

# Config.json

## Server settings

- timeout\_isready: READYOK を待つ時間 [ms] /time limit for waiting READYOK [ms].
- timeout\_preend: PUTSTONE および SETORDER コマンドを待つ時間 [ms] /time limit for waiting PUTSTONE and SETORDER [ms].
- output\_dcl: ログファイルを出力するか /output dcl or not.

```
"server": {  
  "timeout_isready": 15000,  
  "timeout_preend": 5000,  
  "output_dcl": true  
},
```

## Simulator settings

- friction: ストーンと氷の摩擦係数 /friction coefficient between stone and ice
- stone\_friction: ストーン同士の摩擦係数 /friction coefficient between stones
- rand\_type: 乱数生成器の種類 /type of random number generator
- freeguard\_num: フリーガードゾーンルールを適用する投数 /Number of shots that freeguard zone rule is applied

```
"simulator": {  
  "friction": 12.009216,  
  "stone_friction": 0.500,  
  "rand_type": "RECTANGULAR",  
  "freeguard_num": 5  
},
```

## Match settings (Mix Doubles)

- rule\_type: ルールの種類 /type of rule
- ends: エンド数 /number of ends
- player\_1: 先手のプレイヤー情報 /information about player\_1
- player\_2: 後手のプレイヤー情報 /information about player\_2 (which has hammer at 1st end)
  - path: 実行ファイルのパス (一例) /path of .exe file (an example)
  - timelimit: 制限時間 [ms] /thinking timelimit [ms]
  - params: 各メンバーのパラメータ /Parameters of each member
    - random\_1: x 方向の乱数の大きさ /size of random number (x axis)
    - random\_2: y 方向の乱数の大きさ /size of random number (y axis)
    - weight\_max: ショットのウェイトの最大値 /max weight of a shot

```
"match_GAT2019_Mix" : {  
  "rule_type": "mix_doubles",  
  "ends": 8,  
  "player_1": {  
    "type": "local",  
    "path": "SampleAI.exe",  
    "timelimit": 219000,  
    "params": [  
      {  
        "random_1": 0.0725,  
        "random_2": 0.2900,  
        "weight_max": 50.000  
      },  
      {  
        "random_1": 0.10875,  
        "random_2": 0.4350,  
        "weight_max": 75.000  
      }  
    ]  
  },  
  "player_2": {  
    "type": "local",  
    "path": "SampleAI.exe",  
    "timelimit": 219000,  
    "params": [  
      {  
        "random_1": 0.0725,  
        "random_2": 0.2900,  
        "weight_max": 50.000  
      },  
      {  
        "random_1": 0.10875,  
        "random_2": 0.4350,  
        "weight_max": 75.000  
      }  
    ]  
  }  
},
```

```

    },
    null,
    null
  ]
},
"player_2": {
  "type": "local",
  "path": "SampleAI.exe",
  "timelimit": 219000,
  "params": [
    {
      "random_1": 0.0725,
      "random_2": 0.2900,
      "weight_max": 50.000
    },
    {
      "random_1": 0.10875,
      "random_2": 0.4350,
      "weight_max": 75.000
    }
  ],
  null,
  null
]
},
"extended_end": true,
"repetition": 1
},

```

## Match settings (Normal)

```

"match_GAT2019_Normal" : {
  "rule_type": "normal",
  "ends": 8,
  "player_1": {
    "type": "local",
    "path": "SampleAI.exe",
    "timelimit": 219000,
    "params": [
      {
        "random_1": 0.0725,
        "random_2": 0.2900,
        "weight_max": 50.000
      },
      null,
      null,
      null
    ]
  },
  "player_2": {
    "type": "local",
    "path": "SampleAI.exe",
    "timelimit": 219000,
    "params": [
      {
        "random_1": 0.0725,
        "random_2": 0.2900,
        "weight_max": 50.000
      },
      null,
      null,
      null
    ]
  },
  "extended_end": true,
  "repetition": 1
}

```