

# **IRKick: The KDE LIRC Server Handbook**

**Gav Wood**



# IRKick: The KDE LIRC Server Handbook

# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
1.1	Requirements . . . . .	1
<b>2</b>	<b>Using IRKick</b>	<b>2</b>
<b>3</b>	<b>Credits and Licenses</b>	<b>3</b>
<b>A</b>	<b>Installation</b>	<b>4</b>

### **Abstract**

KDE LIRC is the infrastructure for the KDE's Infrared Remote Control functionality; IRKick is the server component of that infrastructure.

# Chapter 1

## Introduction

IRKick is a background server that provides the 'glue' between the operating system and your KDE applications for the purpose of controlling KDE applications with your infrared remote controls.

It has a configuration tool, which may be accessed either by the KDE Control Center or directly from the menu of IRKick.

### 1.1 Requirements

For the KDELirc framework to be utilised you must have setup a LIRC on your KDE machine. If it is properly set up, the IRKick icon in the system tray will light up red. If not, it will be grey and crossed out.

For more information about LIRC, visit their website at <http://www.lirc.org>.

## Chapter 2

# Using IRKick

IRKick provides one main function: When a button on a remote control is pressed, it will temporarily become lit up. Aside from this IRKick does little for the user directly aside from telling them of the activity of their remote controls.

Using the right-mouse-button menu, you can configure the KDE infrared remote control framework.

## Chapter 3

# Credits and Licenses

KDE LIRC: The KDE LIRC Framework Copyright (c) 2004 Gav Wood [gav@kde.org](mailto:gav@kde.org).

This documentation is licensed under the terms of the [GNU Free Documentation License](#).

This program is licensed under the terms of the [GNU General Public License](#).

## Appendix A

# Installation

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

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

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.