

The KNetWalk Handbook

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Abstract

KNetWalk, a game for system administrators.

Chapter 1

Introduction

KNetWalk is a single player logic game.

The object of the game is to start the LAN, connecting all the terminals to the server, in as few turns as possible.

Chapter 2

How to Play

The player is presented with a rectangular grid containing a server, several terminals, and pieces of wire. The object of the game is to rotate these elements until every client is connected to the server, and no wires are left unconnected. Optionally, you can try to get a high score by minimizing the number of rotations needed.

Left clicking on a square rotates it counterclockwise, while right clicking rotates it clockwise. Middle clicking on a square marks it as blocked and prevents it from being rotated unless it gets unblocked by another middle click; this can be very useful for marking squares which are known to be in the correct orientation. The status bar displays the number of clicks so far.

Chapter 3

Game Rules, Strategies and Tips

3.1 Rules

- There is only one possible correct solution for every game.
- When playing the Very hard difficulty level connections can wrap from left to right and from top to bottom.
- The game ends when every terminal and every wire is connected to the server.
- The score represents the number of clicks it took to complete the game. The lower the score the better.

3.2 Strategies and Tips

- Start seeking for squares which orientation can be easily determined.
- Once you are sure of the orientation of a square you can mark it using the middle mouse button. This is particularly usefull in harder games.
- Look for I-shaped and T-shaped wires near the borders, and L-shaped wires near the edges. The position of these squares can be easily determined, unless you are playing the Very hard difficulty level.
- When playing the Very hard difficulty level a good place to start looking is near empty squares, if present, and near regions containing many terminals grouped together.

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- Even when playing with the same difficulty level some games are easier than others, restart the game if you want to get a different board.
- If you want to get a good score, only do a move when you are sure.

Chapter 4

Interface Overview

4.1 Game Menu

Game → **New (Ctrl+N)** Starts a new game. It creates a random board using the current difficulty level.

Game → **Show High Scores (Ctrl+H)** Shows a dialog containing the High Scores for the various difficulty levels.

Game → **Quit (Ctrl+Q)** Quits the program.

4.2 Settings Menu

Settings → **Show Toolbar** Toggles on and off the display of the toolbar.

Settings → **Show Statusbar** Toggles on and off the display of the statusbar.

Settings → **Difficulty** Lets you set the difficulty level from a sub-menu.

There are four levels of difficulty:

- Easy: 5 rows, 5 columns, without wrapping.
- Medium: 7 rows, 7 columns, without wrapping.
- Hard: 9 rows, 9 columns, without wrapping.
- Very hard: 9 rows, 9 columns, with wrapping.

Settings → **Configure Shortcuts...** Opens a dialog which lets you redefine all the keyboard shortcuts.

Settings → **Configure Toolbars...** Displays a KDE standard dialog where you can configure the toolbar icons.

Settings → **Configure Notifications...** This item displays a standard KDE notifications configuration dialog, where you can change the notifications (sounds, visible messages, etc.) used by KNetWalk.

4.3 Help Menu

Help → **KNetWalk Handbook (F1)** Invokes the KDE Help system starting at the KNetWalk help pages. (this document).

Help → **What's This? (Shift+F1)** Changes the mouse cursor to a combination arrow and question mark. Clicking on items within KNetWalk will open a help window (if one exists for the particular item) explaining the item's function.

Help → **Report Bug...** Opens the Bug report dialog where you can report a bug or request a 'wishlist' feature.

Help → **Switch Application Language...** Opens a dialog where you can edit the Primary language and Fallback language for this application.

Help → **About KNetWalk** This will display version and author information.

Help → **About KDE** This displays the KDE version and other basic information.

4.4 Shortcuts

The default shortcuts are:

Start a new game	Ctrl+N
Show High Scores	Ctrl+H
Quit	Ctrl+Q
Help	F1
What's this?	Shift+F1

Table 4.2: Shortcuts

Chapter 5

Credits and License

KNetWalk

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Appendix A

Installation

A.1 How to obtain KNetWalk

KNetWalk is part of the KDE project <http://www.kde.org/> .

KNetWalk can be found in the kdegames package on <ftp://ftp.kde.org/pub/kde/> , the main FTP site of the KDE project.

A.2 Compilation and Installation

For detailed information on how to compile and install KDE applications see [Building KDE4 From Source](#)

Since KDE uses **cmake** you should have no trouble compiling it. Should you run into problems please report them to the KDE mailing lists.