

The KBattleship Handbook

**Daniel Molkentn, Nikolas Zimmermann, and
Frerich Raabe**



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Abstract

KBattleship is a network-enabled implementation of the famous 'Battle Ship' game for KDE.

Chapter 1

Introduction

1.1 Features

- Network Gaming
- Computer Player (AI)
- Sounds
- Chat
- Statistics
- Highscore List

TIP

KBattleship uses an XML based communication protocol so you can write clients for every platform and in any language. If you want to write one in your favorite programming language or/and environment, contact us. We would really like to hear of it.

Chapter 2

Using KBattleship

If you want to play KBattleship, you will need two players, either play against the computer or in a network against another player.

In a network game one player has to open the game via Game → Start Server or by pressing **F3**.

A dialog box opens which will ask you for for a Nick name: and Port:. Normally, KBattleship will suggest your login name but you can enter any string you want. The predefined port should be OK. However, if you encounter problems, you can choose any other free ports above 1024.

NOTE

You need to tell the other player in case you use a port other than the default as both players need to use the same port in order to be able to establish a connection.

The other player has to choose Game → Connect to Server, or press **F2**. Again, a Nick name: is suggested, but you can choose any name you like.

An important point is the field Server:. Here, you have to enter the host name of the server (the machine of the player that initiated the game).

Another possibility is to play KBattleship against your computer. Select Single Player from the Game Menu, or press **F4**.

When you are done, you can start the game. Simply follow the instructions in the statusbar. It will issue hints and suggest what to do next. When you now look at the screen, you will find two grid fields, the so-called 'battle areas'. The left area belongs to you. This is where you place your ships and where you can follow the military actions of your enemy. The right area is where your enemy's fleet is located. When it's your turn to fire, you need to click on a certain sector (a field of the battle area) where you suppose the ships to be located.

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First, you need to place your ships. The game initiator starts. When he/she is done, player two sets his/her ships.

Ship placement is very easy: Simply click on the field where you want to place your ship. The first one will have a length of four squares, the next will be three squares long etc.. Click on the field where you want to start the placement. If you click with the left mouse button the ship will be placed horizontally, a **Shift** left mouse button click will cause it to be placed vertically. **Shift** itself will flip the ship placement preview.

Now you can blindly fire with a left mouse button click on the enemy battle area. The status bar indicates who is about to shoot.

The first player destroying all their opponents ships wins the game!

Chapter 3

The Menus

3.1 The Game menu

Game → **Connect to Server... (F2)** Initiate a connection to another player's server.

Game → **Start Server... (F3)** Start the server so another player can connect to you.

Game → **Single Player... (F4)** Start a game with your computer as the opponent.

Game → **Show Highscores (CtrlH)** Show the highest scores so far.

Game → **Enemy Info (F11)** Show the enemy's client (might also be Mac®), the client version, a short description and the protocol version used.

Game → **Quit (Ctrl+Q)** Exit KBattleship

3.2 The Settings menu

Settings → **Show Statusbar** Toggle on or off the display of the statusbar. The default is on.

Settings → **Show Grid** Toggle on and off the display of a grid on the playing field. The default is off.

Settings → **Play Sounds** Toggle whether sounds (played when shooting) should be played. The default is on.

Settings → **Configure Shortcuts...** Configure the keyboard shortcuts used by KBattleship.

Settings → **Configure Notifications...** Configure the audio and visual notifications used by KBattleship.

3.3 The Help menu

Help → **KBattleship Handbook (F1)** Invokes the KDE Help system starting at the KBattleship 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 KBattleship 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 → **About KBattleship** This will display version and author information.

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

Chapter 4

Questions, Answers, and Tips

Frequently asked questions

1. *I get the error: Couldn't connect to aRts Soundserver. Sound deactivated.*
KBattleship relies on aRts, KDE's soundserver, to play any sound. Enable aRts in the KDE Control Center by browsing to Sound & Multimedia → Sound System and making sure that the box labelled Enable the sound system is checked.
2. *I have a question that is likely to become a FAQ. Who should I contact?*
Contact the authors. They will most likely add it here.

Chapter 5

Credits and Licenses

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AUTHORS

- Nikolas Zimmermann wildfox@kde.org
- Daniel Molkentin molkentin@kde.org
- Kevin Krammer kevin.krammer@gmx.at

CONTRIBUTORS

- Benjamin Adler benadler@bigfoot.de
- Nils Trzebin nils.trzebin@stud.uni-hannover.de
- Elmar Hoefner elmar.hoefner@uibk.ac.at

Documentation updated for KDE 3.4 by Brian Beck brian.beck@mchsi.com

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Appendix A

Installation

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

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

A.1 Requirements

At the time of writing, KBattleship requires KDE 3.x or greater and Qt™ 3.x or greater.

A.2 Compiling

In order to compile and install KBattleship on your system, type the following in the base directory of the KBattleship distribution:

```
% ./configure
% make
% make install
```

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