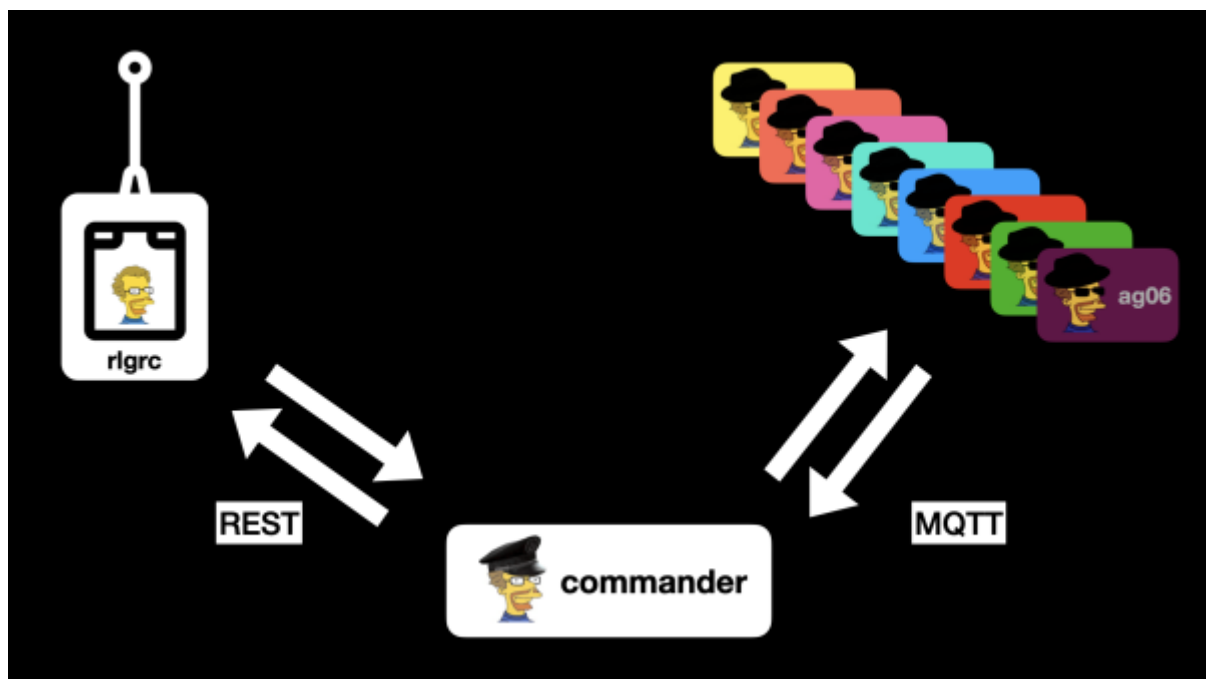


# RLG Commander

**Diese Seite ist auf deutsch verfügbar.**

The commander is the central control unit for the whole system. It tells the agents which signals to send, calculates the score, reacts to "button-pressed-events" etc. Different game modes can be loaded onto the commander. The agents change their role to match the needs of the loaded game. For instance: if we change the game from [Conquest](#) to [Rush](#), the agents change their role from Capture Points to M-Coms.

The commander communicates with the agents via the [MQTT](#) protocol and can be controlled via a [REST](#) interface. There is also a [remote control](#) software (rlgrc) to connect to the commander.



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