

# PortalNetwork



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# Introduction

MADE WITH **JAVA**

(<https://java.com/>)

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(<http://hits.dwyl.com/bundabrg/portalnetwork>)



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## What is PortalNetwork?

PortalNetwork is a portal system that gives control back to the players to be able to create portals that can dial each other. It supports different types of portals and allows players to change the portal shape. Vehicles are also supported.

## Features

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Last update:

# Contributing

Here are some ways that you can help contribute to this project.

## New ideas or Bug Reports

Need something? Found a bug? Or just have a brilliant idea? Head to the [Issues \(https://github.com/Bundabrg/PortalNetwork/issues\)](https://github.com/Bundabrg/PortalNetwork/issues) and create new one.

## Contributing Code

If you know Java then take a look at open issues and create a pull request.

## Contributing Documentation

If you can help improve the documentation it would be highly appreciated. Have a look under the docs folder for the existing documentation.

The documentation is built using mkdocs. You can set up a hot-build dev environment that will auto-refresh changes as they are made.

## Requirements

- python3
- pip3
- npm (only if changing themes)

Install dependencies by running:

```
pip3 install -r requirements.txt
```

## Dev Environment

To start an http document server on `http://127.0.0.1:8000` execute:

```
mkdocs serve
```

## Change PDF Theme

Edit the PDF theme under `docs/theme/pdf`. Rebuild by doing the following:

```
cd docs/theme/pdf  
npm install  
npm run build-compressed
```

This will update `pdf.css` under `docs/css/pdf.css`. Rebuilding the docs will now use the new theme.

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Last update: