
















# Documentation

Note: Some Wikis are not yet finished and PDF generation is still work in progress.

Category	Title	Type	Current (Wiki)	Current (PDF)	Release 0.96 (PDF)
Platform	Standalone	User Guide			n/a
	JADE	User Guide	todo	n/a	n/a
Application	Application	User Guide			n/a
		Schema Doc		n/a	n/a
Space	Environment (2D)	User Guide	todo	n/a	n/a
Kernel	BDI	User Guide			
		Tutorial			
	Schema Doc		n/a	n/a	
	Micro Agents	User Guide	todo	n/a	n/a

## Resources - Online Documentation

Development	Build Process	User Guide			n/a
Tools	Tools	User Guide	todo	n/a	

### ***Guide to the Documentation***

As Jadex has a modular architecture, many different documents are available describing the different aspects of the system. This section gives you an overview of the available documents such that you should be able to quickly find the information you are interested in.

### ***Documentation Categories***

Documentation for different types of modules is grouped into categories. Usually, one would only be interested in one document of a category (e.g. a specific kernel or specific platform). The categories are:

- **Platform:** Describes details of starting a specific platform and unique features of the given platform.
- **Application:** Documentation on defining, starting and managing agent applications.
- **Space:** A space is a component that can be shared by agents belonging to the same application. Different kinds of spaces are available for different purposes (e.g. simulation or coordination).
- **Kernel:** A kernel provides mechanisms for programming the behavior of a single agent. For each agent architecture (e.g. BDI) a specific kernel is available.
- **Development:** Documentation that is helpful, if you want to build (and maybe change) Jadex itself.
- **Tools:** Descriptions of the tools that are available for running and debugging your agents.

### ***Documentation Types***

Depending on the type of the document, it is useful for different purposes:

- **User Guide:** Most documentation belongs to the user guide type, which is written in reference style. These documents try to cover all features of a given component in a systematic way and are useful for looking up a specific feature or for learning about all features. Additionally, user guides try to include (or refer to) usage examples, and sometimes even provide code-snippets for copy-paste.
- **Tutorial:** Tutorials cover the commonly used features and are written as a step-by-step introduction. Thus, tutorials are useful for getting starting with the covered aspects of Jadex. Tutorial documents are provided in addition to user guides and are not available for all components.
- **Schema Doc:** A reference documentation, which is directly generated from the .xsd schema definition file. Thus this document describes all tags and attributes, but in a somewhat isolated manner without usage examples. Schema docs are available for all XML schemas.

### ***Documentation Versions***

The documentation is created and edited in the Jadex Wiki space. Thus any Jadex user can participate in updating and expanding the documentation. For convenience, other versions can be accessed from the above table.

- **Current (Wiki):** The link will take you directly to the online version of the document. You can read and also alter (if you are logged in) the pages directly in you web browser.
- **Current (PDF):** For easier printing, a download link is provided that generates a complete PDF document of the current state of all pages, belonging to the selected document.
- **Release X.YZ (PDF):** As the usage of Jadex changes from release to release, we also provide the frozen state of the documentation of the latest release. For convenience, you can also find links to the old (pre 2.0) style documentation below.

***Legacy Documentation***

- Legacy documentation for Jadex 0.96x and Jadex 0.94x can be found [here](#)