abandi Documentation

Release 0.0.4

ponty

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CONTENTS

abandi

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PDF abandi.pdf

Contents:

Console-based abandonware game installer and runner. Games are downloaded over internet.

source: https://github.com/ponty/abandi

documentation: http://ponty.github.com/abandi

CHAPTER

ONE

BASIC USAGE

The selected game will be downloaded, unpacked and started by an emulator.

if you know the id:

```
$ python -m abandi.run --auto-install gb64 3021
```

if you have an up-to-date database:

```
$ python -m abandi.srun --auto-install --name galaga
```

Note: It is only a wrapper,so you have to install unpackers (7zip, unrar,..) and emulators (dosbox, scummvm, stella, vice,..)

CHAPTER

TWO

INSTALLATION

if you have setuptools installed:

```
easy_install https://github.com/ponty/abandi/zipball/master
```

or if you have pip installed:

```
pip install https://github.com/ponty/abandi/zipball/master
```

Uninstall:

```
    # as root
pip uninstall abandi

# database, games
rm -r ~/.abandi
```

CHAPTER

THREE

DEPENDENCIES

3.1 basic

python		
yapsy		plugin system

3.2 html parsers

lxml	optional	html parser
BeautifulSoup	optional	html parser

3.3 unpackers

7zip	optional	can decompress a lot of formats, but can not handle all rars
unrar	optional	can decompress all rars
patool	optional	decompressor wrapper

3.4 supported emulators

id	name	platforms	url
dosbox	DOSBox	[dos]	http://www.dosbox.com/
openmsx	openMSX	[msx]	http://openmsx.sourceforge.net/
scummvm	ScummVM	[dos, c64]	http://www.scummvm.org/
stella	Stella	[atari2k6]	http://stella.sourceforge.net/
vice	VICE	[c64]	http://www.viceteam.org/

CHAPTER

FOUR

GAME SOURCES

id	name	platforms	url	max id
abandoneer	Abandoneer	[dos]	http://www.abandoneer.com/	150
abandonia	Abandonia	[dos, win]	http://www.abandonia.com/	1000
gb64	Gamebase 64	[c64]	http://www.gamebase64.com	22000
oscomp	Oldschool Computer	[dos, c64, c128, cplus4, msx, megadrive, mastersystem, gb, atari2k6, nes, snes, amiga]	http://oscomp.hu/	1230
osd	Old School DOS	[dos]	http://www.oldschooldos.com/	121

CHAPTER

FIVE

USAGE

5.1 update

update some games in database from gamebase64

```
$ python -m abandi.update gb64 3020-3023 --force
force updating gb64/3020... found:"Galaga"... OK
force updating gb64/3021... sleeping 2 sec... found:"Galaga"... OK
force updating gb64/3022... sleeping 2 sec... found:"Galaxia 7"... OK
force updating gb64/3023... sleeping 2 sec... found:"Galaxian"... OK
```

or download the default game database:

```
$ python -m abandi.dbdownload
```

5.2 install

install galaga

```
$ python -m abandi.install gb64 3020
downloading Galaga... OK
unpacking Galaga... OK
```

5.3 check database

```
$ python -m abandi.info gb64 3020
source:              gb64
id:                  3020
name:                Galaga
platform:            c64
game_file_url:       http://gamebase64.hardabasht.com/games/g/GALAGA1_03020_02.zip
release_year:        None
genre:               Shoot’em Up - Space Invaders
programmer:          Henrik Wening
language:            English
musician:            None
publisher:           Henrik Wening
home_url:            http://www.gamebase64.com/game.php?id=3020
music_file_url:      None
```

```
screenshot_url_list: http://www.gb64.com/Screenshots/G/Galaga_v1.png|http://www.gb64.com/Screenshots/
zip:                 /home/titi/.abandi/cache/gamezip/gb64/http___gamebase64.hardabasht.com_games_g_G
dir:                 /home/titi/.abandi/games/gb64/Galaga.3020
```

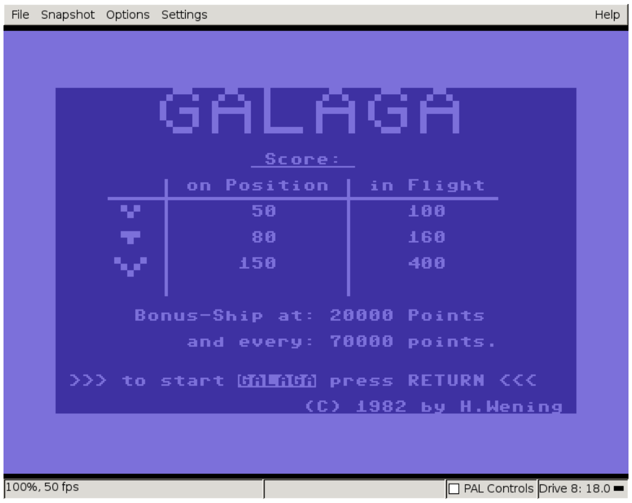
5.4 search database

```
$ python -m abandi.search -n galaga
[gb64 3020 c64] Galaga
[gb64 3021 c64] Galaga
```

5.5 run game

run galaga by id:

```
$ python -m abandi.run -a gb64 3020
```



GALAGA

Score:

	on Position	in Flight
	50	100
	80	160
	150	400

Bonus-Ship at: 20000 Points
and every: 70000 points.

>>> to start GALAGA press RETURN <<<
(C) 1982 by H.Wening

run galaga by name:

```
$ python -m abandi.srun -a --name galaga
```

GALAGA

Score:

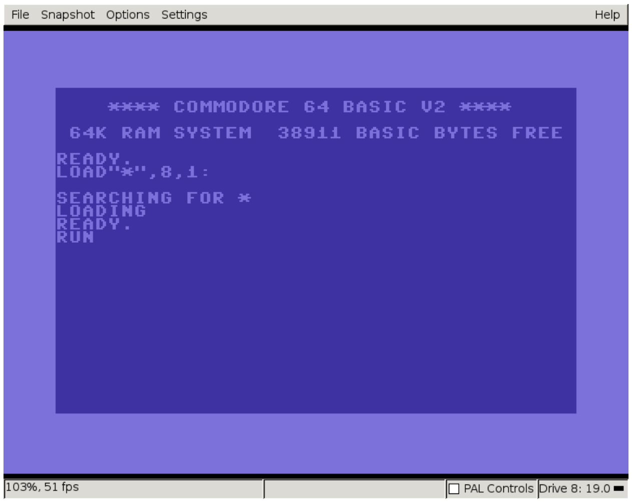
	on Position	in Flight
	50	100
	80	160
	150	400

Bonus-Ship at: 20000 Points
and every: 70000 points.

>>> to start GALAGA press RETURN <<<
(C) 1982 by H.Wening

run maniac mansion using vice:

```
$ python -m abandi.run -a gb64 4577 --runner vice
```

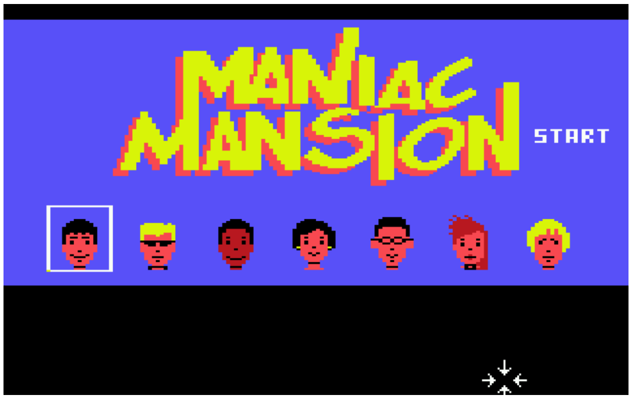


```
    **** COMMODORE 64 BASIC V2 ****
 64K RAM SYSTEM  38911 BASIC BYTES FREE
READY.
LOAD"*",8,1:

SEARCHING FOR *
LOADING
READY.
RUN
```

run maniac mansion using scummvm:

```
$ python -m abandi.run -a gb64 4577 --runner scummvm
```



CHAPTER

SIX

COMMAND LINE HELP

6.1 dbdownload

```
$ python -m abandi.dbdownload --help
usage: dbdownload.py [-h] [-u URL] [--debug]

downloads and unpacks game database

optional arguments:
  -h, --help         show this help message and exit
  -u URL, --url URL  packed sqlite file
  --debug            set logging level to DEBUG
```

6.2 parse

```
$ python -m abandi.parse --help
usage: parse.py [-h] [--debug] source id

parse game on source and print all information

positional arguments:
  source      [’gb64’,..]
  id          [’1’,..]

optional arguments:
  -h, --help  show this help message and exit
  --debug     set logging level to DEBUG
```

6.3 update

```
$ python -m abandi.update --help
usage: update.py [-h] [-f] [--debug] source id

parse and update game in database

positional arguments:
  source       [’all’,’gb64’,..]
  id           [’all’,’1’,’1-5’,’1,5-8,10’,..]
```

```
optional arguments:
  -h, --help   show this help message and exit
  -f, --force
  --debug      set logging level to DEBUG
```

6.4 info

```
$ python -m abandi.info --help
usage: info.py [-h] [--debug] source id

print all information for game in database

positional arguments:
  source      [’gb64’,..]
  id          [’1’,..]

optional arguments:
  -h, --help  show this help message and exit
  --debug     set logging level to DEBUG
```

6.5 search

```
$ python -m abandi.search --help
usage: search.py [-h] [-c COL_FORMAT] [-w WHERE] [-o ORDERBY] [-n NAME]
                 [-p PLATFORM] [-s SOURCE] [-r RUNNER] [--debug]

search in game database

optional arguments:
  -h, --help            show this help message and exit
  -c COL_FORMAT, --col-format COL_FORMAT
  -w WHERE, --where WHERE
                        SQL where, e.g. "id>5 and name like falcon"
  -o ORDERBY, --orderby ORDERBY
  -n NAME, --name NAME  game name like this
  -p PLATFORM, --platform PLATFORM
                        check lsplatform for list
  -s SOURCE, --source SOURCE
                        check lsplugin for list
  -r RUNNER, --runner RUNNER
  --debug               set logging level to DEBUG
```

6.6 install

```
$ python -m abandi.install --help
usage: install.py [-h] [-d] [-u] [-r] [-n] [--debug] source id

download and unpack game found in database

positional arguments:
  source              [’gb64’,..]
  id                  [’1’,..]

optional arguments:
  -h, --help          show this help message and exit
  -d, --downloadonly
  -u, --unpackonly
  -r, --removezip
  -n, --nocache
  --debug             set logging level to DEBUG
```

6.7 run

```
$ python -m abandi.run --help
usage: run.py [-h] [-r RUNNER] [-a] [--debug] source id

start game using selected emulator

positional arguments:
  source                [’gb64’,..]
  id                    [’1’,..]

optional arguments:
  -h, --help            show this help message and exit
  -r RUNNER, --runner RUNNER
                        emulator [’auto’,’dosbox’,’scummvm’,..]
  -a, --auto-install
  --debug               set logging level to DEBUG
```

6.8 srun

```
$ python -m abandi.srun --help
usage: srun.py [-h] [-c COL_FORMAT] [-w WHERE] [-o ORDERBY] [-n NAME]
               [-p PLATFORM] [-s SOURCE] [-r RUNNER] [-a] [-i INDEX] [--debug]

search and run

optional arguments:
  -h, --help            show this help message and exit
  -c COL_FORMAT, --col-format COL_FORMAT
  -w WHERE, --where WHERE
  -o ORDERBY, --orderby ORDERBY
  -n NAME, --name NAME
  -p PLATFORM, --platform PLATFORM
  -s SOURCE, --source SOURCE
  -r RUNNER, --runner RUNNER
  -a, --auto-install
  -i INDEX, --index INDEX
  --debug               set logging level to DEBUG
```

CHAPTER

SEVEN

SYSTEM INFORMATION

7.1 versions

```
$ python -m abandi.lsversion
python                 2.6.6
abandi                 0.0.4
dosbox                0.74
openmsx                0.8.0
p7zip                9.04
patool                unknown
scummvm                1.1.1
soup                3.1.0.1
stella                3.1.2
unrar                3.93
vice                unknown
```

7.2 plugins

```
$ python -m abandi.lsplugin
abandoneer                game_source
abandonia                game_source
allunpacker                unpacker
cache                downloader
curl                downloader
dosbox                runner
gb64                game_source
lxml               html_parser
openmsx                runner
oscomp                game_source
osd                game_source
p7zip                unpacker
patool                unpacker
scummvm                runner
soup                html_parser
stella                runner
unrar                unpacker
urllib                downloader
vice                runner
```

CHAPTER

EIGHT

RELATED PROJECTS

- GameBase: Universal Emulator Frontend (http://www.bu22.com/)
- jGameBase: Java port of GameBase (http://sourceforge.net/projects/jgamebase/)
- Kamefu: the emulator frontend and collection manager for KDE
- Frontends for DOSBox : (http://www.dosbox.com/wiki/DOSBoxFrontends)

CHAPTER

NINE

DEVELOPMENT

9.1 Tools

1. setuptools
2. Paver
3. nose
4. ghp-import
5. pyflakes
6. pychecker
7. paved fork
8. Sphinx
9. sphinxcontrib-programscreenshot
10. sphinxcontrib-paverutils
11. `autorun` from sphinx-contrib (there is no simple method, you have to download/unpack/setup)

9.2 Install on ubuntu

```
sudo apt-get install python-setuptools
sudo apt-get install python-paver
sudo apt-get install python-nose
sudo easy_install ghp-import
sudo apt-get install pyflakes
sudo apt-get install pychecker
sudo easy_install https://github.com/ponty/paved/zipball/master
sudo apt-get install scrot
sudo apt-get install xvfb
sudo apt-get install xserver-xephyr
sudo apt-get install python-imaging
sudo apt-get install python-sphinx
sudo easy_install sphinxcontrib-programscreenshot
sudo easy_install sphinxcontrib-programoutput
sudo easy_install sphinxcontrib-paverutils
```

9.3 Tasks

Paver is used for task management, settings are saved in pavement.py. Sphinx is used to generate documentation.

print paver settings:

```
paver printoptions
```

clean generated files:

```
paver clean
```

generate documentation under *docs/_build/html*:

```
paver cog pdf html
```

upload documentation to github:

```
paver ghpages
```

run unit tests:

```
paver nose
#or
nosetests --verbose
```

check python code:

```
paver pyflakes
paver pychecker
```

generate python distribution:

```
paver sdist
```

upload python distribution to PyPI:

```
paver upload
```

CHAPTER

TEN

INDICES AND TABLES

- *genindex*
- *modindex*
- *search*