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	e provided installer.
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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".

Computer Name	Hardware	Advanced	Remote	
You must be lo Performance Visual effects	gged on as a , processor s	an Administra cheduling, m	er to make most of these chan emory usage, and virtual memo	ges. y
User Profiles	- T. 11	1		
			Settings	
Startup and R System startu	ecovery o, system fail	lure, and deb	ugging information	
			Environment Variable	s
				1

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

variable	Value
TEMP TMP	C:\Documents and Settings\jconomik\Lo C:\Documents and Settings\jconomik\Lo
ystem variables –	New Edit Delete
Variable	Value
CLASSPATH ComSpec	.;C:\Program Files\QuickTime\QTSystem C:\WINDOWS\system32\cmd.exe NO

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

lew User Varia	ble ?
Variable name:	PYTHONPATH
Variable value:	C:\python-api
	OK Cancel

Step 10: Enter PYTHONPATH for the name. For the value, put in the path for the python-api folder (including the "/python-api")

Variable	Value
PYTHONPATH	C:\python-api
TEMP TMP	C:\Documents and Settings\jconomik\Lo C:\Documents and Settings\jconomik\Lo
	New Edit Delete
ystem variables –	
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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.

File Edit Naviga	e Search Pr	oject Run	Window	Help		
New		4	Alt+Shift+1	4 1	/ Java Project	
Open File					Project	
Close		9	Ctrl+W		Package	
Close All			Ctrl+Shift+	W	Class	
Save .		31	Ctrl+S		🞯 Interface	
al Save As					G Enum	
Save All		31	Ctrl+Shift+	S	Annotation	
Revert					Source Folder	
Move					👆 Java Working Se	et
Rename		3	F2		🗳 Folder	
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Convert Line De	limiters To			ŀ	Untitled Text File	e
👜 Print		2	Strl+P		JUnit Test Case	8
					Other	Ctrl+N

Step 3: Start a new java project in Eclipse

Create a Java Project			
Create a Java project in the workspace or i	in an external locatio	on.	
Project name: SetupTutorial			
Contents			
• Create new project in workspace			
O Create project from existing source			
Directory: U:\jconomik\workspace\Setu	pTutorial		Browse
JRE			
• Use default JRE (Currently 'jre6')		G	onfigure JREs
O Use a project specific JRE:	jre6	~	
O Use an execution environment JRE:	JavaSE-1,6	~	
Project layout			
O Use project folder as root for sources	s and class files		
Oreate separate folders for sources a	and class files	Con	figure default
Working sets			
Add project to working sets			
Working sets:		~	Select

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..."

JAR Selection					? 🔀
Look in: My Recent Documents Desktop My Documents	bib bib bib bib bib bib bib bib bib bib	ar 0.9.10.8.jar api-0.9.10.8.jar internal-api-0.9.10.8.jar 1.8.jar) 🥵 📂 🛄•	
	File name:	"db-4.5.20.jar" "je-3.3.7	5.jar" "sgs-serve	er-0.9.1 💌	Open

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

🛢 Java - Ec	lipse SDK
File Edit Sour	ce Refactor Navigate Search
13 - 🛛 🖸) \$\$ • O • \$ <u>\$</u> • #
Package Exp	plor 🛛 🏌 Hierarchy 🗖 🗖
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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.

New Alt- Open File Ctrl Close All Ctrl Close All Ctrl Save As Ctrl Save As Ctrl Save All Ctrl Revert Ctrl Move F2 Rename F2 Refresh F5 Convert Line Delimiters To Ctrl Switch Workspace Restart Switch Workspace Restart Import Export Properties Alt- 1 foo.java [SetupTutorial/src] 2 RoamingPlayer.java [RoamingServer/src] 2 RoamingPlayer.java [RoamingServer/src] 2 RoamingPlayer.java [RoamingServer/src]	Project	Ru
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2 Desmine World inus [Desmine Converten]		
s Roamingworld.java [Roamingserver/src]		
4 SwordWorldRoom.java [Darkstar/]		

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

Export	
Select Export resources into a JAR file on the local file system.	Ľ
Select an export destination:	
type filter text	
Java JAR file Javadoc G Runnable JAR file Plug-in Development	
u ∠ Run/Debug	
⊕ Run/Debug ⊕ 🔁 Team	
⊕ Run/Debug ⊕ 🔁 Team	

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

JAR Export		
JAR File Specification Define which resources should be exporte	ed into the JAR.	ā,
Select the resources to export:		
HelloWorld HelloWorld HelloWorld HelloWorld Element SetupTutorial	.classpath	
 Export generated class files and resou Export all output folders for checked p Export Java source files and resource Export refactorings for checked project Select the export destination: 	urces projects ss ects. <u>Select refactorings</u>	
1AR file: C:\Darkstar\darkstar-server\d	eplov\RoamingServer.iar	Browse
Options: Compress the contents of the JAR file Add directory entries Overwrite existing files without warning	ng	
0	<pre>< Back Next > Finish</pre>	Cancel

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 testinglogging.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

C:\Darkstar\sgs-server-dist-0.9.10.8\cmd.exe

C:\Darkstar\darkstar-server>java -jar bin/sgs-boot.jar conf/SetupTutorial_boot

- 0

Step 7: Boot the server via command line

The server is now running.