

The KTuberling Handbook

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The KTuberling Handbook

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Abstract

KTuberling is a game intended for small children.

Chapter 1

Introduction

Gametype: Toy

Number of possible players: One

KTuberling a simple constructor game suitable for children and adults alike. The idea of the game is based around a once popular doll making concept. A potato was decorated with various small artifacts to make it look more like a tiny person. KTuberling however, goes much further in terms of content and adds a surprising variety of different themes.

Chapter 2

How to Play

KTuberling is a game intended for small children. Of course, it may be suitable for adults who have remained young at heart.

It is a 'potato editor'. That means that you can drag and drop eyes, mouths, mustache, and other parts of face and goodies onto a potato-like guy. Similarly, you have other playgrounds with different themes.

There is no winner for the game. The only purpose is to make the funniest faces you can.

There is a museum (like a 'Madame Tousseau' gallery) where you can find many funny examples of decorated potatoes, penguins and aquariums. Of course, you can send your own creations to the programmer, [Éric Bischoff](#), who will include them in the museum if he gets some spare time.

KTuberling can also 'speak'. It will spell out the name of the objects you drag and drop. It will 'speak' in a language that you can choose. You can even use it to learn a bit of vocabulary in foreign languages.

Chapter 3

Rules and Tips

3.1 Mouse Operation

There are two areas in the main window:

- 'Playground' area.
- 'Objects' area, where you select objects to place on your playground.

NOTE:

An actual look of the application screen may change depending on a 'playground' selected.



3.1.1 Placing an Object

To drag an object, move the mouse pointer to the 'objects' area and Click on it. Then move it to the 'playground' area and click again.

NOTE:

Size of the objects may change while dragging. Some of the oversized objects have been scaled down to fit into the "objects" area.

3.1.2 Moving an Object

Once dropped in the 'playground' area, an object can be moved. Just click on the object to select it, move it to the new place and click again to drop it. When you drop it, it goes on top of other objects that were partially hiding it. This trick is useful for getting the glasses and eyes placed correctly.

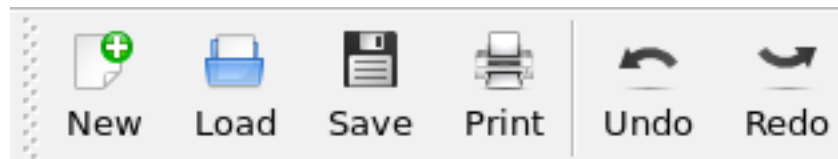
3.1.3 Removing an Object

To remove an object that has been dropped in the 'playground' area, drag it back from the 'playground' area to the 'objects' area.

Chapter 4

Interface Overview

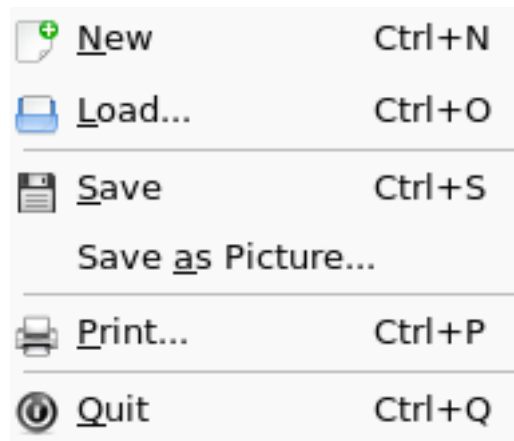
4.1 The Tool Bar



The toolbar provides buttons for the commonly used functions.

4.2 The Menu Items

4.2.1 The Game Menu



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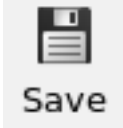



Button	Name	Menu Equivalent	Action
 New	New	GameNew	Resets the 'playground' area. This cleans all parts of the playground so a new decoration may be created.
 Load	Load	GameLoad...	Opens an existing tuberling file from the museum or from other folders.
 Save	Save	GameSave	Saves your creation to your home folder, or to some other folder like the museum if you wish. The tuberling is saved to a small file where only the position of objects are saved.
 Print	Print	GamePrint...	Prints your picture.
 Undo	Undo	EditUndo	Undoes last operation.
 Redo	Redo	EditRedo	Re-does last operation.

Table 4.2: Toolbar Buttons

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Game → **New (Ctrl+N)** Clears the 'playground' area

Game → **Load... (Ctrl+O)** Opens an existing tuberling file from the museum or from somewhere else if you wish.

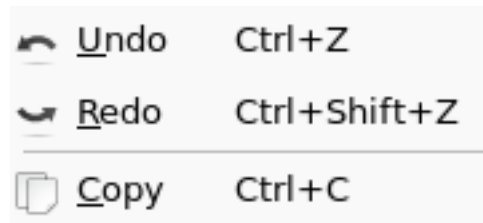
Game → **Save (Ctrl+S)** Saves your creation. The tuberling is saved to a small file where only the position of objects are saved.

Game → **Save as Picture...** Creates a graphics file containing a picture of your tuberling.

Game → **Print... (Ctrl+P)** Prints your tuberling picture.

Game → **Quit (Ctrl+Q)** Quit KTuberling.

4.2.2 The Edit Menu



Edit → **Undo (Ctrl+Z)** Undo the last 'object' placement.

Edit → **Redo (Ctrl+Shift+Z)** Re-does the last 'object' placement. This menu option is active only if you have previously used Undo.

Edit → **Copy (Ctrl+C)** Copy the 'playground' area to the clipboard.

4.2.3 The Playground Menu

Playground → **Playground Name** Switches to the playground.

It will contain the playgrounds installed in your system.

KTuberling remembers the last chosen playground the next time it starts up.

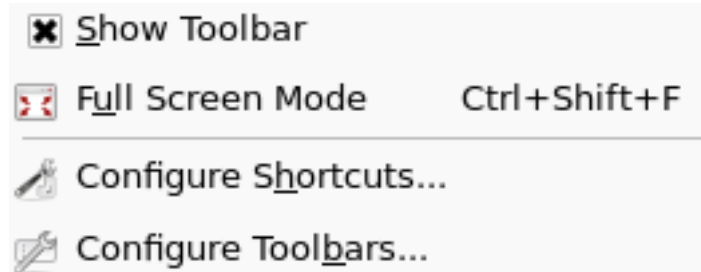
4.2.4 The Speech Menu

Speech → **No Sound** Toggles sound off.

Speech → **Language Name** Toggles sound on and speaks the selected language.

KTuberling remembers of this option the next time it starts up.

4.2.5 The Settings Menu



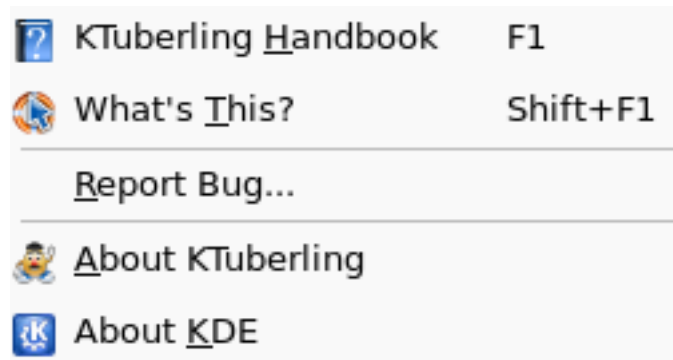
Settings → **Show Toolbar** Toggle the Toolbar display on and off.

Settings → **Full Screen Mode (Ctrl+Shift+F)** Toggles the Full Screen mode on and off.

Settings → **Configure Shortcuts...** Opens a standard KDE shortcut configuration dialog, where you can change the keyboard shortcuts used by KTuberling.

Settings → **Configure Toolbars...** Display the standard KDE toolbar configuration dialog.

4.2.6 The Help Menu



Help → **KTuberling Handbook (F1)** Invokes the KDE Help system starting at the KTuberling 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 KTuberling 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.

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

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

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

Chapter 5

Frequently Asked Questions

1. *I want to change the way this game looks. Can I?*
Yes you can. Refer to [this](#) section of 'Interface Overview' for details.
2. *Can I use the keyboard to play this game?*
No. This game cannot be played using keyboard.
3. *I have made a great picture and I want to share it with my friends. Can I save it as an image?*
Yes. To save the current session as an image refer to [this](#) section of 'Interface Overview' for details.

Chapter 6

Technical References

Éric Bischoff 2006-05-05 0.05.01 KTuberling offers a gentle and rewarding introduction to KDE customization and programming. The application can be extended. For example, without any coding, new playgrounds can be added by changing the graphics files. By adding appropriate sound files, translators can change the sounds to their native tongue!

If you extend or add to the game please consider sending your additions to the developer [Albert Astals Cid](#) for inclusion in future releases.

6.1 For Artists

To create a new KTuberling playground you have to:

- Draw the playground in a SVG file, there you have to:
 - Name the place where items can dragged "background".
 - Name each of the draggable items with a unique name.
- Create a .theme file, it has to follow this schema:

```
<playground gameboard="yourSVGFile" name=" ↔  
theDesktopFile">  
<object name="itemName" sound="soundName" scale=" ↔  
someValue" />  
...  
...  
...  
</playground>
```

- *yourSVGFile* is the name of the svg file that has the drawing.

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- *theDesktopFile* is the name of the desktop file that has the name of the theme.
 - For each object you need a <object> entry. *itemName* is the unique name you used on the SVG file, *soundName* is the sound name that will be played when dragging it, see sound themes howto for more information.
 - *scale* is optional and *someValue* is the scale factor that will be used when drawing this object outside the warehouse, if not specified is 1.
- Create a .desktop file, it has to follow this schema

```
[KTuberlingTheme]
Name=themeName
```

- *themeName* is the name that identifies the theme, will be shown in the Playground menu.
- If you are adding the theme to KTuberling SVN, add .svg .theme .desktop files to FILES section of the CMakeLists.txt in the pics/ directory
 - If you want to install it for yourself, place .svg .theme .desktop files in 'kde4-config --prefix'/share/apps/ktuberling/pics

6.2 For Translators

Besides the usual .po files mechanism for translating program labels and prompts, the sounds can be localized too.

To create a new KTuberling sound theme you have to:

- Record the sounds in OGG Vorbis rc3 file format.
- Create a *yourLanguageTwoLetterCode*.soundtheme file, it has to follow this schema:

```
<language code="yourLanguageTwoLetterCode">
<sound name="soundName" file="relativePath" />
...
...
...
</language>
```

- *yourLanguageTwoLetterCode* is your language two letter code, for example gl for Galician.
- For each sound a <sound> entry. *soundName* should match with the soundName specified in the playground theme (see themes HOWTO). *relativePath* should be the relative path you are going to install the file with this sound to, typically it will be someUniquePath/soundName.format (someUniquePath can be your language two letter code for example).

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- If you are adding the sound theme to KTuberling SVN:
 - Add the sound files and the .soundtheme files to the data/kdegames/ktuberling directory of your language translations.
 - On that very same dir you need a CMakeLists.txt describing how to install the files, typically it will be.

```
FILE(GLOB datafiles *.ogg)
install( FILES ${datafiles} DESTINATION ${ ←
        DATA_INSTALL_DIR}/ktuberling/sounds/ ←
        yourLanguageTwoLetterCode )
install( FILES yourLanguageTwoLetterCode.soundtheme ←
        DESTINATION ${DATA_INSTALL_DIR}/ktuberling/sounds/ )
```

- If you want to install it for yourself:
 - Place *yourLanguageTwoLetterCode.soundtheme* file in 'kde4-config --prefix' /share/apps/ktuberling/s
 - Place *yourSoundFiles* in 'kde4-config --prefix' /share/apps/ktuberling/sounds/someUniquePath

Information on how to work with the translation mechanisms in KDE is available in [The KDE Translation HOWTO](#).

6.3 For Programmers

KTuberling isn't really difficult to extend for programmers.

6.3.1 C++ classes

TopLevel Top-level window and basic program management

PlayGround Description of one of the game levels

ToDraw Description of one of the graphical 'objects' to be drawn

SoundFactory Description of one of the languages and its sounds

Action One of the user's manipulation in the undo/redo stack

Chapter 7

Credits and License

KTuberling

- John Calhoun - Original idea, original pictures and English sounds
- Éric Bischoff e.bischoff@noos.fr - KDE Programming
- François-Xavier Duranceau duranceau@free.fr - Tests, advice and help
- Peter Silva peter.silva@videotron.ca - Proofreading of the documentation
- Paul Ahlquist pea@ahlquist.org - Bettering of documentation

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