

DKE 3 Users guide

Getting started

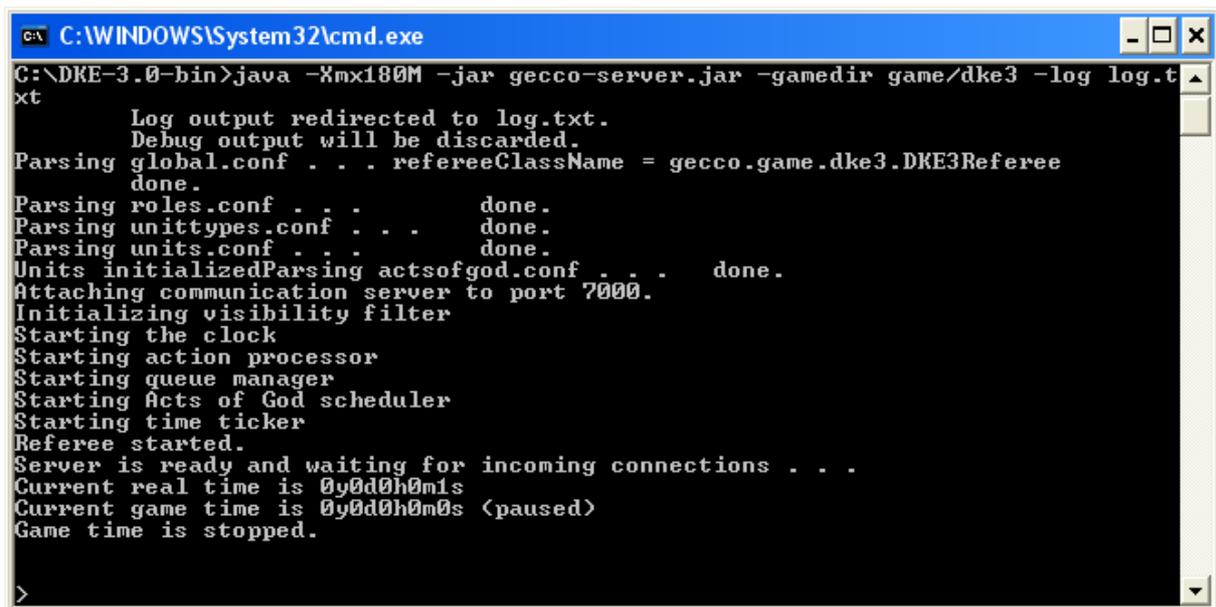
On the CD you will find three folders: generic, unix and win. The following instructions will apply to the win-version. Since DKE is running on Java the only difference between the versions are the start scripts.

Requirements

2-3 network connected PCs with at least 256 MB of RAM, preferably 512 MB. The preferred screen resolution is 1280*1024. Windows XP or Windows 2000. Java JRE 1.4.2 or later (available at <http://java.sun.com/j2se/1.4.2/download.html>). Write permissions in installed directory.

Start the server

- Unzip the content of *DKE-3.0-bin.zip* to *C:*.
- Use explorer to open the folder *C:\DKE-3.0-bin*.
- To start the server, double click on *DKE3.bat*. If everything went well you shall now have a window looking as fig1.



```
C:\WINDOWS\System32\cmd.exe
C:\DKE-3.0-bin>java -Xmx180M -jar gecco-server.jar -gamedir game/dke3 -log log.txt
Log output redirected to log.txt.
Debug output will be discarded.
Parsing global.conf . . . refereeClassName = gecco.game.dke3.DKE3Referee
done.
Parsing roles.conf . . . done.
Parsing unittypes.conf . . . done.
Parsing units.conf . . . done.
Units initializedParsing actsofgod.conf . . . done.
Attaching communication server to port 7000.
Initializing visibility filter
Starting the clock
Starting action processor
Starting queue manager
Starting Acts of God scheduler
Starting time ticker
Referee started.
Server is ready and waiting for incoming connections . . .
Current real time is 0y0d0h0m1s
Current game time is 0y0d0h0m0s <paused>
Game time is stopped.
>
```

Fig 1 Server window after start.

Start a client

In the case of using two computers simply double click on *Blue.bat* in the folder *C:\DKE-3.0-bin*. A client will connect with the role “Blue”, this will be very slow if you have less than 512 MB of RAM. On the next computer copy the file *gecco-client.jar* in the CD folder *DKE-3.0-bin* to a folder of your choice. Then double click on *gecco-client.jar* (Java JRE has to be installed).

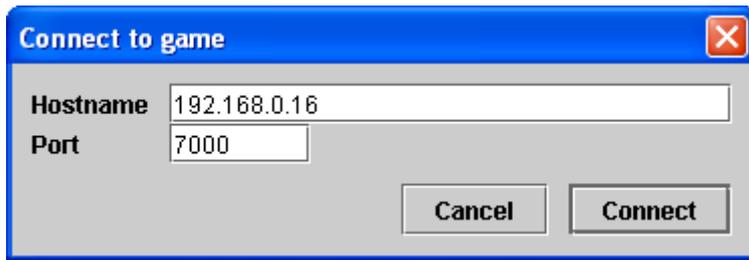


Fig 2 The DKE client connect dialog.

Type the server IP-address in the hostname field and press connect. Select a role from the list, e.g. “Red”, and it should look like this.

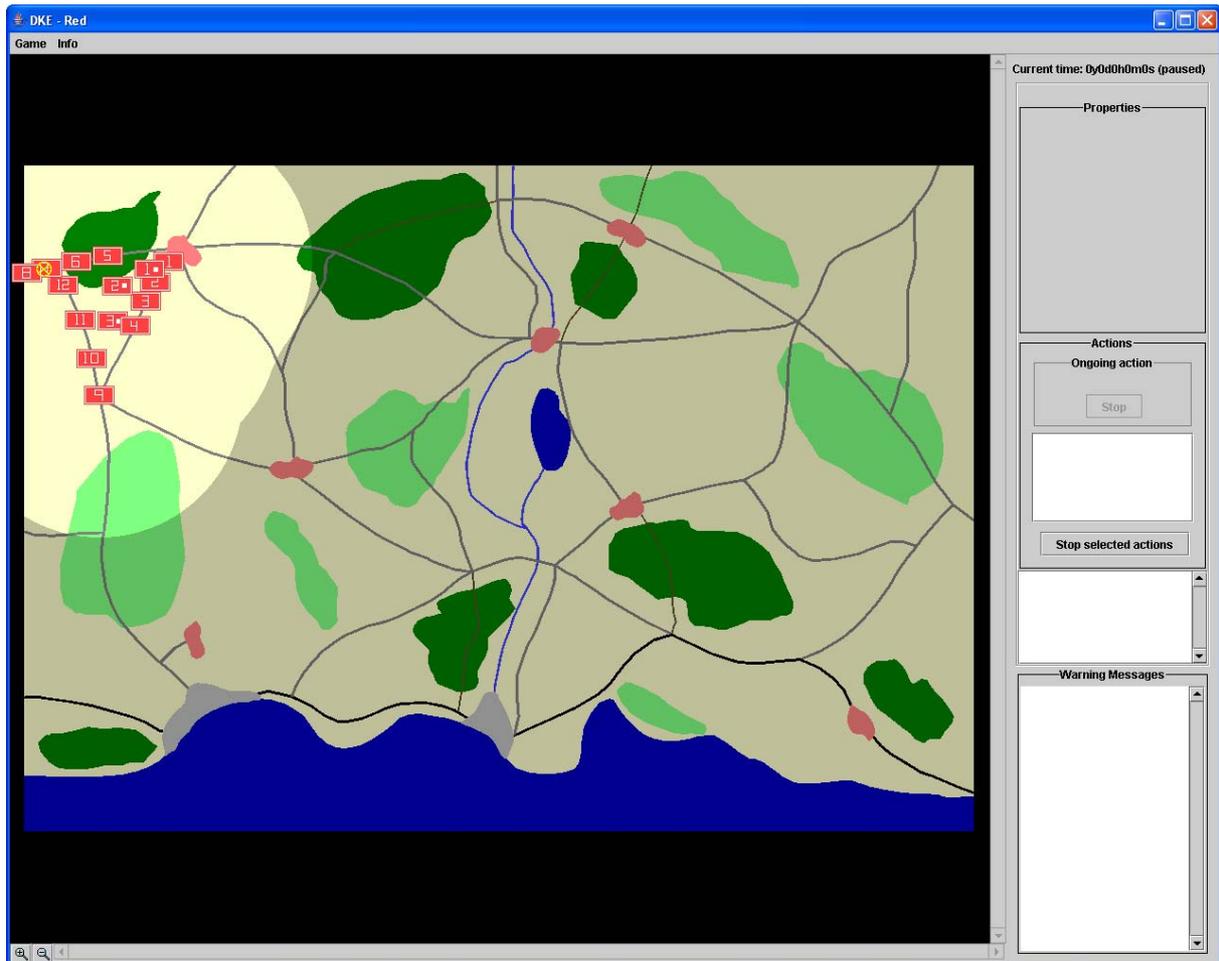


Fig 3 Red client user interface.

If a three computers setup is used perform the above steps to start the client on the “Blue” computer.

Let the game begin

Switch back to the server window. Type *start* at the command prompt and the game will start running. For available commands type *help* at the command prompt (*quit* to shut down the server).

Playing DKE3

DKE has two main components, the map and the units. The map represents the terrain and the effect that terrain has to the game. The units come in two types, tank like and artillery like. The players shall try to reach the goal of the game by giving orders to the units.

The goal of the game

The scenario in this version of DKE is a “meeting in the middle”. The goal for each side is to be in command of at least one of the four possible beachheads (represented by pairs of white “wheels”) and have an “open route” back to own base point (represented by a yellow “wheel”) and prevent the opponent to reach the same goal.

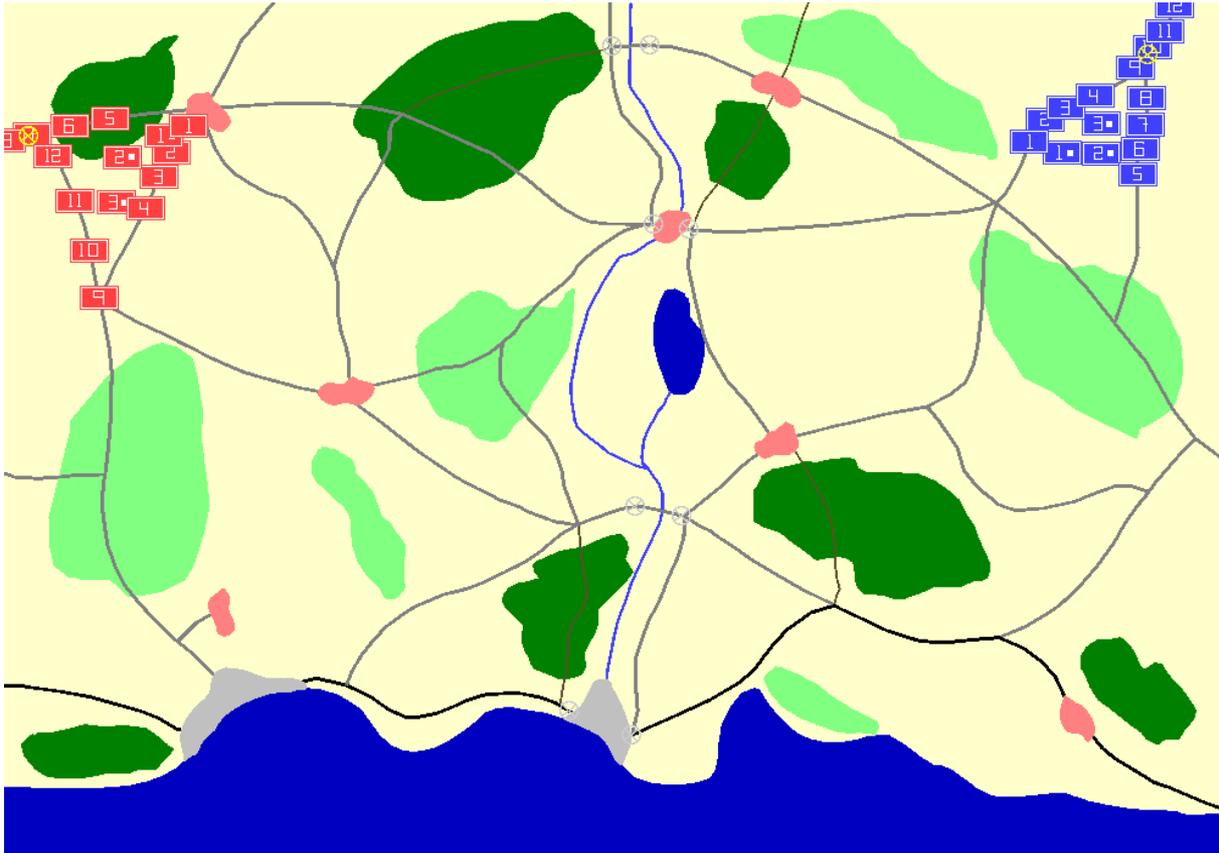


Fig 4 The map, units, beachheads and base points in DKE3.

To be in command of a beachhead own units should have passed the points in the beachhead and have a “open route” the shortest path between the points. To have a “open route” between two points means that a route connecting the points by roads and cities/villages has been passed without the opponent crossing the route afterwards. The goal of the game should be reached when the time is out, in this case after 40 minutes.

Select a unit

To select a unit, simply click on it with left mouse button. The selected unit will show a red rectangle around the unit, fig 5



Fig 5 A selected unit.

To see properties information about the selected piece, click in the properties panel, then values should appear, fig 6.

Str1	
Properties	
Ammunition	100
Armour	A
Artillery	0
Attack	10
Defence	6
Endurance	6
Fuel	78
Movability	A
Speed factor	5
Status	

Fig 6 Properties with values for unit "Str1"

Orders

To give order to a unit, select it and then right click to see the orders menu, fig 7.

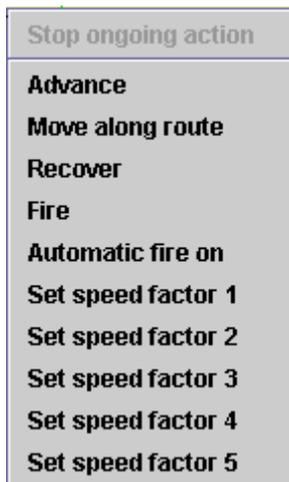


Fig 7 The order menu for an artillery unit in DKE3

There are two types of orders, those who are immediate and those who are queued. The immediate ones are “Set speed factor X” and “Automatic fire on”.

Advance

This order takes another point in the map. The unit will advance straight to that point.

Move along route

The same type as “Advance”, but the unit will move along roads to the end point. The unit must start and end on a road or city.

Recover

When the unit has completed a “Recover” the ammunition and fuel property will increase with a maximum of 50. Recover may also increase the unit’s endurance and thereby affect artillery, attack and defence properties.

Fire

This order is only available for artillery units. The fire order is put in the queue and is executed when it’s in turn. The unit will shoot at a point in the map and units within the area coverage will be hit.

Automatic fire on

When the unit is ready to perform fire, it will check for ongoing attacks within the range for fire. If there is an ongoing attack the unit will fire on the opponent.

Set speed factor X

Sets a speed factor for the unit. The actual speed of the unit will depend on the terrain, remaining fuel and status on the unit.

Attack and fire

Attack

The tank like units will start to attack if it while moving gets an opponent within attack range. The attack range is shown as a green circle around the unit, fig 5. The attack will last for 30 seconds and after that the outcome of the attack will be visible. The outcome depends on

ingoing values of attack, defence, ammunition and so on. It can be loss of endurance, retreat or nothing. If units reach the area during an attack, they will participate in the attack (or defence). After an attack the unit will continue with the order it had before the attack. If endurance reaches zero, the unit will count as eliminated and picked out of the game.

Fire

The artillery units can perform indirect fire. The maximum range is marked in the map with a blue circle, fig 5. There is also a minimum range that isn't marked in the map. The fire lasts for 10 seconds, if another artillery unit is firing during this time, the fire will count as one with greater strength. The possible outcomes of indirect fire is, loss of endurance, nothing or disturbed

Key to success

The key to success is to combine artillery and tank units. First the artillery fires to disturb the opponent, and then move in with the tanks. This cooperation gives a better chance for success in a given attack.

Zooming

The view will be very cluttered when units come close. It might also be difficult to specify an end point on a narrow road. The solution to this problem is to zoom in and out on the map. This can be done in three ways: 1) use keyboard 'a' and 'z' 2) use the numeric keyboard '+' and '-' 3) use the icons in the lower left. The last alternative will be to slow when the heat builds up. If a unit is selected, zooming will be done with that unit in centre.

Replay of game

To see a replay of the latest game, use the *replay.bat* file in *C:\DKE-3.0-bin*. Start a client with "God's eye" role. Start the server, and watch the game. In this mode the "open route" will be marked in the map. To change replay speed, use the *speed* command at the server command prompt.