

Miklas

Tutorial

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Version 1.0

**Purpose of the Document**

Miklas tutorial

**Document history**

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| --- | --- | --- | --- |
| Version | Date | Changes | Authors |
| 0.1 | 2014-11-10 | Created template | Darth Vader |
|  |  |  |  |
|  |  |  |  |

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Abbreviations

OLTC On-load Tap Changer

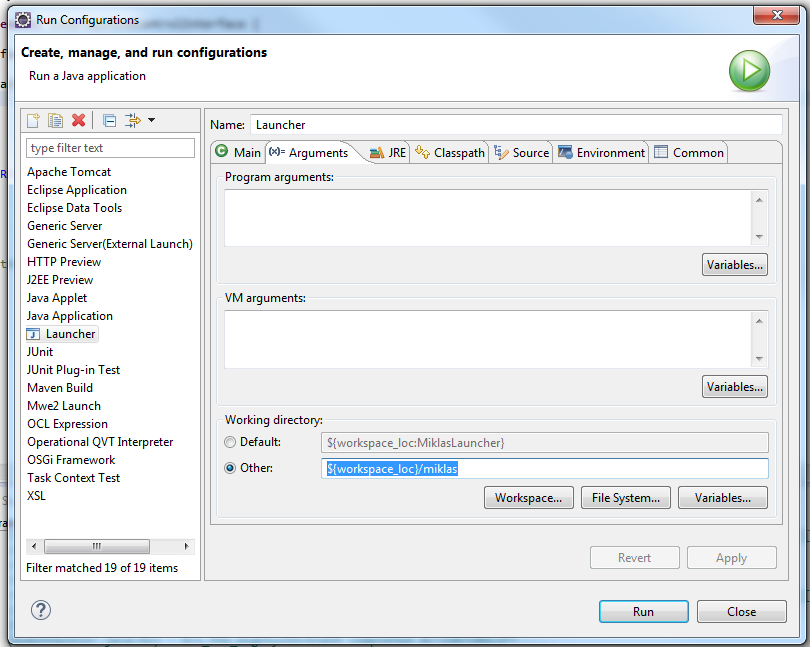
JAAJet Another Abbreviation

# Introduction

Preamble

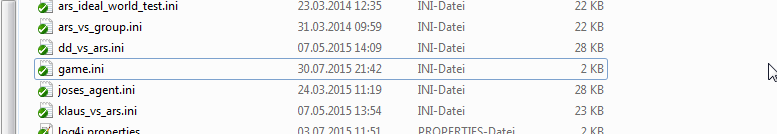
## Setup Game

In eclipse, for the Launcher, set the Working directory to “${workspace\_loc}/miklas, in order to include the config files at the start of the application

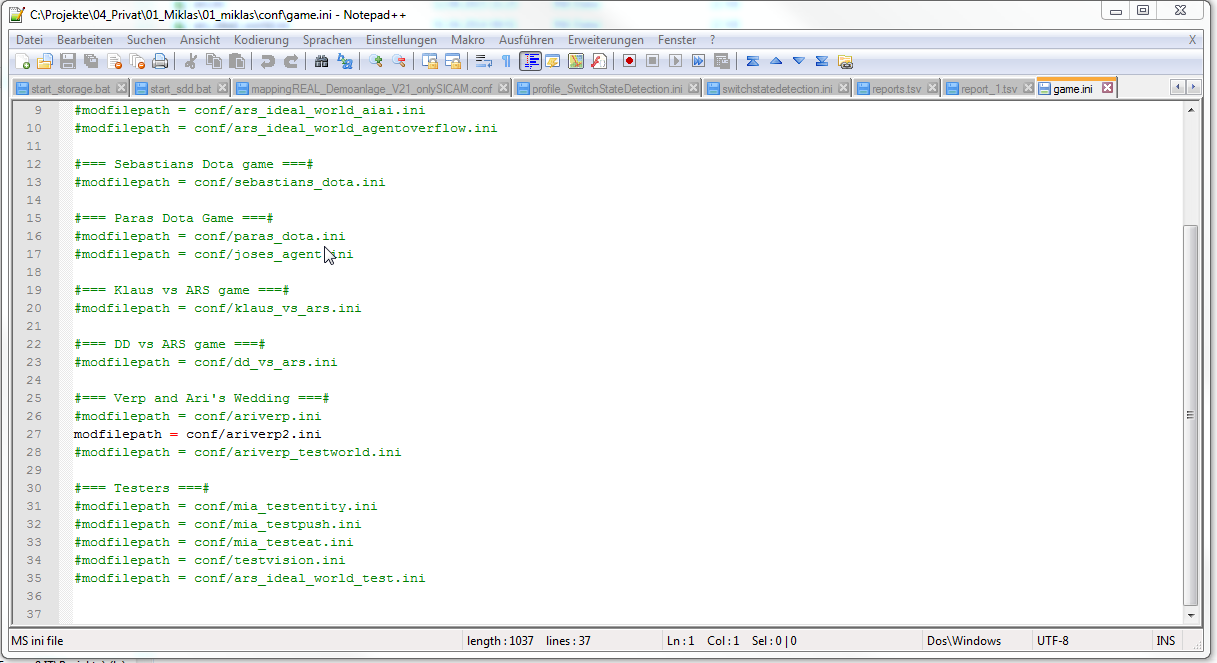


## Config Files

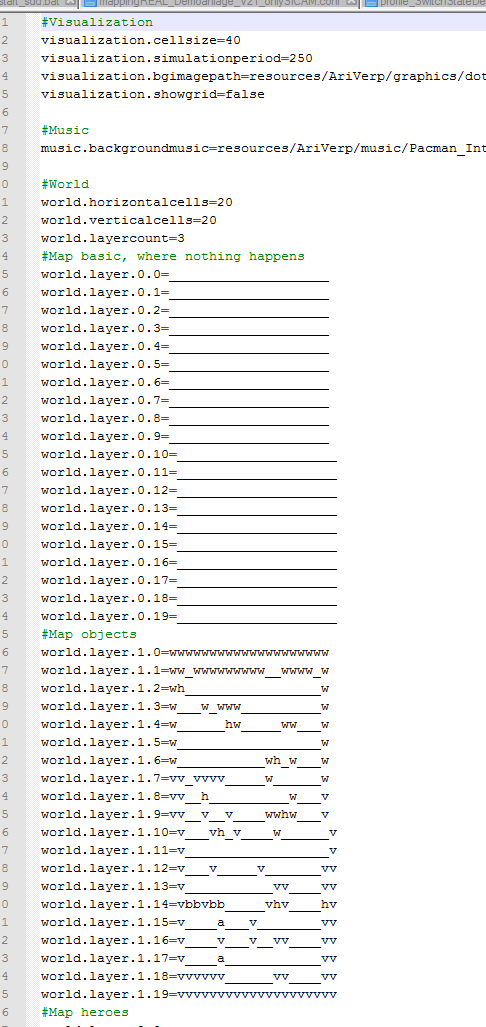
In the config file game.ini, a link to the real game config files exist.



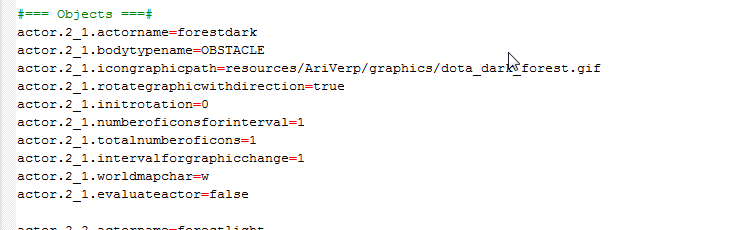
Here, the Path is set to “conf/ariverp2.ini”



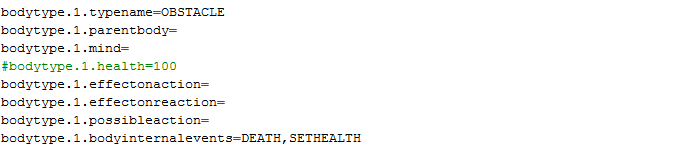
The world is created with layers. “\_” means nothing. All other letters are assigned to certain “actors” in the world.



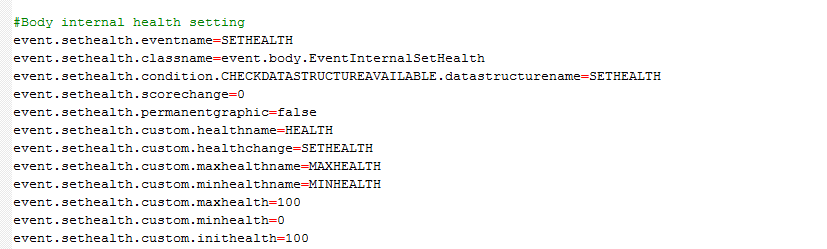
For instance, the letter “w” in the map is here a piece of forest.



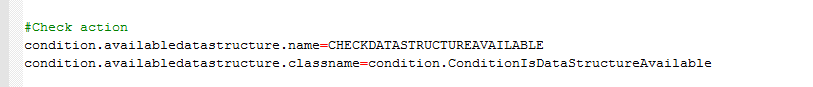
Each actor has a bodytypename. The bodytype defines the body of the actor.



In the case above, only internal events are associated with the body. An example is the “SETHEALTH”. The event is invoked from a class in the “classname”. If an event is activated it performs some action on the body.



Only if a condition is satisfied, the event will execute. Conditions are defined as own invoked classes.



Literature

Internet references

Annex A