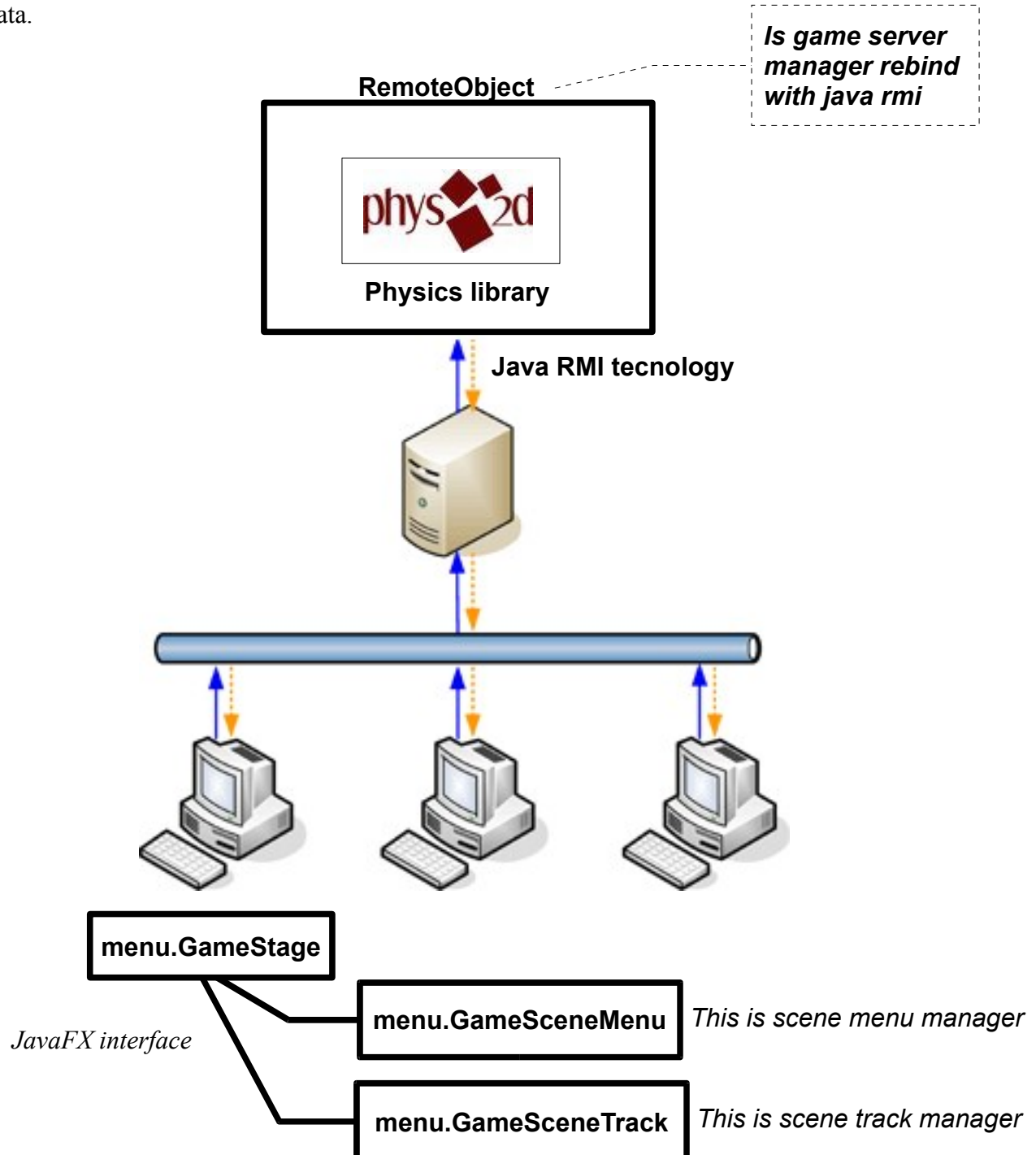# DOCUMENTATION

REAL TRACK CAR RACE

I'm Diego Benna and i'm an italia student by Padua University Computer Science. I'm 24 years old.
In this month i write my javafx application REAL TRACK CAR RACE.
My application is a mix of physics, mathematics, informatics (java RMI and javafx) and mash up
data.

Is game server manager rebind with java rmi

RemoteObject

Physics library

Java RMI tecnology

menu.GameStage

JavaFX interface

menu.GameSceneMenu — *This is scene menu manager*

menu.GameSceneTrack — *This is scene track manager*

Packages

menu:

There are all file for manage menu interface.

GameStage: game stage
GameSceneMenu: menu scene.
GameSceneTrack: track game scene.
LoadingManager: load track scene
Menu: Menu manager, tab manager and backgrounds
MenuCreateTrack: Create track tab manager
MenuInfo: Info tab manager
MenuItem: Interface for all menu tab
MenuKeyboard: Key control tab information
MenuMultiplayer: Menu tab for create a new server or lookup remote object
MenuMultiplayerRunning: Little tab for setting running race
MenuTutorial: Tutorial tab menu
ParserGeocoding: return coordinates with yahoo api. *Yahoo api give me a limited of 3-4 search. Sob is a bug in my software. I have not more time for try more api geocoding. Sorry me*
PopUpMessagge: PopUp when you press ESC key in race game
Rectangles..: Are rectangles background in menu tabs

car:

There are car layot javafx image and car physic java file.

choiceCar:

There are all Node for select your car. You see it in MenuMultiplayerRunning

positionList:

This is users position list in game running

track:

There are all files for create track and game engine

CheckPoint: Is check point in track.
CreateTrackManager: Matematics algortims for create track by mash up coordinates
ParserCoordinates: Mash up all coordinates from routing xml files
PhysicsManager: Is remote interface for physic manager and server game
PhyisicsManagerClient: Rebind object
PhysicsManagerImpl: Implement server interface
SegmentLayout: Is layout for borders track
Track: CustomNode for track

track.countdown:

Show count down at start race and show position in arrive

Feautures

For this game i work only one month, and i have no money :(This is all my source code. With mash up and javafx i see more interesting application in future. This is a little dimonstration. If i win i would like create an open source project: mix of JavaFX and java OpenGL for create a realistic world and not only a single track. I would like mash up, real time condition, realistic car traffic, real 3D terrain, and move in it. Create a new DB for real house and palace and move in it. Mash up all information in all project 3D. A social application where all people can find in his 3D real world information. I want see New York station, than i go in New York station and visit realistic 3D New York station when i can mash up real train departure and arrive, and see New York station web site in some wall station and speek with VoiceXML to turist information office. This is possible with a good mash up. Future is mash up for all web service. You have a commercial web site, than in my software your customer can visit and buy in your 3D shop. You can zoom to products and open web site information about your shop, if you want.

Problem"s"

In my application i use java RMI. I use port 1099 (default port) for network comunication. If you have some firewall in port 1099 server stopped and you can play in car race.
Sorry me becouse i use yahoo geocoding. There is limit for seach coordinates by street, zip code, city and state. If you search track routing for 3 time you must restart application.

Sorry

Sorry very mush for my bad bad bad orrible english. But my english is better than my source!

Thank you very mach

Diego Benna