RoboMaster Champion

Referee's Client Interface

Instructions (RMYC)

Referee System Overview

- The Sever is the control center of the entire Referee System. It collects data from all robots, battlefield components and clients during the competition, and automatically determines the outcome of the competition according to the rules. It can visualize the data and log to the users through UI interface and can be manually controlled by the referee.

- The Referee's Client Interface includes the competition status panel, competition control panel, robot's referee system status panel, robot status panel, battlefield component control panel and auxilary panel. All of the above information will be displayed on two screens, with the auxilary panel displayed on the secondary screen.

- Due to version iterations, the illustrations in this manual may be different from the actual display.

Table of Contents

Overview

RoboMaster Youth Championship (junior&senior high school category) v2.0.6

Red Team — Base HP 10000/10000 — 90 / 0

Blue Team — Base HP 10000/10000 — 90 / 0

test_room_0328

Round — / —

R1 Standard	69
RobotObnline	Reset
bullet: 0	Revive
Durability:400	Eject
200 / 200	Disconnect

R2 Standard	63
RobotObnline	Reset
bullet: 0	Revive
Durability:400	Eject
200 / 200	Disconnect

R3 Engineer	67
RobotObnline	Reset
bullet: 0	Revive
Durability:0	Eject
300 / 300	Disconnect

R4 Base	57
RobotObnline	Reset
bullet: 0	Revive
Durability:0	Eject
3000 / 3000	Disconnect

[R1-Standard] Normal
[R2-Standard] Normal
[R3-Engineer] Chassis Back Armor,
[R4-Base] Normal

[B1-Standard] Normal
[B2-Standard] Normal
[B3-Engineer] Normal
[B4-Base] Normal

Free → Prepare → Check → Battle → Confirm

R Victory — Draw — B Victory

Revive All — Eject All — Reset All — Disconnect All — OpenLog — Reset SchoolName

R Warning — Start — B Warning

Red Team Rune	Unavailable	Available	Get Buff	
Blue Team Rune	Unavailable	Available	Get Buff	
Red Base broken	Unactivated	Activate	Disable	
Blue Base broken	Unactivated	Activate	Disable	

Projectile Bottles   A   B   C   D   E   F   G   H   I   J   K   L

B1 Standard	64
RobotObnline	Reset
bullet: 0	Revive
Durability:400	Eject
200 / 200	Disconnect

B2 Standard	54
RobotObnline	Reset
bullet: 0	Revive
Durability:400	Eject
200 / 200	Disconnect

B3 Engineer	60
RobotObnline	Reset
bullet: 0	Revive
Durability:0	Eject
300 / 300	Disconnect

B4 Base	49
RobotObnline	Reset
bullet: 0	Revive
Durability:0	Eject
3000 / 3000	Disconnect

ROBOMASTER

1.1 Division of Panels

Competition Status Panel

Red Team's Robot Control Panel

Robot's Referee System Status Panel

Competition Control Panel

Buff and Reload Control Panel

Blue Team's Robot Control Panel

1.2 Competition Status Panel

Rule Category

Armor Value

Version

Countdown/ Match Number

Score

Room Name

Exit

HP Percentage

Total HP Damage

Base Current HP/Maximum HP
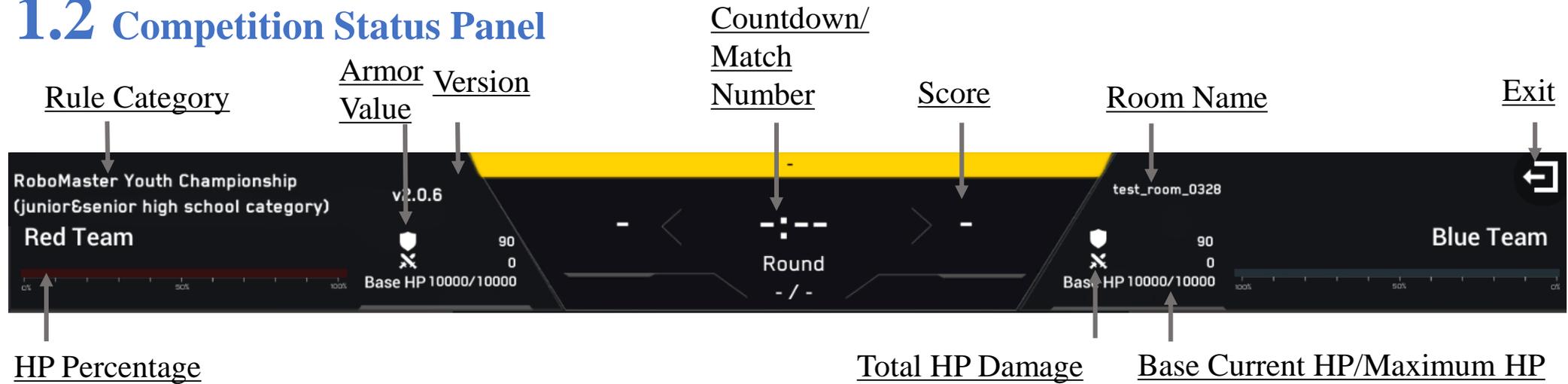
1.3 Robot's Referee System Status Panel

Equipment Name

Client, Robot Referee System Modules[1] and Connection[2]

Referee System Modules[1]: Client (Client), WIFI (Main Controller Module), Armor (Armor), Speed Mon (Speed Monitor Module), Light Ind（Light Indicator Module）, RFID (RFID Interaction Module), UWB (Positioning System Module), VTM (Video Transmitter Module), CAP (Capacitor Management Module)

Connection[2]： Green indicates a normal module, yellow indicates an abnormal module.
   If the client is disconnected, the following will be displayed: Client disconnected
   If the client is disconnected but the robot disconnected, the following will be displayed: Robot disconnected
   If a module is disconnected, its name will be displayed.

1.4 Competition Control Panel

Progress Control Buttons →

Match Result Buttons →

Quick Function Buttons →

Warning Buttons →

Button Name	Function Description
Free	Enter the Free Stage. This button is unavailable during the competition.
Prepare	Enter the 2-Minute Setup Period. This button is unavailable during the competition.
Check	Enter the 20-Second Initialization Period. This button is unavailable during the competition.
Battle	Enter the 5-1 countdown and then the 5-Minute Round
Confirm	After a round ends, the referee confirms match results with both teams.
R/B Victory	The referee manually determines the match results.
Draw	If abnormalities occur during the competition, such as an abnormal battlefield component, a potential hazard, etc., click this button to finish the competition after synchronizing the information
Revive all	Revive all robots. This button is unavailable during the competition.
Eject all（Red/Blue）	Eject all robots (Red/Blue). This button is available beyond the competition, but unavailable during the competition.
Reset all	Rest all robots' statuses. This button is unavailable during the competition.
Disconnect all	Disconnect robots from the server. This operation is usually required at the end of a round
Open Log	Open the server log
Reset school name	Refresh the school name, team name and schoold badge of the current team
Warning (Red/Blue)	Issue a yellow warning to all robots of the Red/Blue Team
Start/Reset	When entering the 2-minute setup period/ or the round ends, the referee will confirm the results of both sides

1.5 Buff and Reload Control Panel

Current Status

Red Team Rune — Unavailable — Available — Get Buff

Blue Team Rune — Available — Unavailabl — Get Buff

Red Base broken — Activated, 28s left — Activate — Enable

Blue Base broken — Unactivated — Activate — Disable

Click the "unavailable" button, the Power Rune will become inactivable.
Click the "available" button, the Power Rune will become activable.

Click the "activation" button, the left side will display the effect of being hit by the activated Large Projectile and the remaining effective time
Click the "disable" button, the team cannot be hit by the Large Projectile
Click the "enable" button, the team can be hit by the Large Projectile

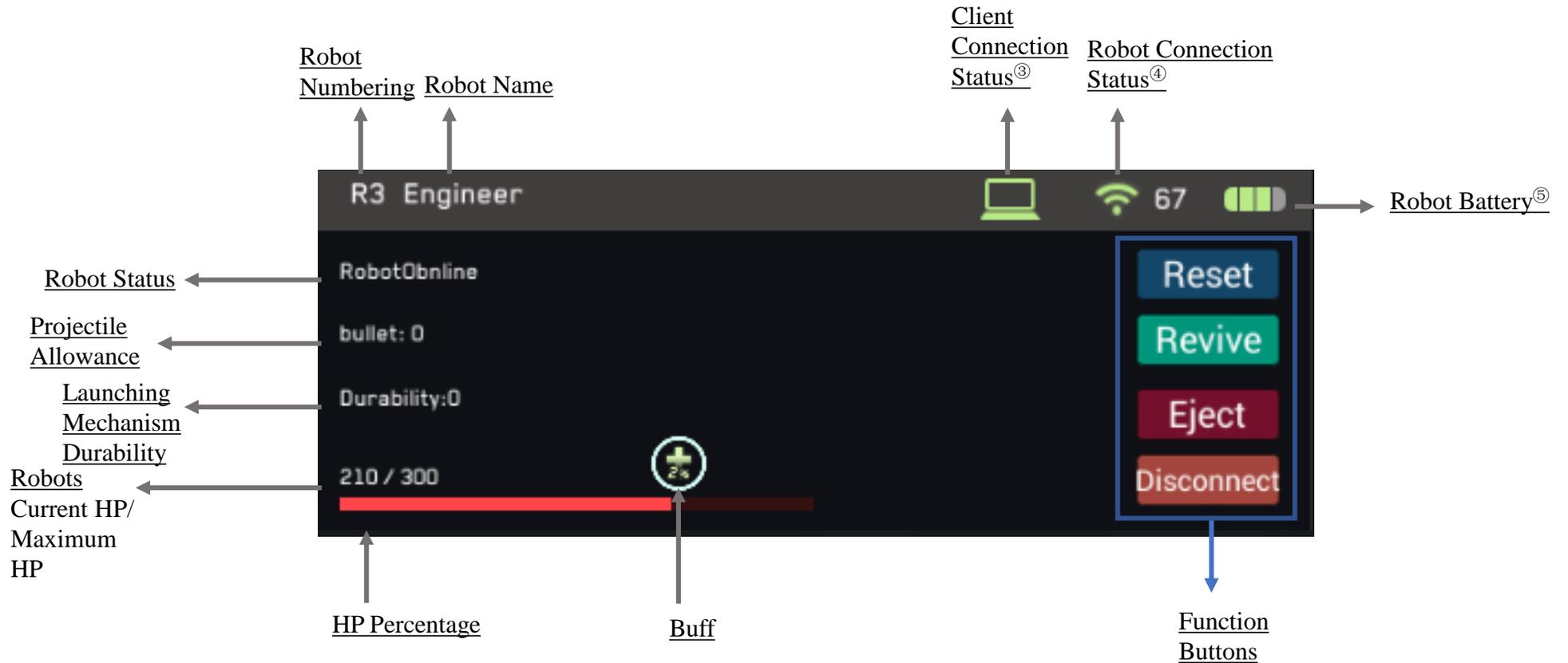Reload Method   Projectile Container Numbering

Projectile Bottles | A | B | C | D | E | F | G | H | I | J | K | L

After reloading

Projectile Bottles | A | B | C | D | E | F | G | H | I | J | K | L

Reload all the Standard Robots of the Red Team. A/B has a red background
Reload all the Standard Robots of the Blue Team. C/D has a blue background

1.6 Robot Control Panel

Robot Numbering

Robot Name

Client Connection Status③

Robot Connection Status④

Robot Battery⑤

R3 Engineer

67

Robot Status — RobotObnline

Projectile Allowance — bullet: 0

Launching Mechanism Durability — Durability:0

Robots Current HP/ Maximum HP — 210 / 300

Reset

Revive

Eject

Disconnect

Function Buttons

HP Percentage

Buff

Client Connection Status③ : If the Client is connected, it will display green. Otherwise, it will display red.

Robot Connection Status④ : If the robot is connected, it will display green. Otherwise, it will display red.

Robot Battery⑤： When the battery is 75% or above, it will display green; when the battery is 50% or less, it will display red.

2 Log system

Selected log mode, loading method, filter rule and search words

Empty/save filtered (un)filtered real-time logs

Log display zone
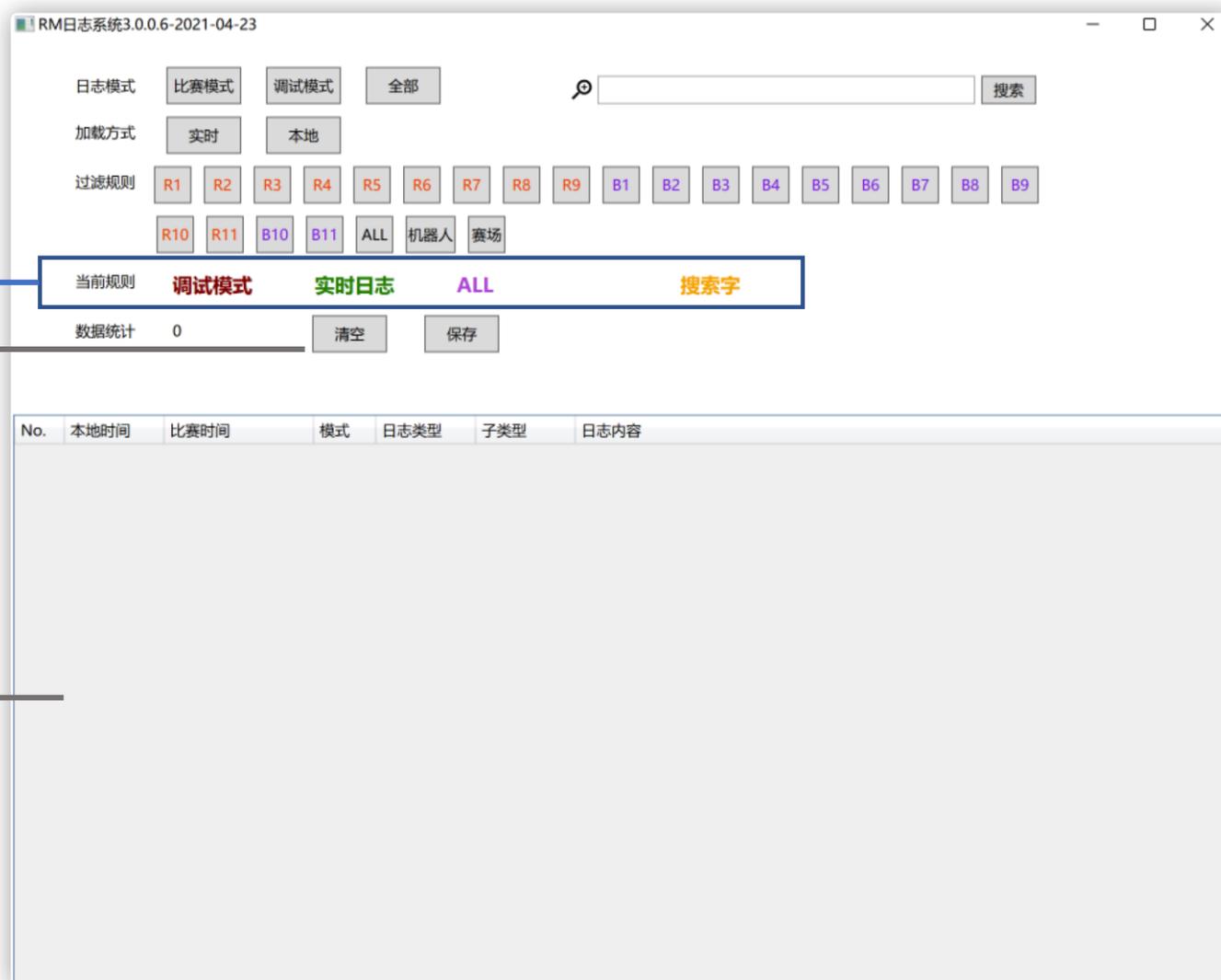
Note:
1. The local logs will be automatically backed up to the cloud when the network is connected, and the backed up local data will be automatically deleted from the local area after 7 days.
2. The log system support multi-clienting (Max 6).

3. Server

Note: The server will be automatically hidden when the referee system is started, and can be displayed by pressing F11