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Installation

The current application was built on a Ubuntu 14.04 system running Python 2.7, Flask 0.12.2, and SQLAlchemy 1.2.3. To make sure that the application runs smoothly, please install these three versions on your host machine before continuing.

If you are installing on a Windows machine, please make sure to add Python 2.7 to PATH. You can get Flask and SQLAlchemy by using *pip install*.

To make sure that Mahjong is updating your database on your host machine, please go to *game.js* in */Unicog/unicog/app/Mahjong/JS* and replace the URL with the following:

http://<your-host-address>/api/v1/create_mahjong_session

To load the application onto your system, go to */Unicog/unicog/.* Inside this folder, there should be a Python file named *run.py*. In this folder, open a terminal (ctrl-shift-right click > open command window here on windows) and run the command *python run.py*.

Congratulations! You can now access the Mahjong Solitaire portion of Unicog via

<host-ip-address>/mahjong_static/index.html

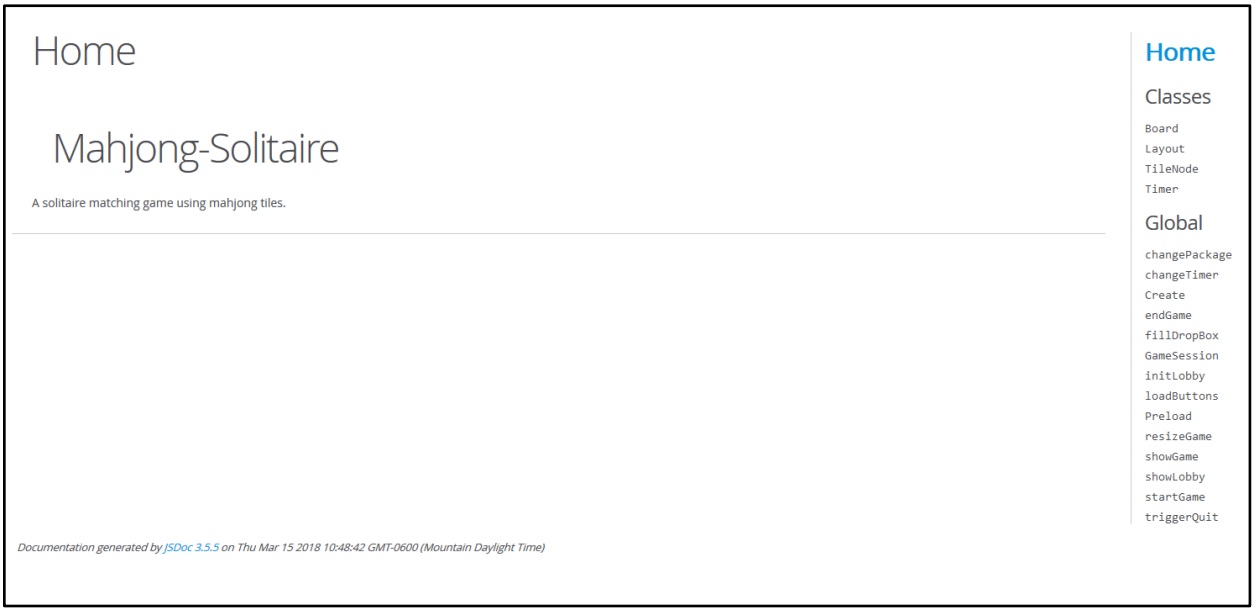
Viewing JSDocs

To view the JSDocs for the project, navigate to */Unicog/unicog/app/Mahjong/JSDocs* and copy the address as text.

Paste it into your browser and add after it *index.html*, so that you have something like

C:/Users/user/Desktop/Mahjong-Solitaire/Unicog/unicog/app/Mahjong/JSDocs/index.html

This will bring you to the JSDocs, which will look something like this:



Adding or Deleting Researcher IDs

Adding new researcher IDs will be done through the command line. Navigate to the */Unicog/unicog/* directory and launch a Python2 shell from the command line.

In the shell, run the command *execfile('db_cmd.py')*. This will allow you to issue commands to the database.

Here's an example of how you can add a researcher to the database:

```
r = Researchers(r_id = 1)
db.session.add(r)
db.session.commit()
```

Here's an example of how you can delete a researcher from the database:

```
r = Researchers(r_id = 1)
db.session.delete(r)
db.session.commit()
```

For more information, visit this link http://flask-sqlalchemy.pocoo.org/2.3/queries/.

Adding New Tilesets

In order to add a new tileset, you must first create a new folder and name it in
/Unicog/unicog/app/Mahjong/Assets/Tilesets

You should now have a folder like this
/Unicog/unicog/app/Mahjong/Assets/Tilesets/<Tileset-Name>

Inside the folder, create a file called *tiles.json* and place the tile names and parameters inside. For formatting and parameters needed, please reference one of the existing files.

Next, return to */Unicog/unicog/app/Mahjong/Assets/Tilesets* and edit the *SetList.json*. Add the name of your tileset folder in the appropriate format. You should now be able to access your newly added tileset.