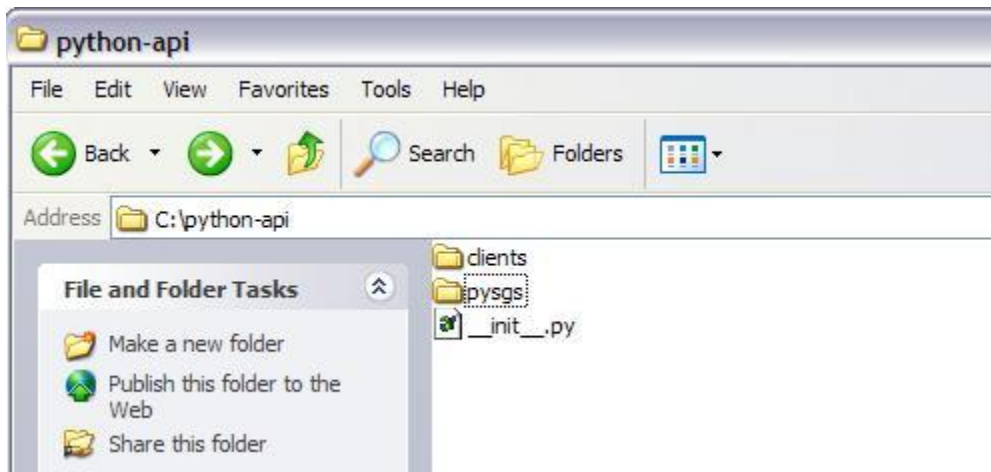Project Darkstar Installation

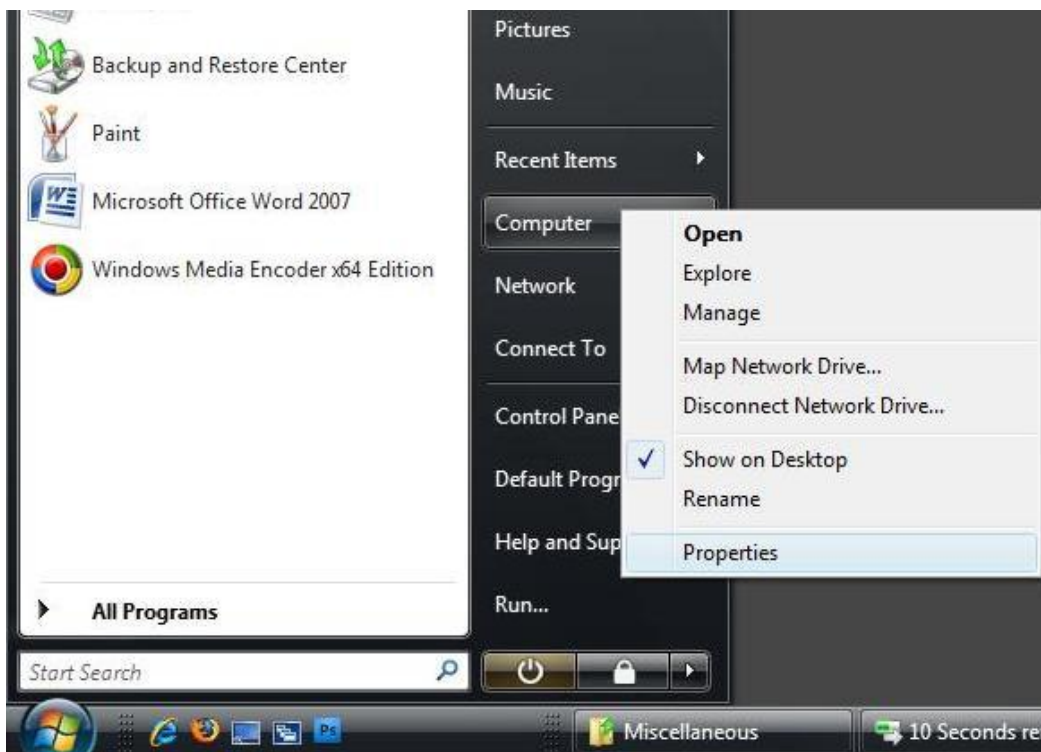Step 1: Make sure you have the latest version of Panda3d (1.6.2) installed.

Step 2: Place the */darkstar-server* folder somewhere convenient on your local machine.

Step 3: Install pywin32 with the provided installer.

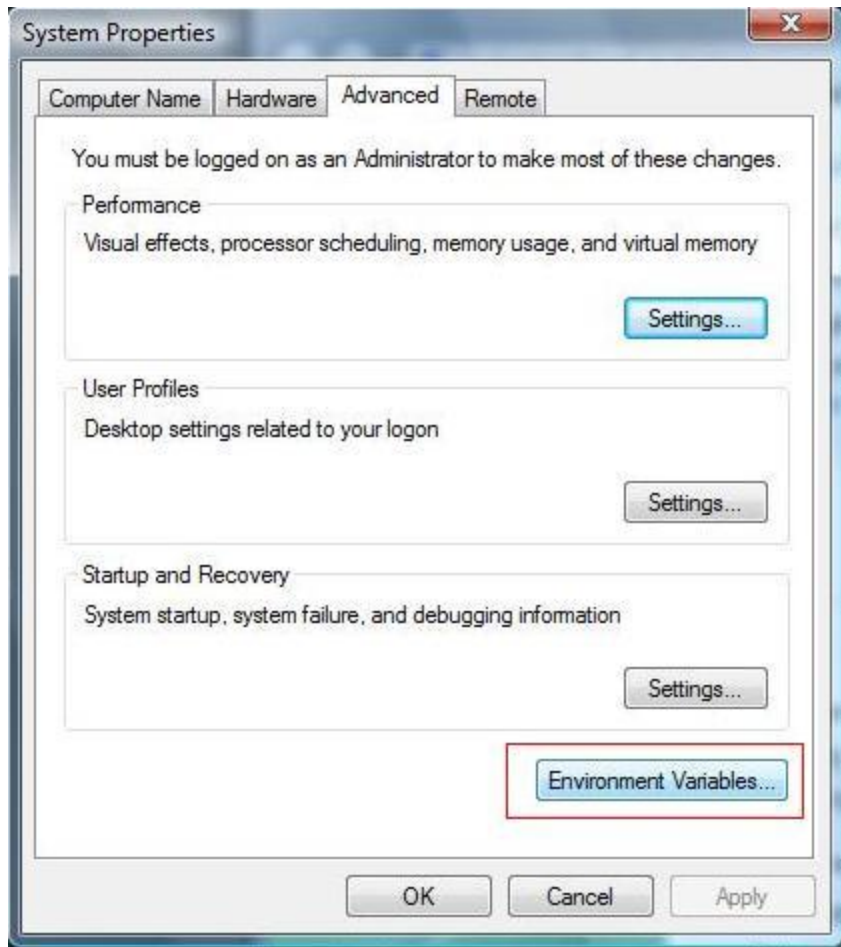Step 4: Install Twisted with the provided installer.

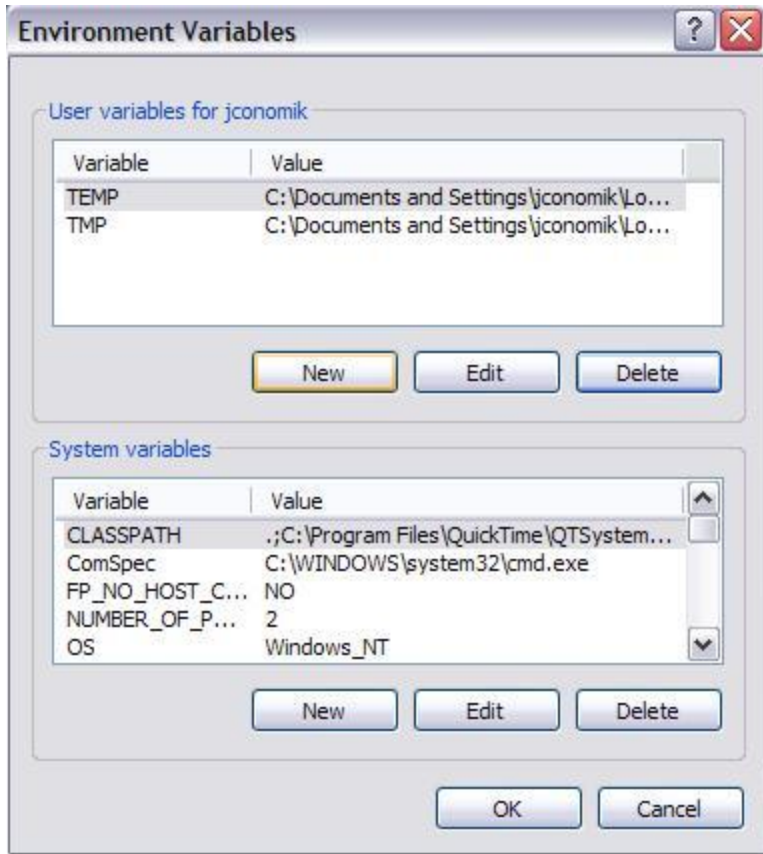Step 5: Place the */python-api* folder on your local machine.

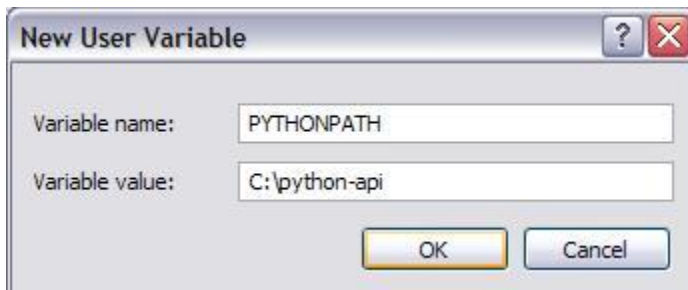Step 6: Go to My Computer -> Properties with a right click.

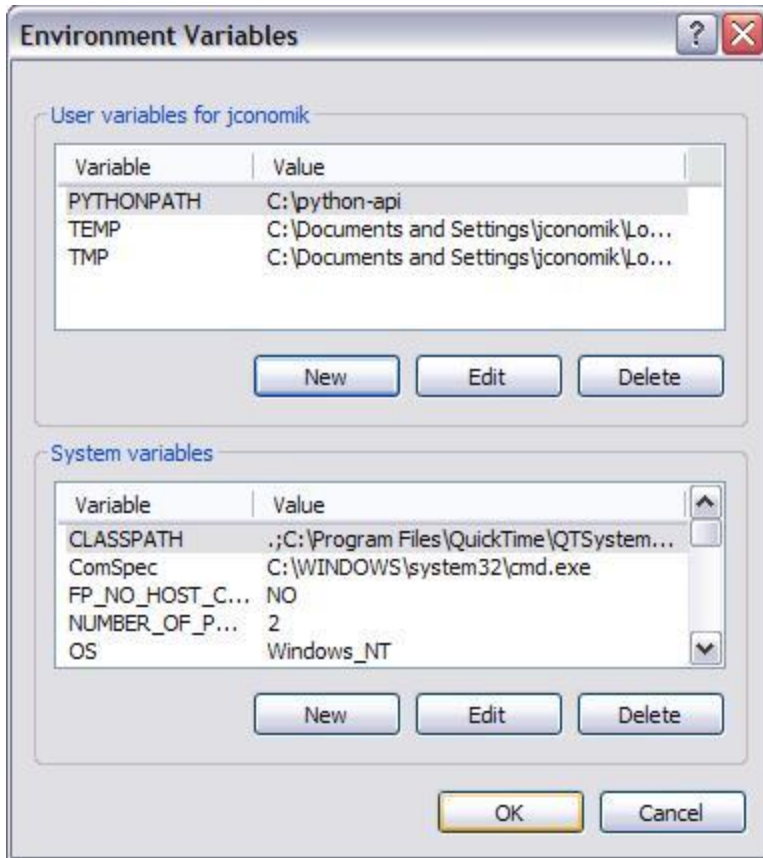Step 7: Left click on "Advanced system settings".

Step 8: Left click on the "Environment Variables…" button.

Step 9: Left click the "New" button under User variables

Step 10: Enter PYTHONPATH for the name. For the value, put in the path for the python-api folder (including the "/*python-api*")
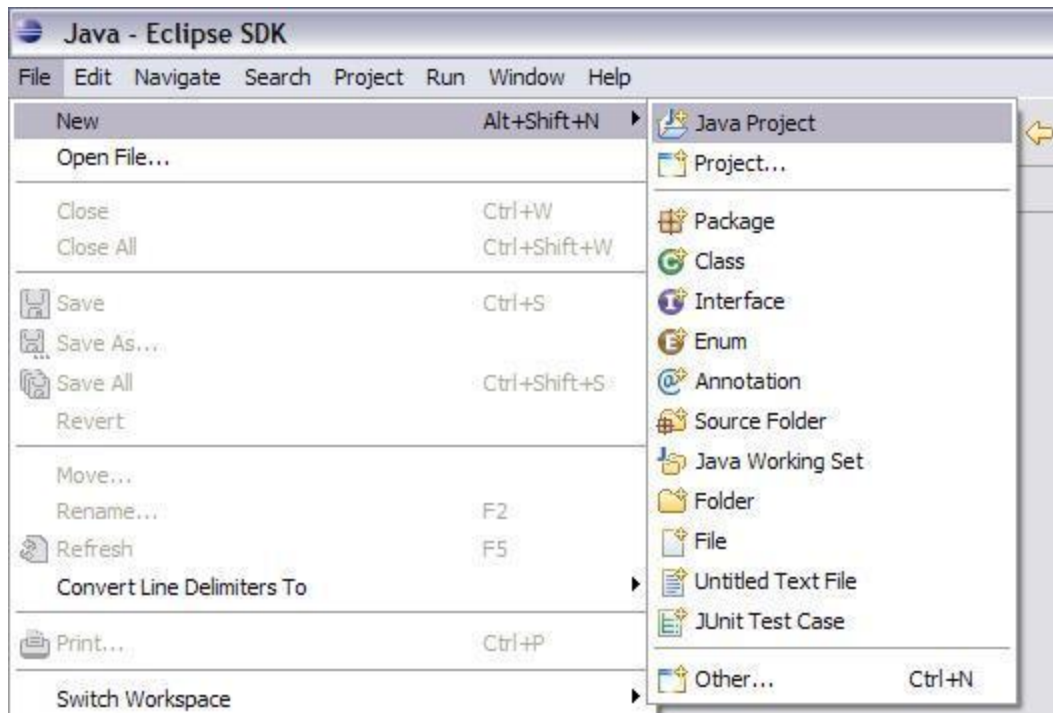
Darkstar is now installed, configured and ready to work together with python and Panda3d.

Coding and running the client: Just use PyPE (or whatever your IDE of choice may be) normally; just make sure that you have the server running (at the correct IP address) when you start the client.
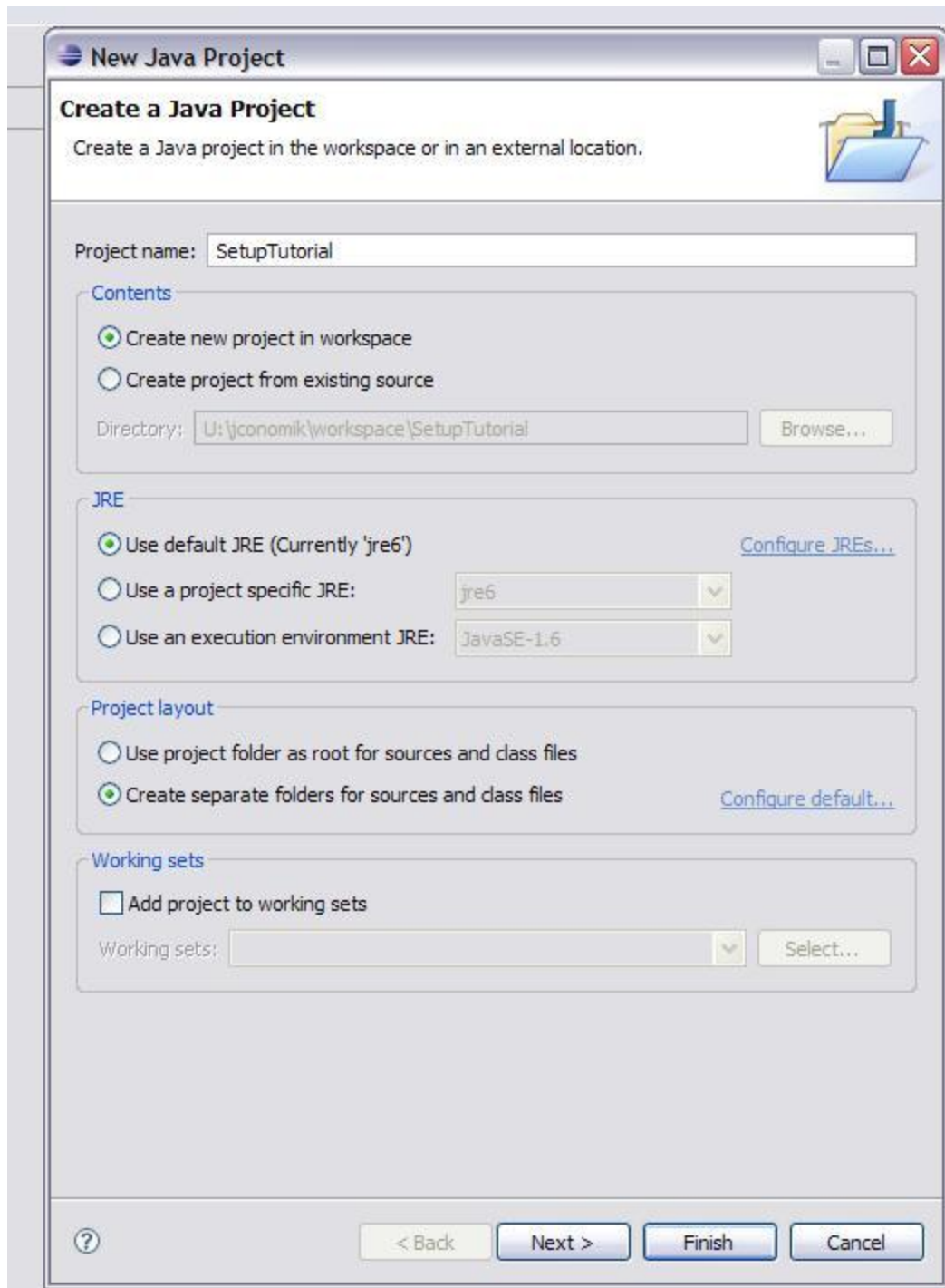
Coding the server:

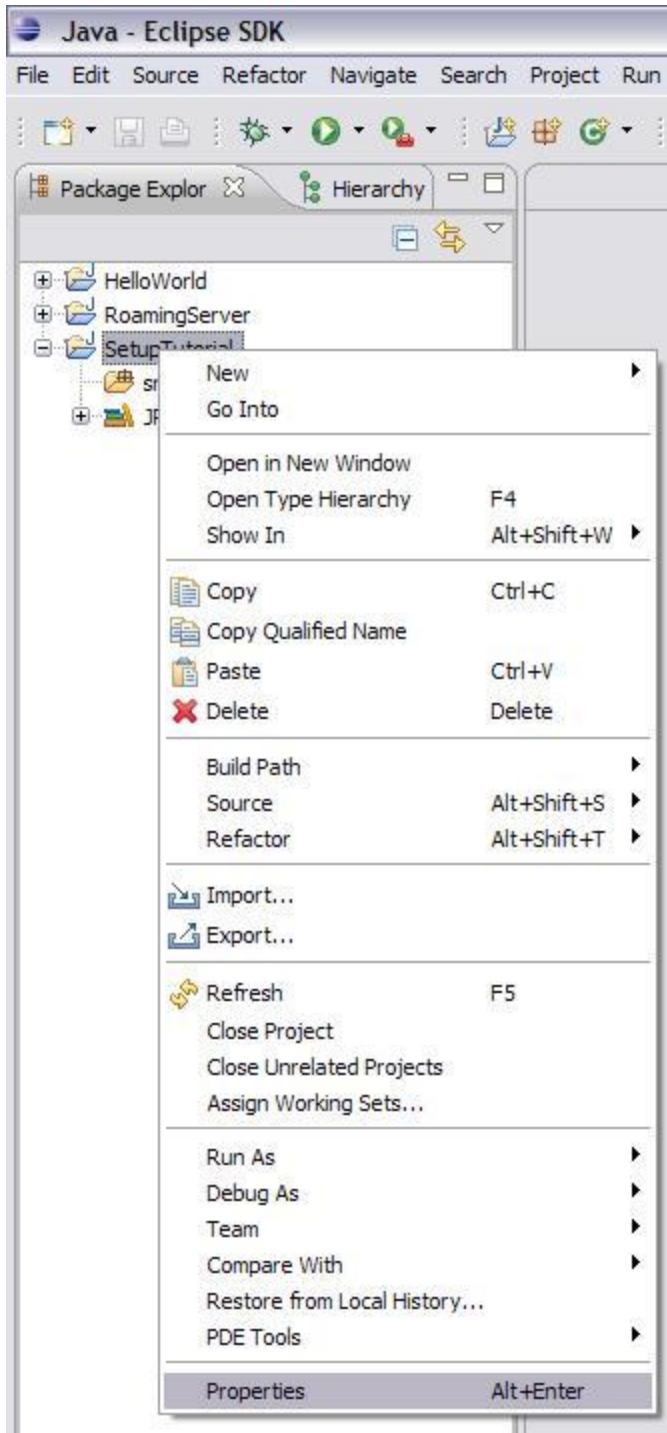Step 1: Install Java SDK with provided installer.
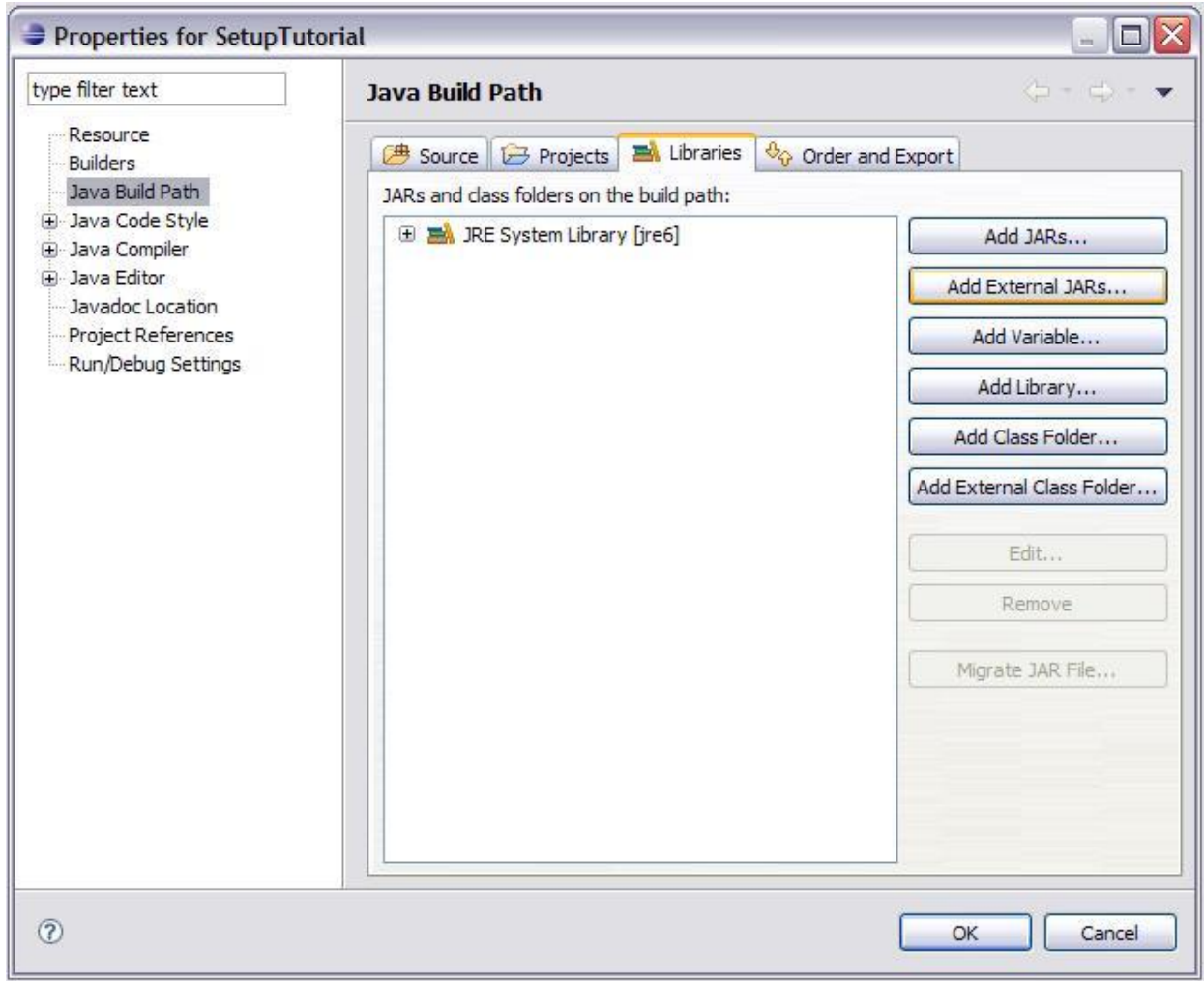
Step 2: Unrar Eclipse and start it.
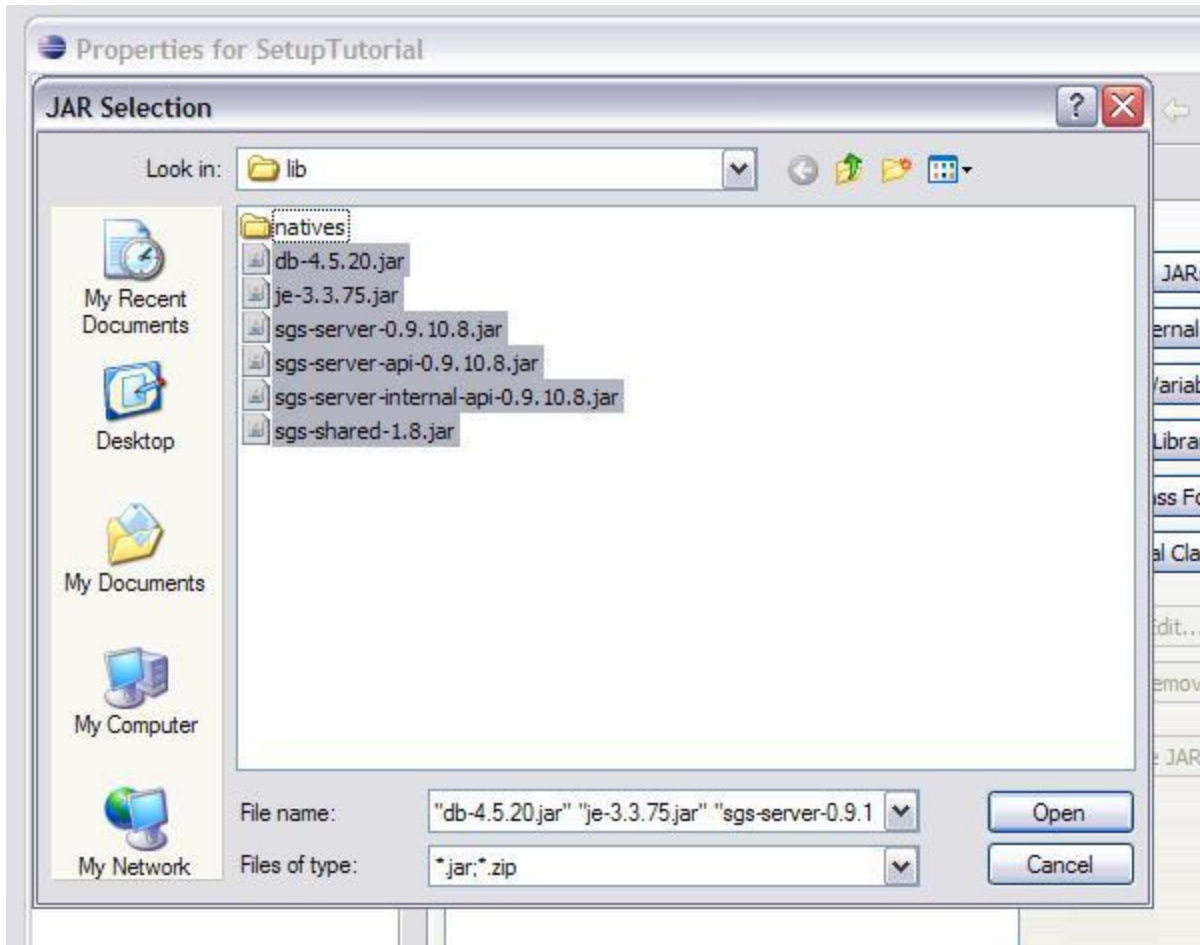
Step 3: Start a new java project in Eclipse

Step 4: Use the default settings provided and click "Finish"
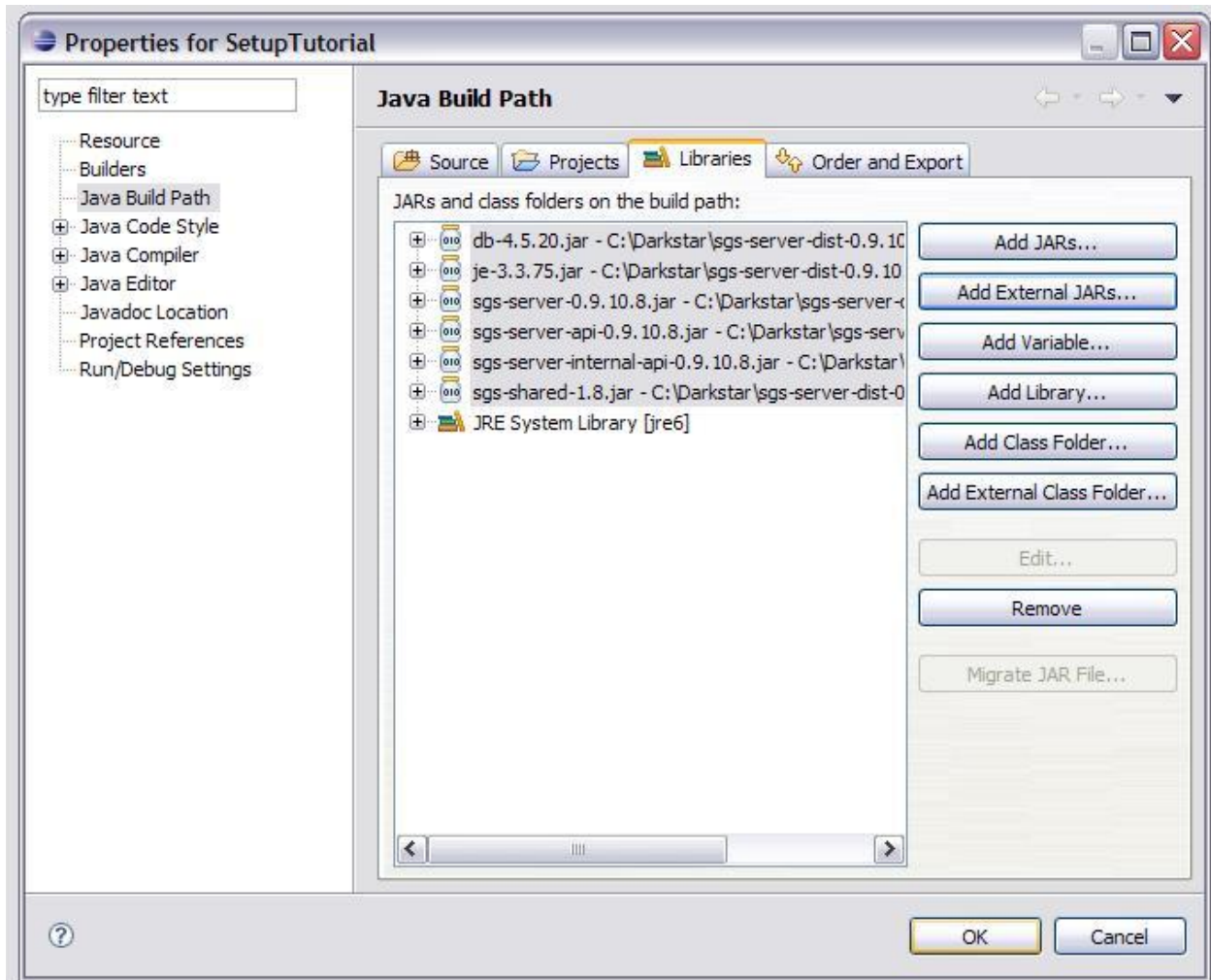
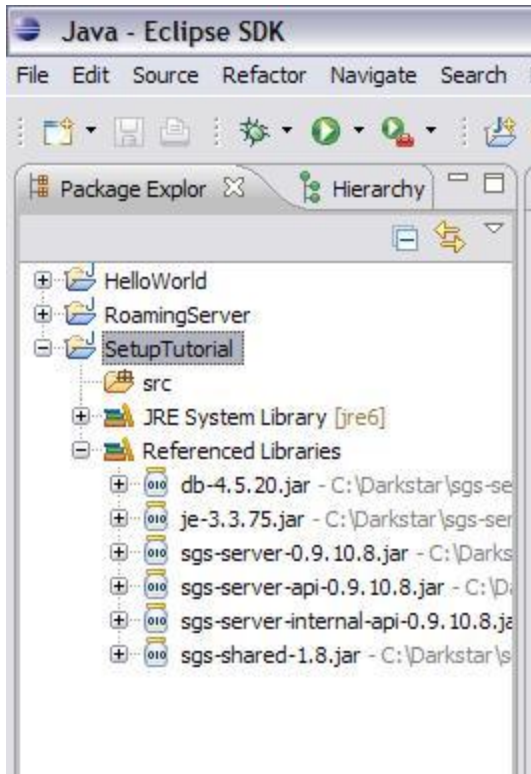Step 5: Go to the Properties panel for the new project (Right click for the context menu)

Step 6: In the "Java Build Path" sub menu, left click "Add External JARs…"

Step 7: Navigate to the */darkstar-server/lib* folder and select all 6 .jar files in the folder and press OK.
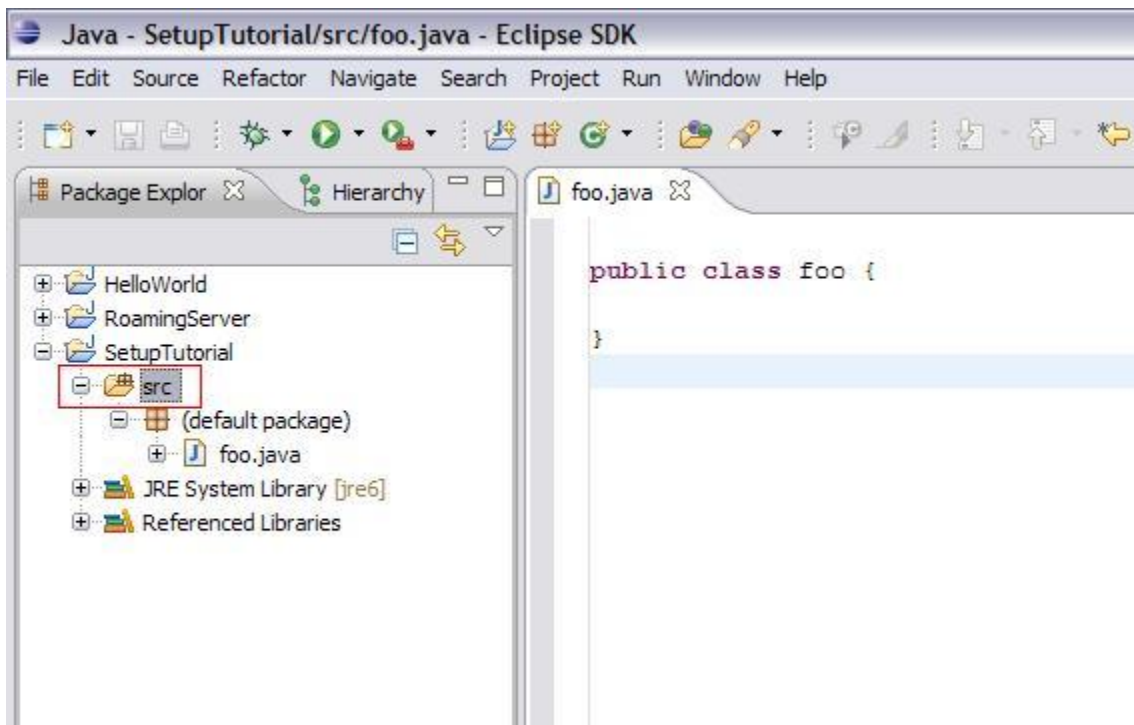
Step 8: Press OK and save the changes you just made and exit the properties pane
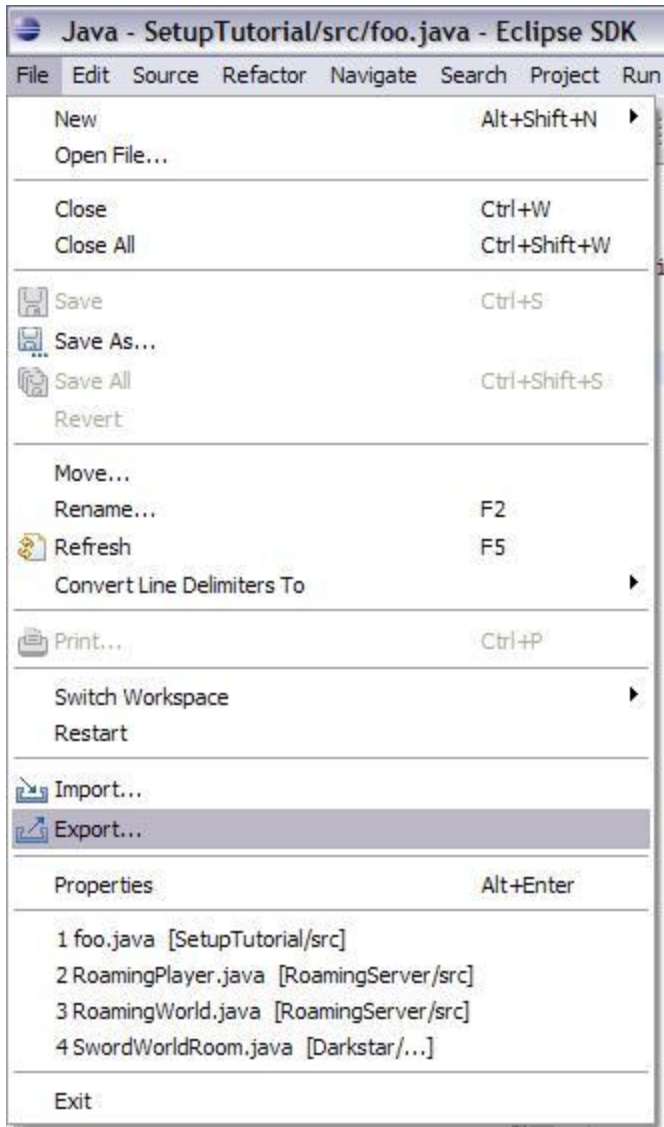
Your package explorer should now look like this. You can now start coding the server.
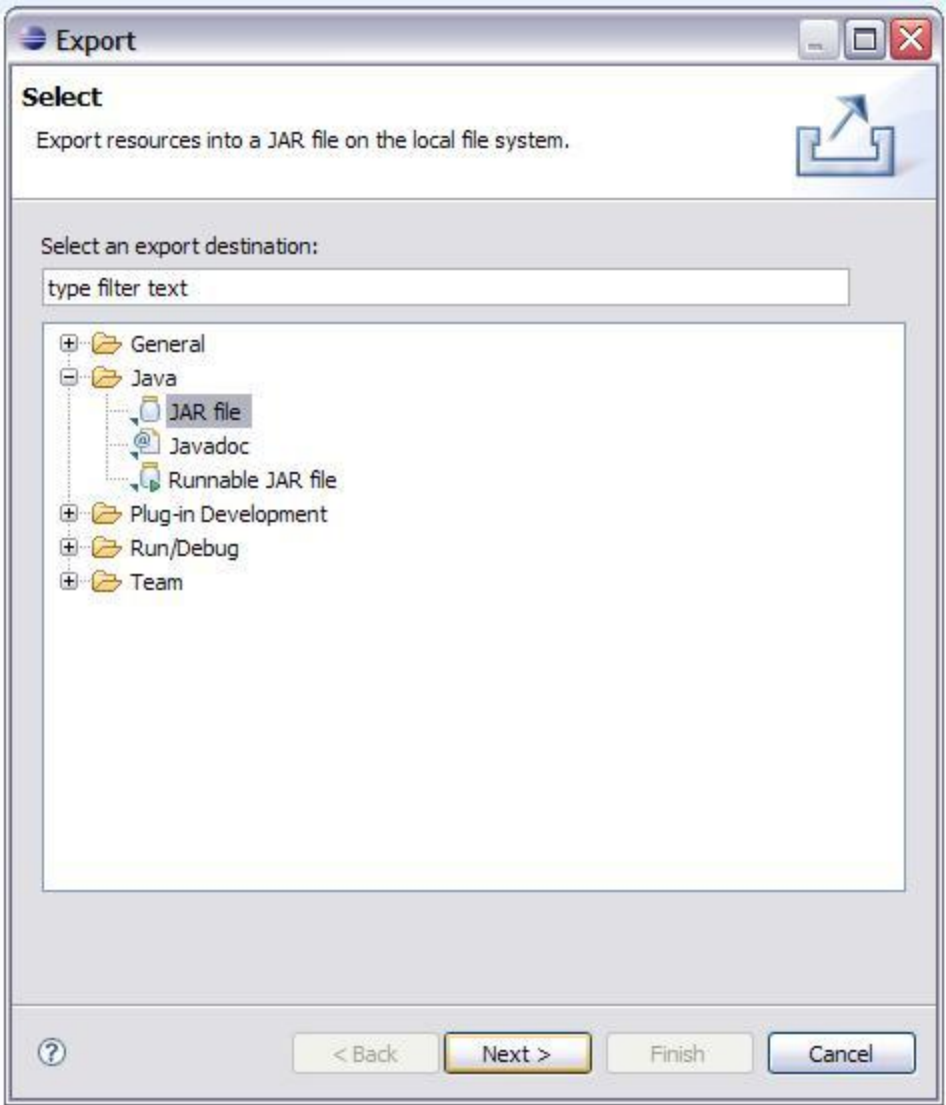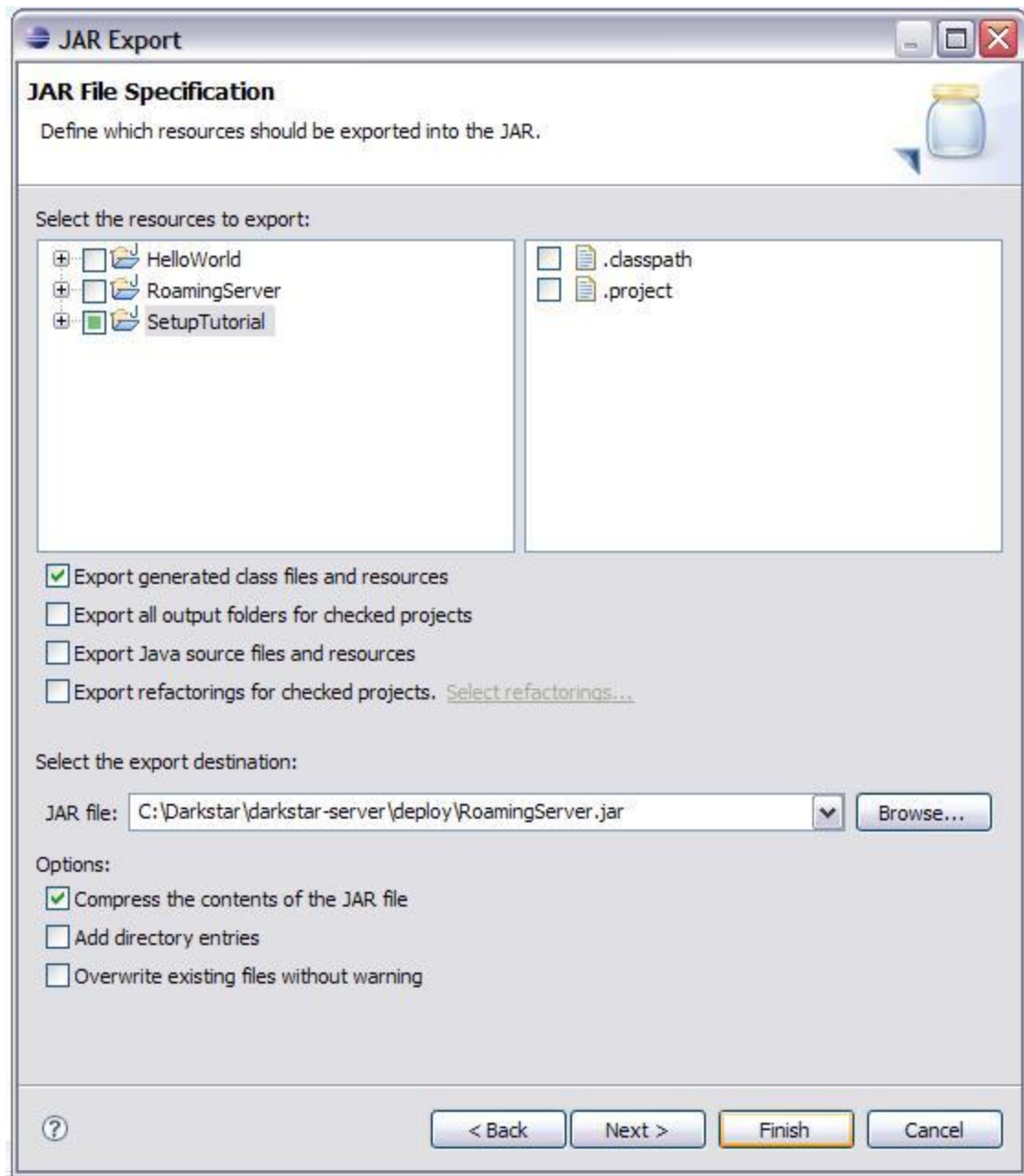
Running the server:

Step 1: Highlight the "src" folder just inside the root of your java project.

Step 2: In Eclipse go to "File -> Export…"

Step 3: Make sure that Java -> JAR File is selected and click next

Step 4: Select a destination for the export
(Tip: Set this to the */darkstar-server/deploy* folder to skip Step 6)

Step 5: Click Finish

Step 6: Move the JAR to the */darkstar-server/deploy* folder if you did not export directly to there

Step 7: Make a .boot file and .properties file for your server, this only needs to be done the first time you build the world. These should be placed in the */conf* folder.

Below is the .boot for the RoamingServer example. I recommend just using the provided testing-logging.properties file for logging needs unless you really need to configure the logger for something specifically.

```
# This is the boot configuration file for running the RoamingWorld example

#This is where the Darkstar server can find your server jar file
SGS_DEPLOY=${SGS_HOME}/deploy

#This is the properties file that your server will use
SGS_PROPERTIES=${SGS_HOME}/conf/RoamingServer.properties

#This is the logging settings that your server will use
SGS_LOGGING=${SGS_HOME}/conf/testing-logging.properties
```

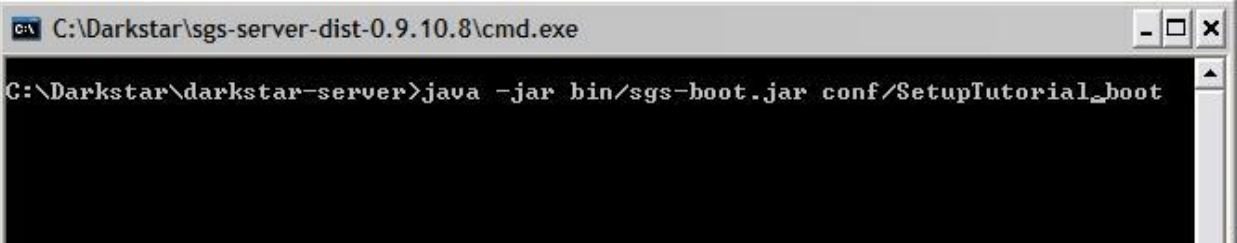And here is the .properties file for RoamingWorld

```
# This is the boot configuration file for running the RoamingWorld example

#This is the name of your app
com.sun.sgs.app.name=RoamingServer

#This is where the database for your server will be setup
com.sun.sgs.app.root=data/RoamingServer

#This is the incoming port your server will listen on for login requests
com.sun.sgs.impl.transport.tcp.listen.port=11390

#This is the java class that implements AppListener
com.sun.sgs.app.listener=RoamingServer
```


Step 7: Boot the server via command line

The server is now running.