

Instructions (Setting up the server)

The sections below contain information for an administrator of the environment.

General Information

You will need multiple machines connected to the same network. One of the machines will be the game server. Different players can then code their programs using the other machines. All machines must have eclipse and the Code Invader game properly installed.

Setting up a game server

To run a distributed game, you'll need a game server to collect submissions and distribute code. To configure and start a server, take the following steps:

1. Start Eclipse configured with the IBM Code Invader environment.
2. Go to Window > Preferences > Games.
3. In the Server section, select a port number.
4. Click Start. Click Ok.
5. If you want to view incoming requests and information about the server, go to Window > Show View > Other... Then select IBM Games > Game Server.
6. To stop submissions, simply go back to the Preferences and click Stop.

Submissions are stored in workspace metadata under `/.metadata/com.ibm.games`.

Each client machine must take the following steps to connect to this server:

1. Start Eclipse configured with the IBM Games environment.
2. Create a new Game project if one doesn't already exist.
3. Double-click on `game.xml` to open the editor.
4. Expand the Game Server section.
5. Enter the hostname or IP address of the server as well as the port.
6. Save and exit the editor.

Every submission you make to the server is backed up. Only the latest copy of your code (not including source) is sent to each new user who submits code to the server. Class files are encrypted to prevent decompiling.

Running the game

1. On the server, the list of players will appear when you click on "games.xml" from the Navigator
2. You can now battle between teams as you would with the samples.