

Game initialization steps : (Linux , All nodes on local machine)

- Unzip war_game.zip
- cd war_game
- chmod +x ./run_all_on_local_machine.sh
- run run_all_on_local_machine.sh script
 - if you killed one of nodes to see crash handling ,you can start back this node with :
“./start_single_local_node.sh <node name you killed>” - this will start node with defined cookie and working directory (e.g : ./start_single_local_node.sh br)

Game initialization steps : (All OS , with beagels or other PC, by hand initialization)

- Copy and unzip **war_game.zip** to **each** node
- Run erlang on 4 nodes in network : **bl** , **br** , **tl** ,**tr** with next command **from war_game** directory :
erl -name <nodeName>@<nodeIp> -setcookie asd -run c cd ./src
NOTICE : change <nodeName> and <nodeIp> to appropriate value
- Run erlang from **war_game** directory on main computer next command line :
erl -name g@<nodeIp> -setcookie asd -run c cd ./src -run c c g -run g test_network
“['bl@<nodeIp>','br@<nodeIp>','tl@<nodeIp>','tr@<nodeIp>']” -run g start
NOTICE : change <nodeIp> to appropriate value for each node you have started
e.g :
erl -name g@127.0.0.1 -setcookie asd -run c cd ./src -run c c g -run g test_network "['bl@127.0.0.1',
'br@127.0.0.1','tl@127.0.0.1','tr@127.0.0.1']" -run g start

Game initialization steps : (Linux , with beagels , automated script)

NOTICE : Script will work only with linux preinstaled on beagels with username : **ubuntu** , and password : **temppwd**

Otherwise choose another way to run the game...

1. Environment Setup :

- Plug you computer to turned on switch , define you Ethernet connection to be “shared to others”
- Plug beagels to switch and turn them on
- Run “ **ping <IP of main computer>** “ on **each** beagel
- run “**arp -a**” to check that all beagles known by main computer and see on which **network interface** they connected (e.g eth0, enp2s0 ...)
- **make sure you having “sshpass” on your linux installed (sudo apt-get install sshpass)**
- After all four nodes known by your computer and you having sshpass installed on you machine you ready to start

2. Starting game :

- Unzip war_game.zip some here
- Enter war_game folder and run : “./run_on_remote_beagels.sh <net interface>”
(e.g : ./run_on_remote_beagels.sh enp2s0)
- wait until game will start , it will take some thing about a 90 seconds
 - This script will transfer all relevant files to beagles , and run terminal on your computer with erlang running each node with all configuration
 - Main computer will run and compile Data Server, and ping all nodes to make another check of network configuration