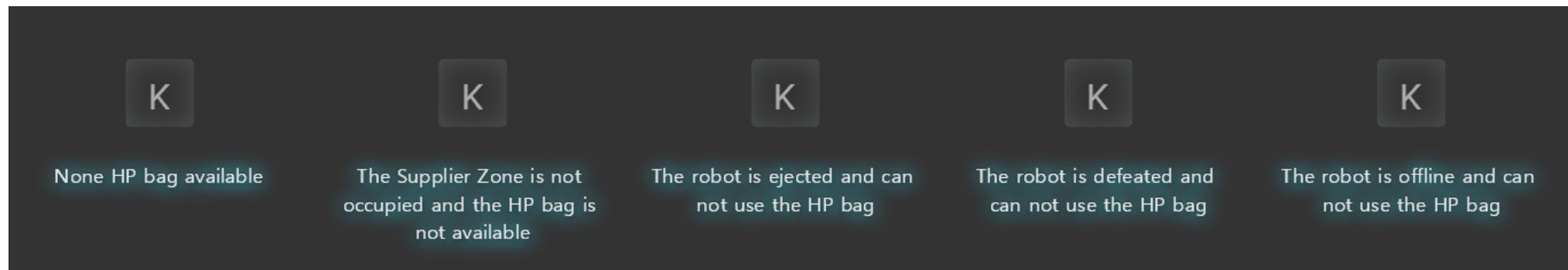


After pressing the "K" key, confirm again whether to use HP bags. Press the "Y" key to confirm the use of HP bags and press the "N" key to cancel the use.



After you press the "Y" key, the HP bags cannot be used during their use.

b) Unable to use HP bags



The number of HP bags in the robot's team is 0, the "K" key cannot be pressed, and HP bags are unavailable.

The robot does not occupy the restoration zone, the "K" key cannot be pressed, and HP bags are unavailable.

The robot is ejected, the "K" key cannot be pressed, and HP bags are unavailable.

The robot is defeated, the "K" key cannot be pressed, and HP bags are unavailable.

The robot is offline, the "K" key cannot be pressed, and HP bags are unavailable.

Interface Instructions - Panel

1. Tab Panel - Press the Tab key to display the tab panel. Release the Tab key to close it.

1) Overview

Total Robot Remaining HP

Robot information

Total damage comparison

#	Robot Info	Chassis Power	Barrel Heat	Fire Rate	Value
1	Hero 100 / 150	50	100	10	150
3	Standard 75 / 100	40	50	15	75

HP Remaining 175

HP Remaining 375

170 / 200 20W

Robots Server Battery Wi-Fi

2) Detailed Instructions

Barrel heat limit

Experience value

1	Avatar	HP information 100 / 150	Chassis power consumption limit 50	Barrel heat limit 100	Fire rate 10	Experience value 150
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No.

Initial launch speed limit

You can view the detailed status of all robots on the tab panel: survive status, level, HP and upper limit, performance system, experience value, and so on.

Interface Instructions - Panel

2. ~ Key Panel - Press the ~ key to display the key panel. Release the ~ key to close it.

The screenshot displays the RoboMaster interface during a match. At the top, the score is 3-2, the timer is 5:00, and the round is 5th. The left team, SENTRY, has 1500 health and 750 armor. The right team, SENTRY, has 200 health and 750 armor. The background shows a robot in the center of the arena, with a red laser beam hitting it. The interface includes a damage statistics panel on the left, a module status panel below it, and a central robot display with various stats.

DAMAGE STATISTICS

Type	Value	Proportion
HIT 17mm	220	25%
HIT 42mm	310	32%
IMPACT	120	18%
Over Shoot	220	25%
Over Speed	-	0%
Over Power	-	0%
Offline	-	0%
Warning	-	0%

MODULES STATUS

Speed 1	Speed 2
Armor 1	Armor 2
Armor 3	Armor 4
RFID	UWB
HUD	Dart

Damage statistics

Displays the type, value, and proportion of robot damages. The damage statistics will reset after the robot revives.

Module status

Displays the current module status of the robot. Green indicates normal. Red indicates abnormal or offline.

Press ~ to hide panel

Robots Server Battery Wi-Fi

3. Setting Panel - Press the "P" key to display the setting panel and press the key again to close it.

The screenshot displays the RoboMaster interface during a match. The top bar shows team information, scores, and a timer. The main area features a 'Settings Panel' with four tabs: Log In, Performance, Hardware Settings, and UI Settings. The 'Log In' tab is active, showing a 'Not Selected' dropdown and a 'LOG IN' button. The 'Performance' tab shows chassis type and launching mechanisms. The 'Hardware Settings' tab shows sliders for control sensitivity, volume, and sound effects. The 'UI Settings' tab shows options for custom UI, reticle display, control mode, and controller status. A bottom status bar displays VTM, camera COM, connection status, rate, mode, and channel.

[Performance Setting] Sets the chassis type and launching mechanism type of the robot. They can be set and modified in the setup period and initialization period. If performance parameters are not set after the game starts, they can only be set but not modified.

[Hardware Settings] Adjusts the sliders to control sensitivity, volume, and sound.

Settings Panel Press **P** to hide the panel

[Login] Selects the corresponding robot from the drop-down box to log in.

[UI Settings] Displays/hides s/clears custom UI, displays/hides the aim point, and displays the vehicle control mode and controller status.

[Image transmission] Displays the connection status, rate, mode, and channel of the image transmission serial port.

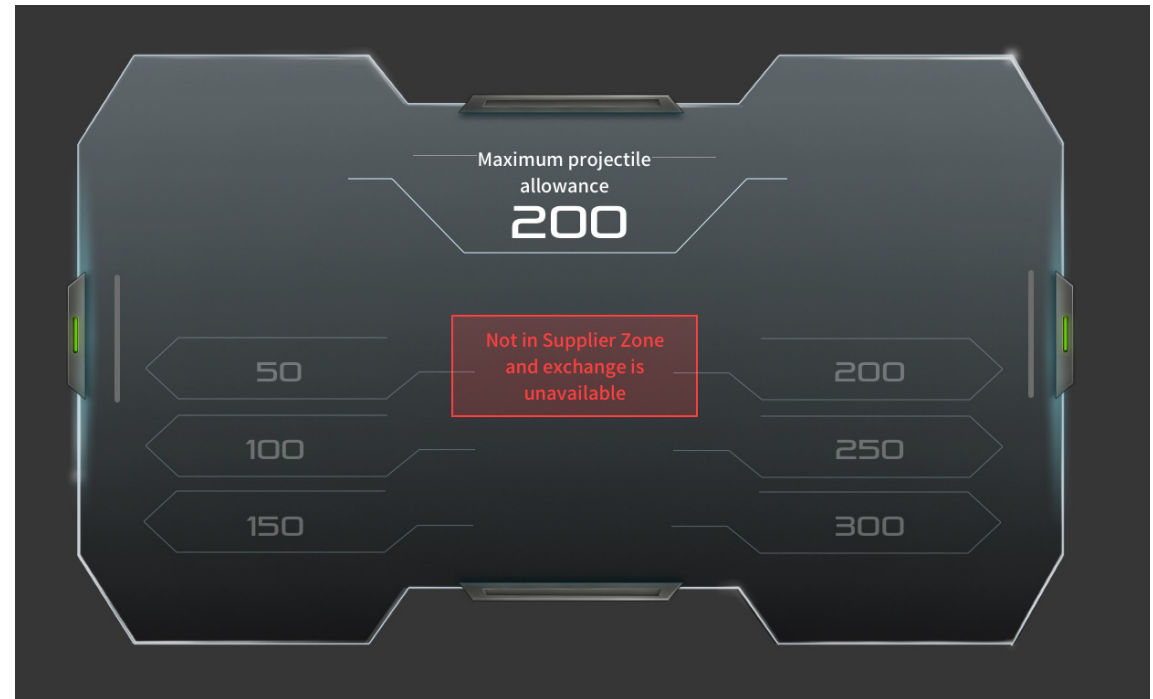
4. Reload Panel - Press the O/I key to display the reload panel and press the key again to close it.

Press the O key to reload 17mm projectiles and press the I key to reload 42mm projectiles.

a. The launching mechanism is not installed or connected, and therefore projectiles cannot be exchanged.



b. The launching mechanism has been installed, but the robot is not in the supplier zone. Therefore, projectiles cannot be exchanged.



c. Displays the maximum number of projectiles allowed to be exchanged in the current economics.



d. Hover or select



4. Reload Panel - Press the O/I key to display the reload panel and press the key again to close it.

Press the O key to reload 17mm projectiles and press the I key to reload 42mm projectiles.

e. Pop up a window to confirm whether to use gold coins to exchange projectiles.



f. Reloading projectiles is completed.

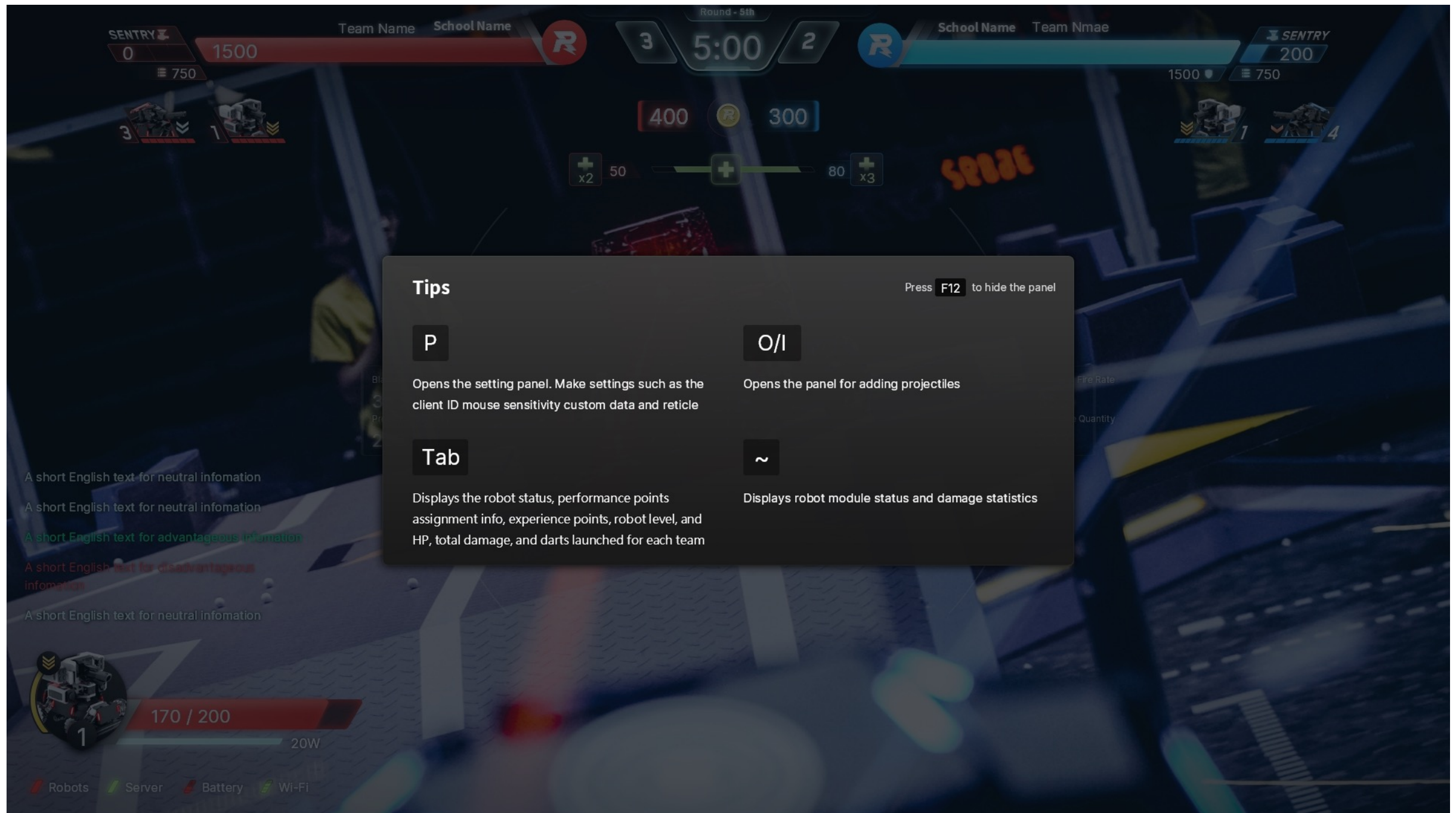


g. There are not enough gold coins to exchange projectiles.



5. Help Panel - Press F12 to open the help panel and release F12 to close it.

The F12 Help Panel records the operation keys of each panel.



1. Settlement Animation

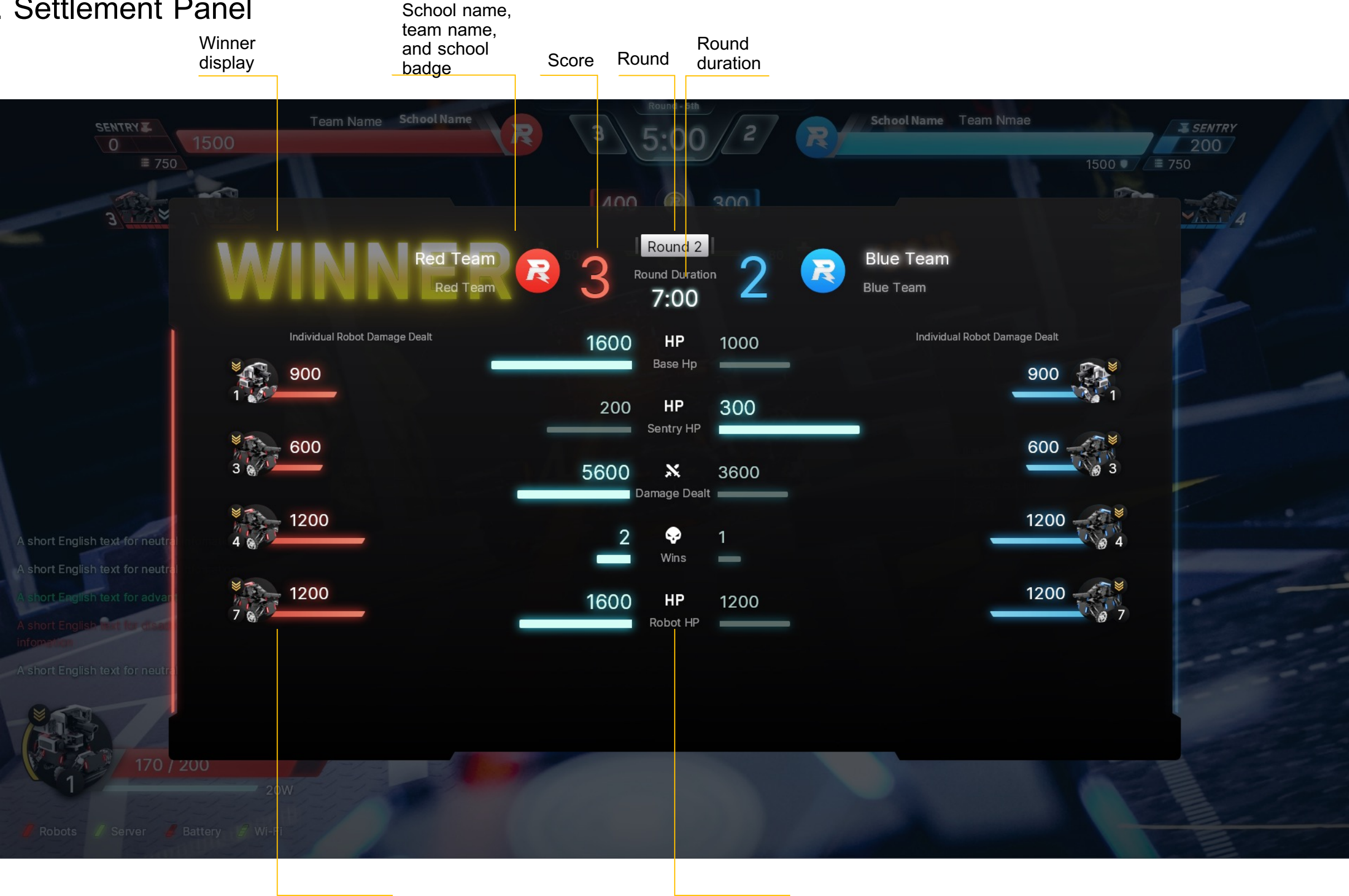
When the game is decided, the animation of the winning team shows the color base plate of the current side and the victory reason, and the animation of the losing team shows the gray plate and the failure reason.



When the game is tied or terminated abnormally, the settlement animation shows the gray base plate and the reason.



2. Settlement Panel



Individual damage

Competition data comparison