

Darkstar usability: Week of 10/5/09

### **Ya-Ching**

This week I am working on the zoning testing and integrate into mini game prototype. Current we set the zone as ChannelListener. This is efficient for zone to handle the clients message and responds to the clients.

I like some designs of Darkstar very much. The global property of DataManager and Channel give me a lot of convenience to assess the data or objects we want everywhere in the code. And the the reference which is created DataManager keeps the program clean, because I don't need to keep a copy of the object I create.

Besides, the session and channel are flexible to communicate with a specific client or a group client. The only inconvenience is when I just don't want that one client accept the group message, I can't use channel to broadcast. I have to use session and through message to each client session.

### **Lynne**

I encountered a weird bug I've never seen before yesterday. I modified my java code for trade system, made a new .jar file and put it(overwrote the old .jar) in the "deploy" folder. However, when I booted the server , it ran the old .jar file not the new one.

I did clean up the files in the "data" folder, so there should be no initialization problem. I also checked the paths and the names in the .properties and .boot files, which are all correct too. I don't know why it happened.

The one way to solve this is to clean up the "conf" and "deploy" folder. So What I guess is that the server might run the latest boot file just like reading data from cache.

### **Rick**

1.) Yesterday I just found that maybe I use the "sgs-stop.jar" file in a wrong way. Usually I run a XXXX server by inputting the command:

```
java -jar bin\sgs-boot.jar conf\XXXX.boot
```

and shutdown the server by the command:

```
java -jar bin\sgs-stop.jar
```

However, I found Ya-ching stop the server by this command:

```
java -jar bin\sgs-stop.jar conf\XXXX.boot
```

which indicates the specific boot file following the sgs-stop.jar

If she used the way I use, her server could not be shutdown. So I was just wondering which one is more accurate.

2.) Another thing I want to point out is that finally I got the documents under the "doc" folder.(I wasn't aware that) The "allclasses-frame.html" is really helpful when I need to find out a class I want. I will continue to use it and also take a look at other online documents.

### **Akash**

I don't have anything this week for usability.

### **John**

Zoning, zoning, zoning; which was far more complex than initially anticipated. Currently, the system solves most cases games will run into when in need of zones. I am curious if Project Darkstar intends to even provide some functionalities like this that are commonly used. I know every game is different, but with the proper interfaces and classes, generic approaches to common features are possible and at the very least would go a long way to teaching those who are not familiar with networking.