

The KTuberling Handbook

**Éric Bischoff
Paul E. Ahlquist, Jr.
Eugene Trounev
Reviewer: Lauri Watts**



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Contents

1	Introduction	6
2	How to Play	7
3	Rules and Tips	8
3.1	Mouse Operation	8
3.1.1	Placing an Object	9
3.1.2	Moving an Object	9
3.1.3	Removing an Object	9
4	Interface Overview	10
4.1	The Tool Bar	10
4.2	The Menu Items	11
4.2.1	The Game Menu	11
4.2.2	The Edit Menu	11
4.2.3	The View Menu	11
4.2.4	The Playground Menu	11
4.2.5	The Speech Menu	12
4.2.6	The Settings and Help Menus	12
5	Frequently Asked Questions	13
6	Technical References	14
6.1	For Artists	14
6.2	For Translators	15
6.3	For Programmers	16
6.3.1	C++ classes	16
7	Credits and License	17
8	Index	18

List of Tables

4.1	Toolbar Buttons	10
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Abstract

Potato Guy is a game intended for small children.

Chapter 2

How to Play

Potato Guy 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.

Potato Guy 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.







Button	Name	Menu Equivalent	Action
	New	Game → New	Resets the 'playground' area. This cleans all parts of the playground so a new decoration may be created.
	Load...	Game → Load...	Opens an existing .tuberling file from the disk.
	Save	Game → Save	Saves your creation to your home folder, or to some other folder on your disk. The .tuberling is saved to a small file where only the position of objects are saved.
	Print...	Game → Print...	Prints your picture.
	Undo	Edit → Undo	Undoes last operation.
	Redo	Edit → Redo	Re-does last operation.

Table 4.1: Toolbar Buttons

4.2 The Menu Items

4.2.1 The Game Menu

Game → **New (Ctrl+N)**

Clears the 'playground' area.

Game → **Load... (Ctrl+O)**

Opens an existing .tuberling file from your disk.

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 Potato Guy.

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 View Menu

View → **Full Screen Mode (Ctrl+Shift+F)**

Toggles the graphic interface to full screen mode.

4.2.4 The Playground Menu

Playground → **Lock Aspect Ratio**

This option preserves the playground aspect ratio when resizing the Potato Guy window. When the playground aspect ratio does not match the one of the window the background is filled with the one specified in the theme.

Playground → *Playground Name*

Switches to the playground.

It will contain the playgrounds installed in your system.

Potato Guy remembers the last chosen playground the next time it starts up.

4.2.5 The Speech Menu

Speech → No Sound

Toggles sound off.

Speech → *Language Name*

Toggles sound on and speaks the selected language.

Potato Guy remembers of this option the next time it starts up.

4.2.6 The Settings and Help Menus

Additionally Potato Guy has the common KDE **Settings** and **Help** menu items, for more information read the sections about the [Settings Menu](#) and [Help Menu](#) of the KDE Fundamentals.

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

2021-10-04

KDE Gear 21.08 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 maintainer [Alex Fiestas](#) 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 an 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.
 - `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 the `sound/soundthemes.HOWTO` file from source code 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 repository, add `.svg`, `.theme`, and `.desktop` files to `FILES` section of the `CMakeLists.txt` into the `pics/` folder.
- If you want to install it for yourself, place `.svg`, `.theme`, and `.desktop` files into the `ktuberling/pics` folder in `qtpaths --paths GenericDataLocation`

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 the `pics/themes.HOWTO` from source code). *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).
- If you are adding the sound theme to KTuberling in your language folder:
 - Add the sound files and the `.soundtheme` files into the `data/kdegames/ktuberling` folder of your language translations.
 - On that very same dir you need a `CMakeLists.txt` file describing how to install the files, typically it will be.

```
FILE( GLOB oggfiles *.ogg )
INSTALL( FILES ${oggfiles} DESTINATION ${KDE_INSTALL_DATADIR}/ ←
ktuberling/sounds/yourLanguageTwoLetterCode )
INSTALL( FILES yourLanguageTwoLetterCode.soundtheme DESTINATION ${ ←
KDE_INSTALL_DATADIR}/ktuberling/sounds/ )
```

- If you want to install it for yourself:
 - Place `yourLanguageTwoLetterCode.soundtheme` file into the `ktuberling/sounds` folder in `qtpaths --paths GenericDataLocation`
 - Place your sound files into the `ktuberling/sounds/ someUniquePath` folder in `qtpaths -paths GenericDataLocation`

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

- Alex Fiestas alex@eyeos.org - current Maintainer
- 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 E. Ahlquist, Jr. pea@ahlquist.org - Bettering of documentation

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Chapter 8

Index

K
KDE, 14
KTuberling, 14

T
technical reference, 14