

Pygame Real Time Strategy Game — Documentation —

All the information you need to run the game, make your own servers and maps are in this PDF.

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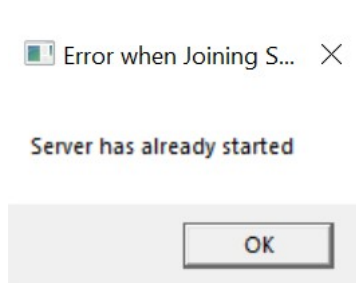
How To Run The Game (through interpreter)

Other than running the compiled version if you want to run the source code run the Install Dependencies batch file in the tools folder once you have python installed and pip added to your systems path variable.

Note that you may need to uninstall some of these libraries if you already have them, for example you may need to uninstall the requests library through the command “pip uninstall requests” if its not already version 2.31.0

Other then this once you are actually running the game there are some things to note about how the servers and the game works.

If you get this message while trying to join a server but you know for sure there are no players in that server then run the reset server batch file in the main directory.



This will reset the server data of the last server you joined so you can join it again.

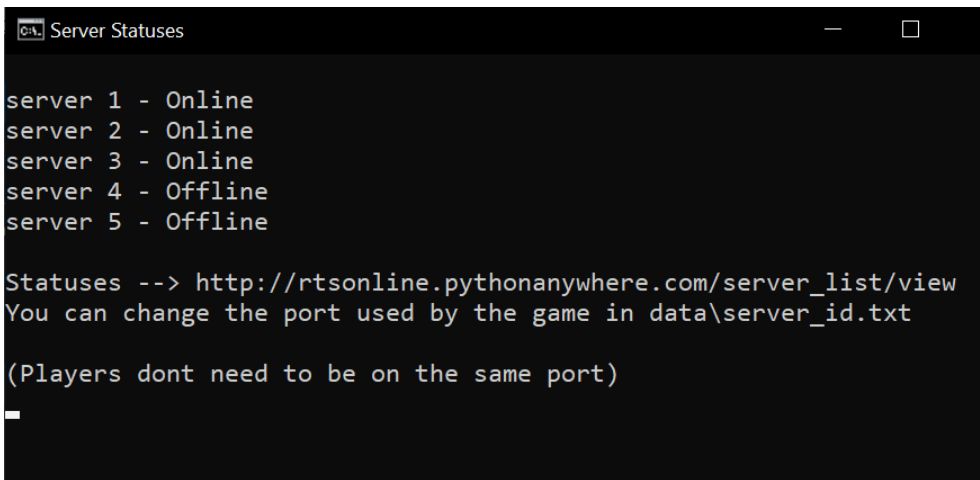
(last server you joined is stored in data\current_server.txt)

Note that in the compiled version all references to file directories can be found in the binaries folder.

Another important thing to know about how servers work in this game is that if the game crashes there is a possibility the port you are currently playing on is overloaded.

If this is the case users can switch the current port by running the ports batch file or by viewing the server_list/view page on the website host of the given server to figure out which ports are online and then edit the data\server_id.txt file to a currently online port.

Switching ports wont loose any progress if the server stays the same.



```
Server Statuses

server 1 - Online
server 2 - Online
server 3 - Online
server 4 - Offline
server 5 - Offline

Statuses --> http://rtsonline.pythonanywhere.com/server_list/view
You can change the port used by the game in data\server_id.txt

(Players dont need to be on the same port)
```

Note that the website server list viewer only gets updated once somebody runs the ports batch file so id recommend you do that instead of viewing it from the website

Once you have this understanding of servers you can make your own if you want to make a mod of the game or a custom server for traffic reasons.

Note that you also need an understanding of python and flask to do so.

To make a custom server you want to find a host for a python flask server such as pythonanywhere which I use because is free.

Note that when choosing a host you need to consider that the server will be pinged numerous times because the game doesn't use sockets but just downloads and sends json files to the same server.

Traffic:

How busy is your site?

This month (previous month)

70230

(17607)

File Structure of server :

- info_1.json
- info_2.json
- info_3.json
- main.py
- priority.txt
- server_data.json

- __pycache__/
- templates/

All of the files to the server can be found in the tools\server template directory of the project.

Templates directory :

- get_data.html
- upload.html

Make sure to use a version of python around 3.10 and a up to date web framework (flask, django, web2py, etc...)

If you do end up making a custom server for the game email it to rts71937@gmail.com so I can add it to the game.

Error when Joining Server



Server provided is not a client for this game

OK

Note this error means you missed adding the identifier page which returns this string "9782364928734"

How To Make A Map

The structure of map folders are fairly strait forward, the folder is the maps name, the maps name plus _c.png is the file which assigns a unique color to each province, the maps name plus a _o.png is the overlay (outline showing borders for example)

And the file with just the maps name is the blacked out version of the maps color version (map_c.png)

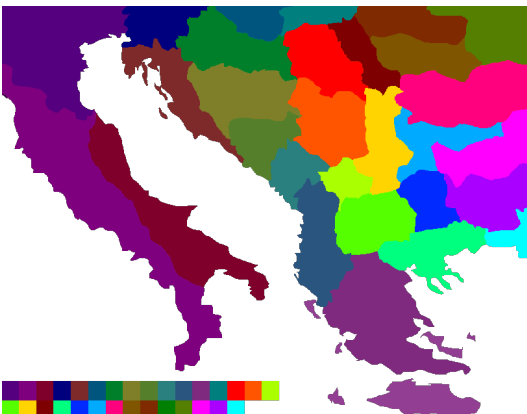
The config json file should be structured like this:

```
{
  "Provinces": [
    {
      "province_colors": [],
      "ports": [],
      "borders": "borders = {}"
    }
  ]
}
```

If you have any issues look at how other map folders do it.

If you are having trouble getting the colors of your map_c file correct then I suggest using this website :

<https://www.dustfreesloutions.com/CT/CT.html>



Note in the game you can press the slash key when its your turn to check the borders of provinces and help you figure out errors in the config json file.