

Guided examples of using Tribler-G

This document will introduce you to Tribler-G and the features it offers through several examples.

Example 1: Installing and configuring Tribler-G

Before using Tribler-G for the first time, you need to install it to your machine. Additionally, after Tribler-G is installed, you will need to set a number of settings in order to use the software properly. The entire process should only take a few minutes.

1. First, go to the Tribler-G website: <http://tribler-g.org>.
2. If you are using a Windows PC, download and execute the Windows installer and follow the instructions. When entering the installation path, be sure to enter a location that you have write access to. After the installation is complete, launch Tribler-G from the Windows start menu (its listed as 'Tribler').

If you are using a Linux PC, download the Tribler-G archive for Linux and open it by double-clicking the file. After opening the archive, extract the folder 'Tribler-G-linux' to a location you have write access to (e.g., your home folder). Next, open the folder you just extracted in the file manager, and double-click on the file 'run.sh'. At this point, you will be presented with a message box asking you what action to take. Click on 'run', after which the Tribler-G application should execute.
3. Now that you have started Tribler-G, select the 'Settings' button from the top bar of the screen. You will now see a window, which, among other things, allows you the set-up a profile and a port number.
4. Next, you need to set-up a nickname, so that fellow users on the network are able to recognize you. Make sure that the 'General' item is selected in the listing on the left side of the settings window. You should now be presented with a form which allows you to set your nickname. Next, fill in a nickname of your choosing.
5. We need to make sure that external peers are able to connect to Tribler-G by setting up the correct port number. To do this, make sure that the 'Connection' item is selected in the listing on the left side of the settings window. Ensure that the port number is set to a port accessible from the internet, and click the 'Save' button.
6. Restart the application. Tribler-G is now ready to use.

Example 2: Accepting peer-to-peer challenges

Before you can play a game, you need to find a suitable opponent on the network. This is done by either accepting a challenge from another player, or by creating a challenge yourself. In this example we will accept an existing challenge from another player.

1. The top bar of the Tribler-G user interface allows you to go through the different panels within Tribler. This bar is included in any standard Tribler installation, and the Tribler-G merely adds an additional 'Games' button to the bar. Please click the 'Games' button. After doing so, the gaming user interface is displayed, which encompasses the bottom two panels displayed in Figure 1. The left panel presents an overview of the currently implemented games (to date, the only game available is chess). The right panel allows you to play the game that is selected in the left panel.
2. Please click on the 'Find Opponents' tab. This will bring you to a screen that shows all challenges that you are eligible to accept (see Figure 2). At any time there can be different challenges available.

Tribler-G differentiates between a number of different types of challenges. First, challenges issued by chess players on the peer-to-peer network. Second, challenges issued by automated chess players, which we call chessbots. Chessbots allow you to play a game of chess on the peer-to-peer network in case that no human players are available (these players can be recognized by their name, which starts with 'chessbot'). Finally, challenges issued by chess players on the FICS network. These challenges are only shown when the option 'Import unrated challenges from FICS' is enabled.

Challenges have several parameters. The 'opponent' and 'rating' parameters state your opponent's name and rating. The 'I play as' parameter states the colour that you will be playing with if you accept the challenge. Next, parameter 'time / inc' denotes the timing settings for the chess clock. The 'time' value denotes the start time in minutes to which the clock of each player gets set, and the 'inc' value refers to the time in seconds with which the clock of a player is incremented when a move is made.

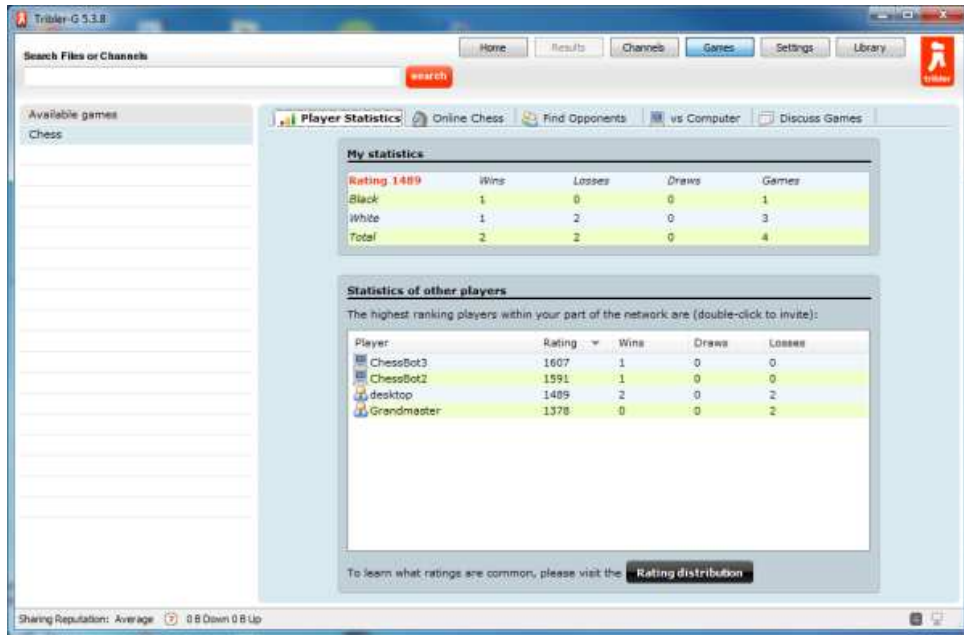


Figure 1: Viewing player statistics.

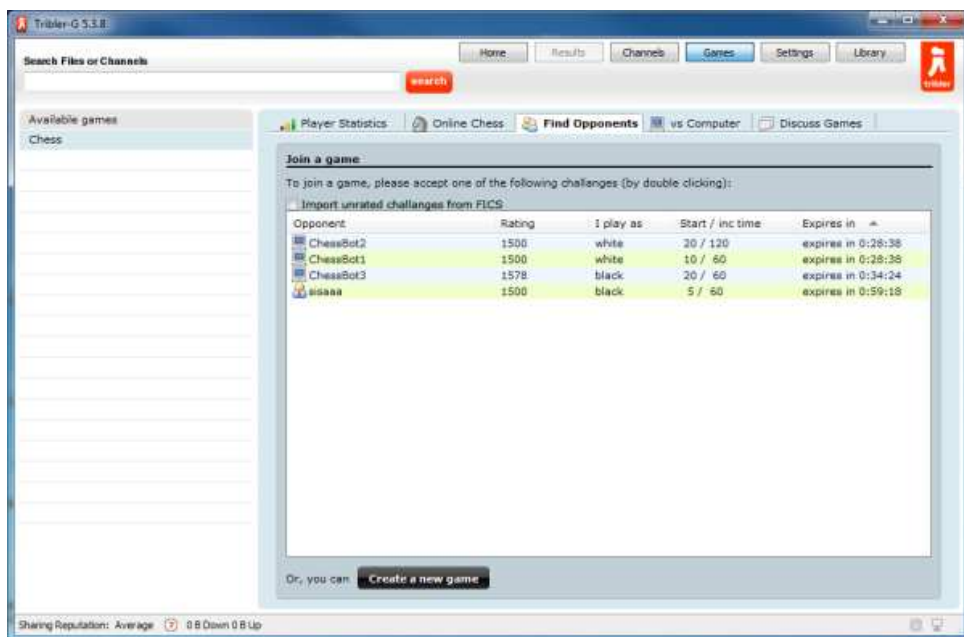


Figure 2: Viewing outstanding challenges.

- We will start with playing a game of chess over the peer-to-peer network by accepting a challenge. If available, pick a challenge issued by a human player on the peer-to-peer network (i.e., an opponent who's name does not start with 'chessbot'), otherwise pick a chessbot challenge. Double-click on the challenge that you picked. This will cause Tribler-G to contact the challenger. If the challenger accepts your response, the challenge will disappear from the list and reappear on list of current games that you are playing, which can be found on the 'Online Chess' tab (see Figure 3).
- At this point you should have a single game entry listed on the 'Online Chess' tab. Double-click on the game entry in order to go to the chessboard screen. You should now be presented with a screen similar to the one shown in Figure 4. The screen shows the game information: opponent name, your clock/opponent's clock, the colour you play with, and which colour is next to move. Below that, you'll find the game record, which displays all the game moves that have been made. Also, the button 'Back to overview' will take you back to the previous screen, and the little button next to it will allow you to issue

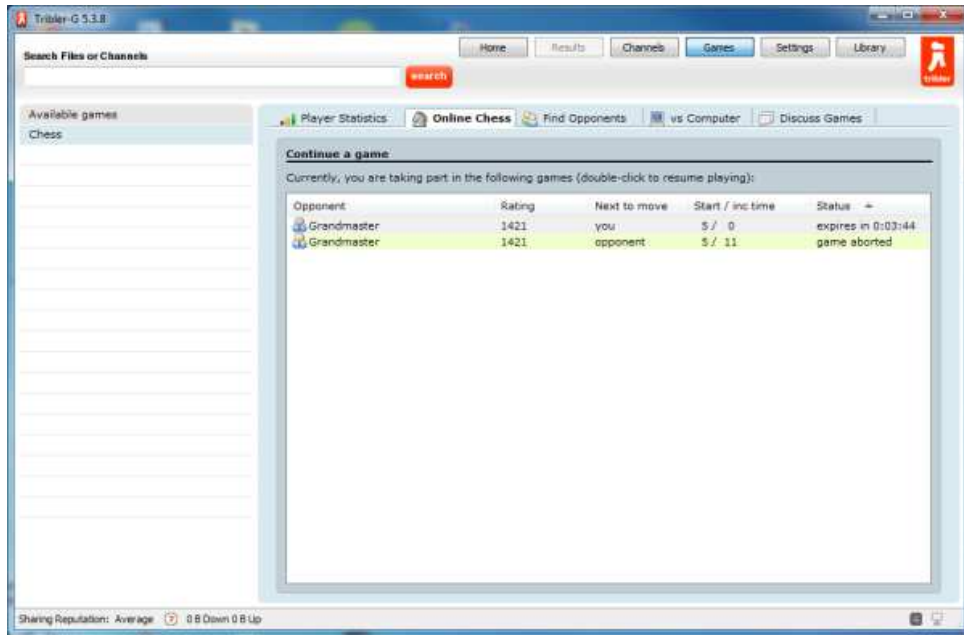


Figure 3: Viewing active games.

an abort, draw, or resign request. For the abort and draw request the other player will need to agree for the request to be executed.

5. Now for the actual playing of a game. When it is your turn to move, you can click one of your chess pieces, and all the valid moves that you can take using this piece will be marked on the board. If you are unfamiliar with the rules of chess, you could take a look at <http://www.chess.com/learn-how-to-play-chess.html>.
6. Finish your game of chess. Once you have finished, the outcome of the game will be determined. Unless the game has ended due to a time-out or an abort by agreement, the game will now be displayed in the 'Discuss games' tab, which we will discuss later.



Figure 4: Playing a game of chess against an on-line opponent.

Example 3: Accepting FICS challenges

Since there does not yet exist a community of users that frequently play chess on the Tribler network, it is entirely possible that you will find yourself unable to find a suitable opponent on the game network. To prevent you from being unable to play a game, Tribler-G is able to import additional invites from the Free Internet Chess Server or FICS. Playing these games will not affect your rating. In this example we will accept a challenge from a FICS user.

1. Go to the challenge list on the 'Find Opponents' tab.
2. Check the 'Import unrated challenges from FICS' option. After waiting for several seconds while Tribler-G is querying the FICS server, you will find additional challenges in this list. These challenges can be recognized by the absence of an expiration time.
3. Accept a challenge from a FICS user by double-clicking it. If nothing happens, it will be because the challenge was already taken by another user. In this case try double-clicking a different FICS challenge.
4. The game itself works exactly the same as with games played over the peer-to-peer network, except that you can only play one FICS game at a time. Once you have finished the game, it will no longer be displayed in the list of current games. Also, games that have been played on FICS will not be displayed in the 'Discuss games' tab, and the game will be removed after it has been played.

Example 4: Creating a new game

Next, we are going to create a new game. A new game should normally be created when you can not find any acceptable challenges, or when you wish to invite a specific player.

1. In order to create a new game, you will need to go to the challenge list on the 'Find Opponents' tab.
2. Click on the 'Or, create a new game' button. This will result in the screen shown in Figure 5.
3. As the creator of the game, you can specify several parameters. First, the type of opponent that you want to play. You can choose to play a game against a random opponent of a certain rating, or play a game against a specific user, which should be identified using his/her permid (i.e., the string that Tribler-G uses to identify the peers on the network). Next, you can choose which colour you want to play with. Finally, we need to choose the timing parameters for the chess clock. The chess clock takes two parameters, namely the start time in minutes to which the clock of each player gets set, and the time in seconds with which the clock of a player is incremented when a move is made. Set the opponent to 'random', set the other parameters to whatever you prefer, and click 'Create new game'. At this point Tribler-G will attempt to spread a challenge throughout the peer-to-peer network. If you receive an error message stating that there are not enough players connected, please try again after a few minutes.
4. If the game was created successfully, there will now be a new entry in the list of your currently outstanding challenges. Once another user accepts your challenge, the entry will disappear and will re-appear in the list of current games on the 'Chess Online' tab. At this point you may have to help a fellow user out by accepting his/her challenge, because otherwise none of the challenges will get accepted.
5. Play the game like you would normally.

Example 5: Viewing statistics from fellow users

1. Please click on the 'Player statistics' tab. You should not be presented with statistics related to all games that were gathered during the distribution process, as well as your own games. The top panel shows your rating (when players first join the network, they receive a rating of 1500) and how many games were won/lost, while the bottom panel shows the same, but of the top 25 chess players within the network.
2. Click on the 'Rating distribution' button. You will now see a histogram of the rating distribution of known players in the network. This diagram is meant to give you a more global picture of ratings of other known users.

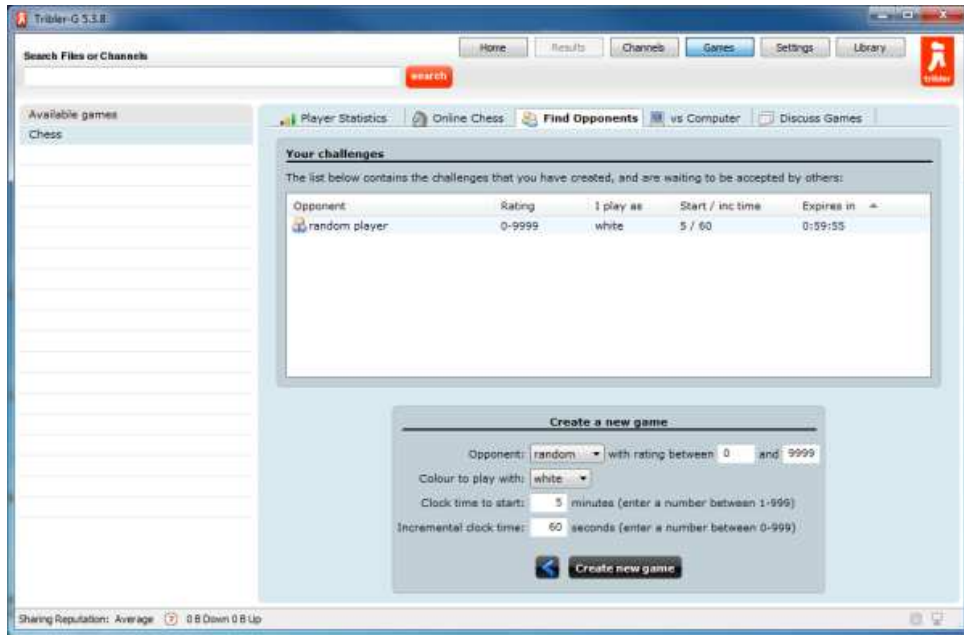


Figure 5: Creating a new game.



Figure 6: Reviewing a game.

Example 6: Using Tribler-G's review feature

1. Please click on the 'Discuss games' tab. At this point you will see a list of all known games (including games that have been gathered during the information dissemination process). Since the list can grow rather large, there is also a search option which allows you to display only games related to a particular player.
2. Double-click a random entry, and you will have access to the review panel (see Figure 6). In the review panel you can visually browse through all the moves that have been made during the game using the previous and next button.
3. Next, click on 'View Messages', which will bring you to the screen where all known messages pertaining to the game in question are listed.

4. Now, create a new message by clicking 'New', at which point you can fill in the message you would like to send. The message can be sent by clicking 'Post'. Once you have sent your message, the user that created the game will first receive the message. After that, the creator will start distributing the newly received message in future gossip messages (which may take some time).

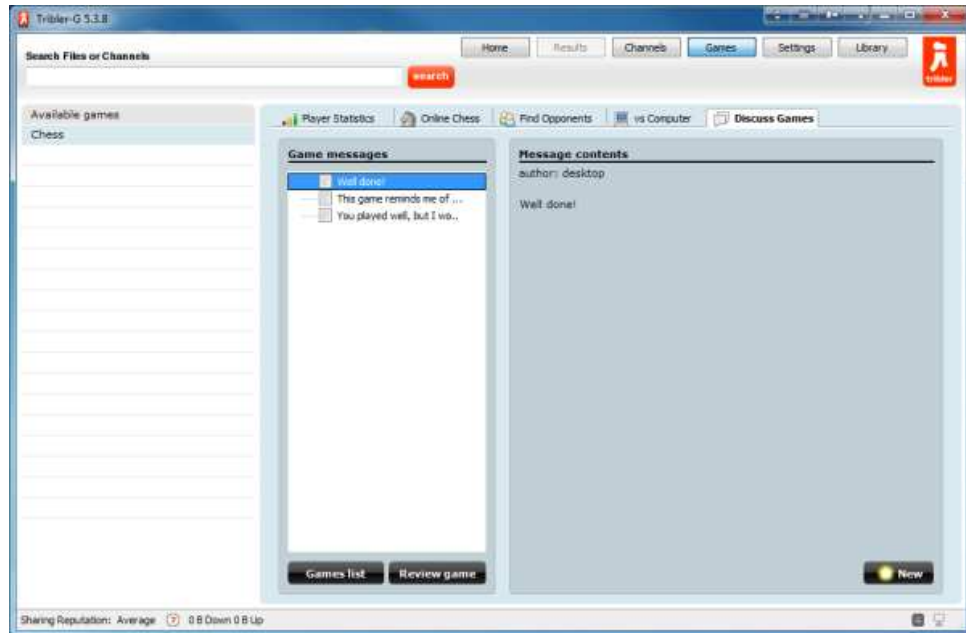


Figure 7: Viewing the list of messages related to a game.

This completes the guided examples of using Tribler-G.