How to set up the projects

It's important that you check out some folder in the trunk as an own project. That means that you should have these projects if you've done it right:

- Falcons Client
- Falcons DummyPlugin
- Falcons Library
- Falcons Pluginibrary
- Falcons SendMessagePlugin
- Falcons Server

There other projects in the SVN is plugins that we haven't had the time to finish because of massive debugging.

How to start the server

To start the server you run the Falcons Server project. Make sure that a NEWLY exported version of SendMessagePlugin? is present in the plugins-folder.

How to start the client

To start the client you simply run the Falcons Client project. Make sure that a NEWLY exported version of SendMessagePlugin? is present in the plugins-folder.

How to connect the client to the server

To connect the client to the server you open the settings window in the client application and enters IP and Port (this should be localhost).

How to load a plugin

To be able to run a plugin in the client you have to export the plugin-project as a .jar to the / plugins folder in the client, same thing for the server. Both the client and the server has to have a plugin loaded for it to be able to run.

The project can't contain: .classpath and .project when you export it, because this confuses our classloader.

How to implement a plugin

We recommend that a plugin is implemented using a MVC structure.

The plugin needs to provide a JPanel to the system via a getMainPanel()-method so it can be run, how this JPanel is made is completely up to the programmer.

You should have a pluginPlugin.java file that extends AbstractPlugin?, it also has to have an Plugin annotation to provide versionID and PluginID (this can be the name of the plugin)

ALL plugin-classes have to implement pluggable to be able to use the framework. Other than that it's completely up to the programmer to implement the plugin as he wishes.

How to reconnect the client to the server

When you disconnect from the server a concurrency issue occurs and we unfortunately still don't know why, after hours of debugging. This means that you have to restart the server before reconnecting.