



Council of Four Server Manual

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Launching the game

The server can be started only from console.

It is required that the folder mapfile containing all the configuration files is in the same folder as the jar file.

```
Command Prompt - java -jar CouncilOfFourServer.jar
Microsoft Windows [Version 10.0.10586]
(c) 2015 Microsoft Corporation. All rights reserved.

C:\Users\Andrea>cd desktop
C:\Users\Andrea\Desktop>java -jar CouncilOfFourServer.jar
```

After accessing the containing folder, the game is executed with the command:

java -jar CouncilOfFourServer.jar

Setting game preferences

The server requires only 2 inputs from the user, which are mandatory though.

- Maximum number of players per game: the user has to specify the maximum number of players that can play the same game. Minimum is 2.
- Set the player timeout time: The user has to specify the maximum time to receive an input from a connected player, after which the player is considered disconnected. (Minimum 10)

```
set the maximum number of players per game:
10
set the player timeout time (in s):
300
```

N.B. if an invalid input is inserted the choice has to be made again until a valid input is inserted.

Multi Instance server

The server can only be started once on the same computer (IP address)

If another server is started, it will automatically detect the one already running and shut down itself automatically.

```
C:\Users\Andrea\Desktop>java -jar CouncilOfFourServer.jar
started
Accessing Registry at: localhost:49154
The RMI server creation has been successful
Something went wrong in creating a serversocket
Another server is already running!
Server quits
```

Activity

The server user interface is only used to give a little feedback about the status of players and games.

In particular, it notifies of every new player connected or disconnected and every game started or ended

```
1 players in Waiting room
2016-07-05T01:19:08.463 - New Client connected
2 players in Waiting room
2016-07-05T01:19:18.477 New game has started with 2 players!
0 players in waiting room
```

Quitting

The server can be quitted at any moment by writing quit on the console

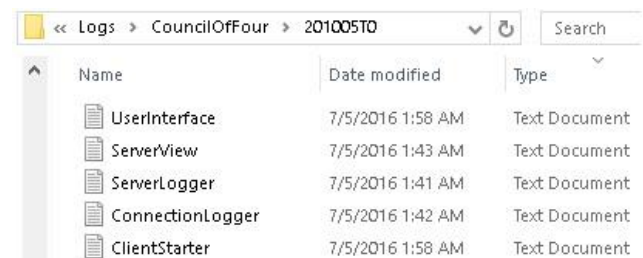
```
quit
Server quits
```

Logging

All logs file are saved in

C:\Logs\CouncilOfFour*DateTimeNow*\

Where *DateTimeNow* is the date and time at which the server has started.



« Logs » CouncilOfFour » 201005T0			Search
Name	Date modified	Type	
UserInterface	7/5/2016 1:58 AM	Text Document	
ServerView	7/5/2016 1:43 AM	Text Document	
ServerLogger	7/5/2016 1:41 AM	Text Document	
ConnectionLogger	7/5/2016 1:42 AM	Text Document	
ClientStarter	7/5/2016 1:58 AM	Text Document	