

The KTron Handbook

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The KTron Handbook

Contents

1	Introduction	1
2	Playing KTron	2
2.1	Rules	2
2.2	The Computer Player	2
2.3	Using the Keyboard	3
3	Playing KSnake	4
3.1	Rules	4
3.2	Using the keyboard	4
4	Command Reference	6
4.1	The Game Menu	6
4.2	The Settings Menu	6
4.3	The Help Menu	7
4.4	Default Shortcuts	7
5	The Configuration Dialog	9
5.1	General Configuration	10
5.2	Theme Configuration	11
6	Credits and License	12
A	Installation	13
A.1	How to obtain KTron	13
A.2	Requirements	13
A.3	Compilation and Installation	13

List of Tables

4.2	Player 1 Shortcuts	7
4.4	Player 2 Shortcuts	8
4.6	General Shortcuts	8

Abstract

KTron is a simple 'Tron' clone for KDE, which you can play alone or against a friend.

Chapter 1

Introduction

KTron is a simple Tron-Clone for the [K Desktop Environment](#). You can play KTron against the computer or a friend. The aim of the game is to live longer than your opponent. To do that, avoid running into a wall, your own tail and that of your opponent.

KSnake is a simple Snake-like game for the [K Desktop Environment](#). The aim of KSnake is to survive as long as possible and eat as many fruits as you can.

You can switch between these games using the game type selector in the configuration dialog.

Chapter 2

Playing KTron

2.1 Rules

Once a round is started, the players do not stop moving forward (unless the game is paused). All you have to do is avoid crashing by changing your players direction. Additionally you can try to hinder your opponent. For this it is possible to increase the velocity by pressing your accelerator key.

A round starts when all human players press a direction key. The initial moving direction is then in this direction.

If you want to interrupt playing, select Pause from the Game menu or hit the keyboard shortcut (see section [Default Shortcuts](#)). Additionally the game is paused when the game loses the keyboard focus, e.g. when switching to an other window.

To continue the game, select the menu item Pause again, or the keyboard shortcut. The game will also continue if the human players press one of their direction keys. But be careful, your player switches to this direction immediately.

A game consists of several rounds, and ends if a player has at least nine points, and additionally two more points than the opponent. The current score is always displayed in the status bar.

You can change the difficulty level of the game using the game menu item or the select box on the status bar. The difficulty influences the speed of the game and the computer player.

2.2 The Computer Player

You can play against a computer. The difficulty level of the game influences the intelligence of the computer player.

At low levels the computer doesn't care about the opponent and just moves around. At higher skill levels the computer tries to hinder the opponent when he comes near.

2.3 Using the Keyboard

Each player has five keys. Four keys for changing the direction and one to accelerate.

The direction keys do not have to be held down. Simply press them once to change the direction of your player.

Acceleration only occurs while the acceleration key remains depressed. When you release the acceleration key, velocity returns to normal.

NOTE

You can alter the keys using the shortcuts option in the [Settings Menu](#).

Chapter 3

Playing KSnake

3.1 Rules

Once the game is started, the player does not stop moving forward (unless the game is paused). All you have to do is avoid crashing by changing your direction. A game starts when you press a direction key. The initial moving direction is then in this direction.

If you want to pause playing, select Pause from the Game menu or hit the keyboard shortcut (see section [Default Shortcuts](#)). Additionally the game is paused when the game loses the keyboard focus, e.g. when switching to another window.

To continue the game, select the menu item Pause or hit the keyboard shortcut again. The game will also continue if you press one of the direction keys. But be careful, your player switches to this direction immediately.

In the game there will always be a piece of fruit on the map. If you collect it your score will increase with 5 points. The current score is always displayed in the status bar.

When you are moving through the map there will appear obstacles. Hitting them will also result in a crash. However, every time an obstacle appears and you survive you'll be rewarded 2 points

You can change the difficulty level of the game using the game menu item or the select box on the status bar. The difficulty influences the speed of the game.

3.2 Using the keyboard

Each player has four keys. These are used for changing the direction. The direction keys do not have to be held down. Simply press them once to change the direction of your player.

The KTron Handbook

NOTE

You can alter the keys using the shortcuts option in the [Settings Menu](#).

Chapter 4

Command Reference

The following sections briefly describe each menubar option.

4.1 The Game Menu

Game → **New (Ctrl+N)** Starts a new game.

Game → **Pause (P)** Toggles whether the game is paused.

Game → **Show High Scores (Ctrl+H)** Displays the high score dialog (for KSnake).

Game → **Quit (Ctrl+Q)** Quits.

4.2 The Settings Menu

Settings → **Show Statusbar** Shows or hides the Statusbar.

Settings → **Difficulty** Lets you alter the difficulty level of the game.

Settings → **Configure Shortcuts...** Displays a standard KDE shortcuts configurator.

Settings → **Configure KTron...** Opens a [comprehensive dialog](#) to configure various options.

4.3 The Help Menu

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

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

4.4 Default Shortcuts

The following tables show you the default shortcuts.

Key Combo	Action
Up Arrow	Up
Down Arrow	Down
Right Arrow	Right
Left Arrow	Left
0	Accelerate

Table 4.2: Player 1 Shortcuts

These shortcuts can be changed by selecting Settings → Configure Shortcuts... from the menubar.

The KTron Handbook

Key Combo	Action
R	Up
F	Down
G	Right
D	Left
A	Accelerate

Table 4.4: Player 2 Shortcuts

Key Combo	Action
P	Pause/Resume Game
Ctrl+H	High Scores
Ctrl+N	New Game
Ctrl+Q	Quit KTron
F1	Help Contents
Shift+F1	What's This Help

Table 4.6: General Shortcuts

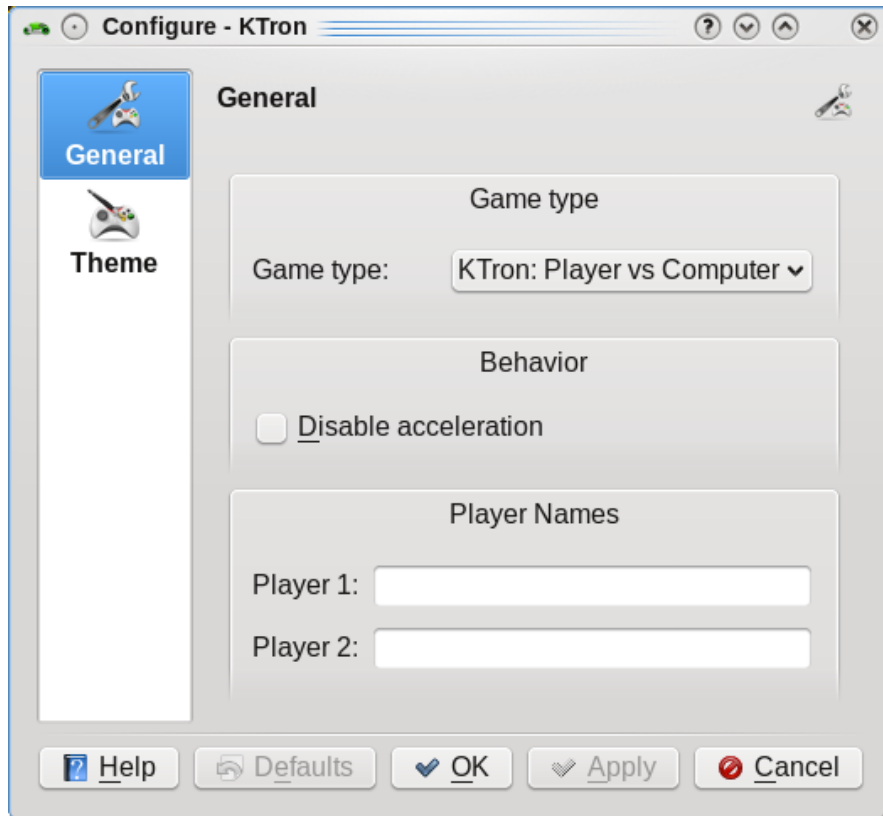
Chapter 5

The Configuration Dialog

Selecting the Configure KTron... option in the Settings menu will open a further dialog which lets you tweak KTron's behavior.

This dialog is divided into two pages.

5.1 General Configuration



Game type This will let you change the game type. There are three options:

KTron: Player vs Player a KTron game between two human players

KTron: Player vs Computer a KTron game between a human player and the computer

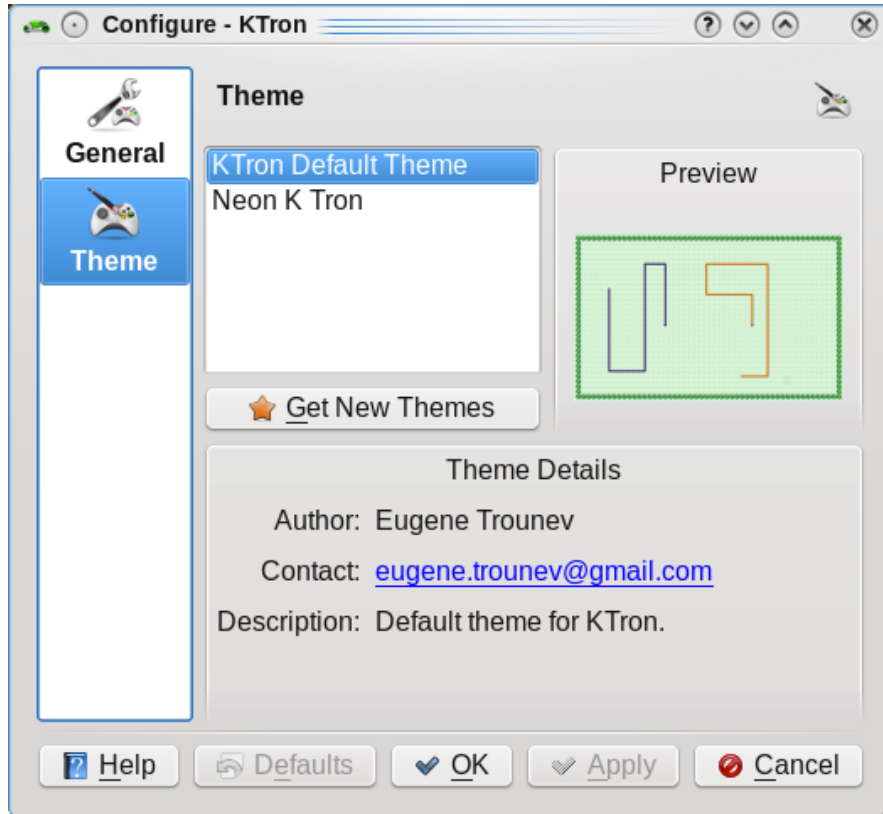
KSnake: Single player a single player KSnake game

Disable acceleration Checking this box will disable the acceleration feature - pressing the acceleration key will have no effect, both vehicles will always travel with constant velocity.

Player Names Specify custom names to use for the players to override the use of default ones.

The default name for player one is the name of the current logged in user.

5.2 Theme Configuration



This page will allow you to change the theme KTron uses.

Chapter 6

Credits and License

KTron

Program Copyright 1998-2000 Matthias Kiefer matthias.kiefer@gmx.de

Program Copyright 2008-2009 Stas Verberkt legolas@legolasweb.nl

Parts of the code are from xtron-1.1 by Rhett D. Jacobs rhett@hotel.canberra.edu.au

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Documentation updated for KDE 2.0 by Fabian Dal Santo linuxgnu@yahoo.com.au

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Appendix A

Installation

A.1 How to obtain KTron

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

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

A.2 Requirements

In order to successfully compile KTron, you need KDE 4. All required libraries as well as KTron itself can be found on <ftp://ftp.kde.org/pub/kde/> .

A.3 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.