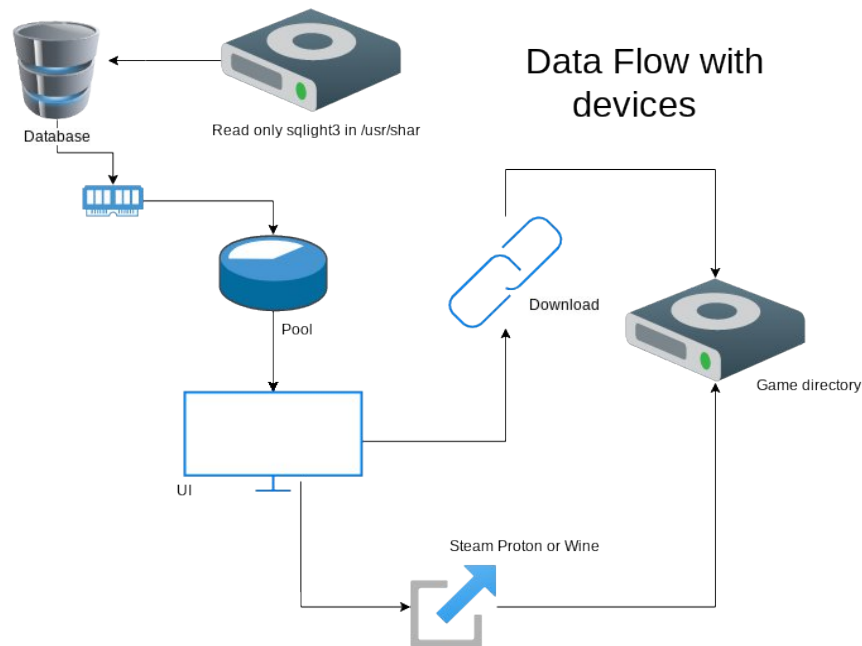
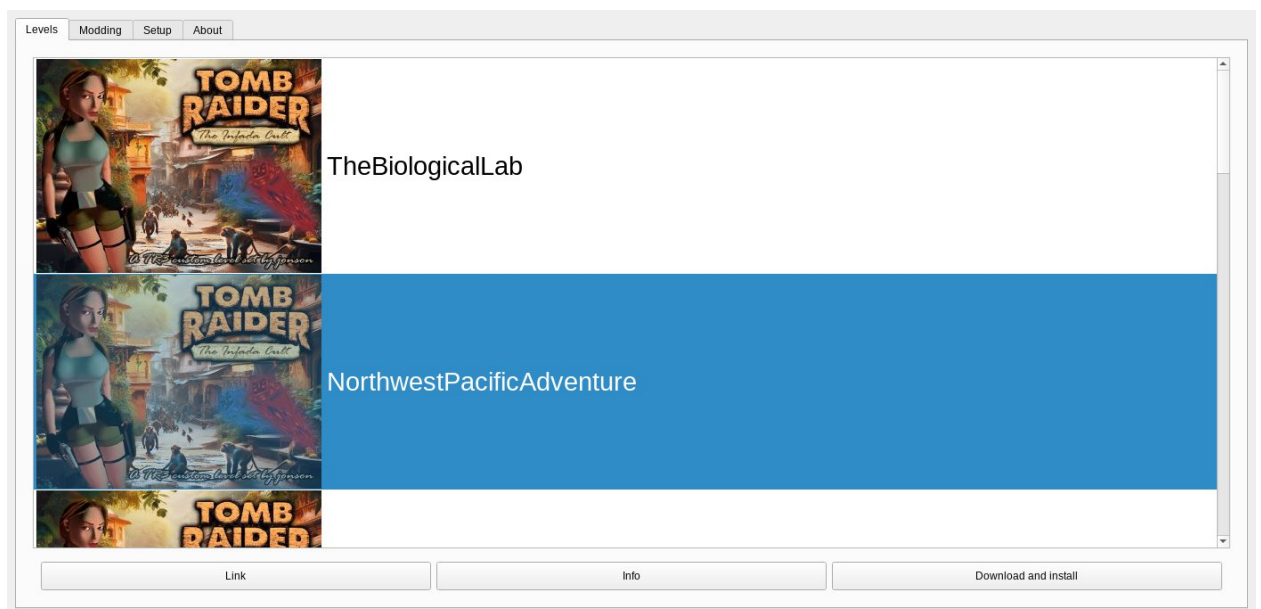


# Tomb Raider Linux Launcher

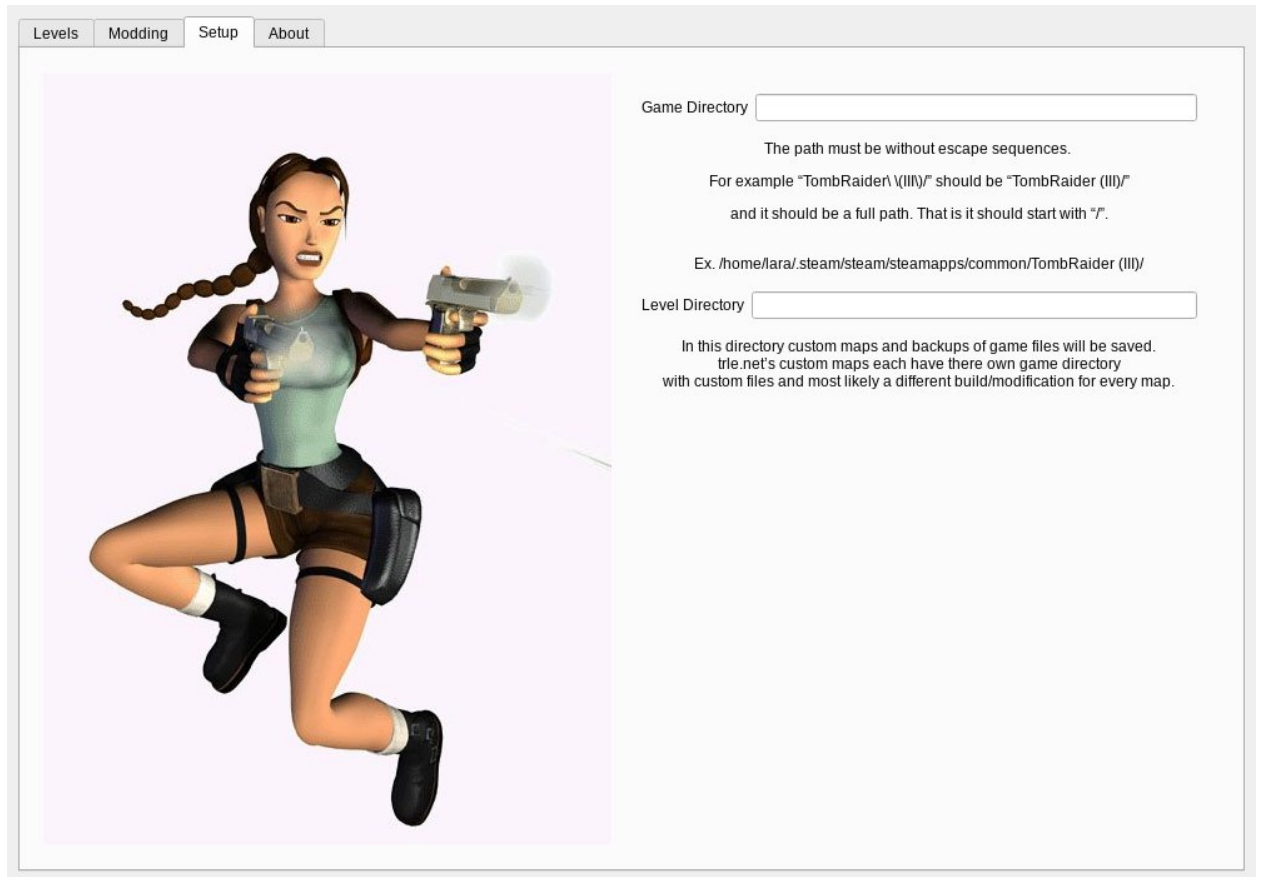


## User interface



The user select a trle.net map to download install and play from the menu. Info and walkthrough might be available, in simple, HTML text + images screen appear in levels tab if clicking info button. The link button is only making sure there is a symbolic link before starting the game for now. But later a launcher can be implemented to start the steam game. We control the steam game directory. Changing between maps and modded versions of the game and other workarounds we activated for them. There are plans to make a first time setup screen in

the setup tab. The modding tab is connected to the selected game in the levels tab.



## Files

Steam will check the game directory to verify file integrity. This can be a problem when we have modified files that steam don't recognize. Before it launches it check if any files was replaced with the original from steam and correct the problem. The organization of files is impotent for security, as automatic downloads and launching wine software can be a security risk.

`/usr/share/TombRaiderLinuxLauncher/levels.db`

`/usr/share/TombRaiderLinuxLauncher/pictures/"${ID}.jpg" or "${ID}[a-z].jpg"`

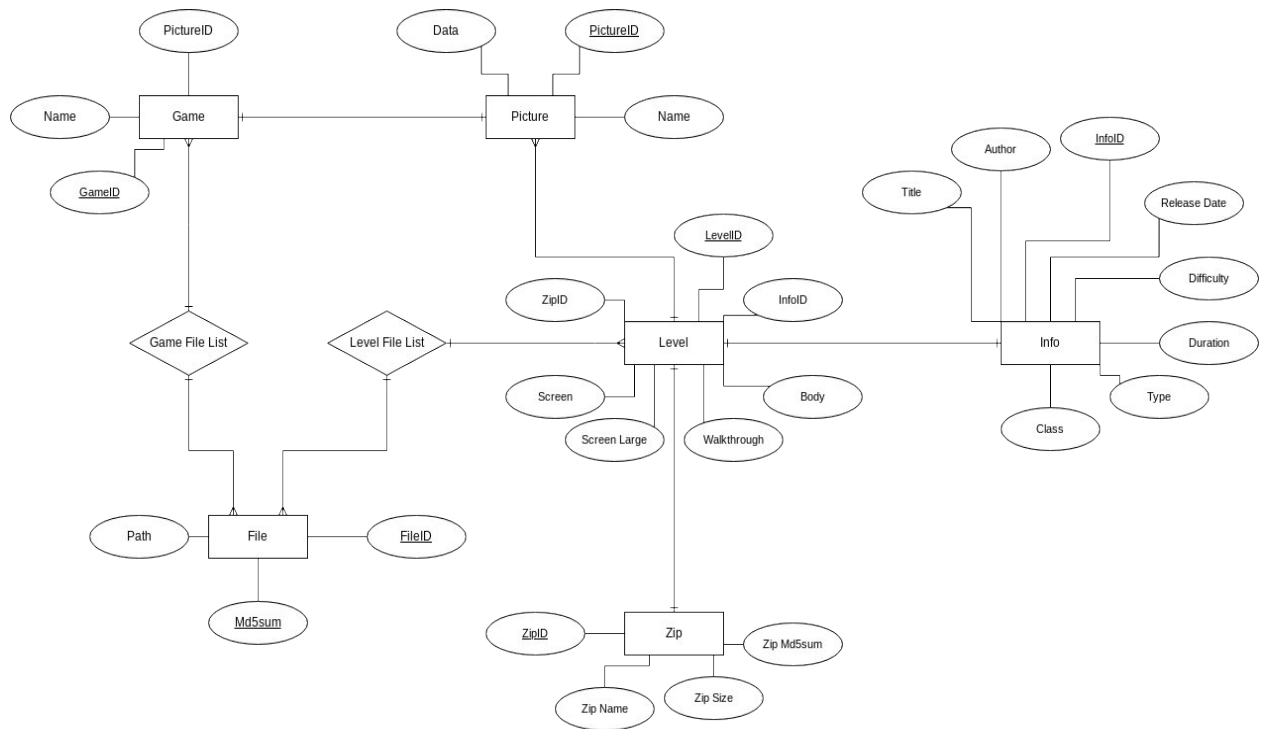
`~/.steam/steam/steamapps/common/"gamefiles directory" or "symbolic link"`

`~/.local/share/TombRaiderLinuxLauncher/"level name.tr3"`

When initiating we need to check if we have the original game files from steam. If it is the first time we need to backup the original files in a special directory in

`~/.local/share/TombRaiderLinuxLauncher`. We know what checksum these files should have. If the file from one level have the same checksum it can be reuse to optimize storage.

# Database



The Screen Large attribute in Level is a string with in game pictures like “1234a.jpg,1234b.jpg” that is bad should change to pictureID in another table because the picture data is there and I’m not sure the name is needed for the qt api... This need work. And 2 middle tables seem dirty. Should “Type” in Info table be associated with GameID ? How about modified files (that will have to come later) ?

## trle.net

We are allowed to use the website download links. They follow Data Protection Act, You always have the right to get free information about your stored personal data, its origin and recipient and the purpose of the data processing as well as the right to correct, block or delete this data. For this purpose, as well as for other questions relating to your personal data, you can contact us at any time via the address listed above and below.

We should also delete level information if a user decide to do so, to respect the use privacy. No email info should be stored, only the user name. We must respect the server and prevent any unnecessary traffic.

<https://www.trle.net/impressum.php>

## Documentation

How we can open in read only

<https://www.sqlite.org/c3ref/open.html>