Octaspire Lightboard Manual

Table of Contents

About

Octaspire Lightboard is a puzzle game written in **Octaspire Dern** programming language with some standard C99. It uses **Octaspire Core** and **SDL2** libraries. It should run on all platforms that have SDL2 available, even on slower hardware - it is developed from the start in Raspberry Pi 2.

Lightboard uses Semantic Versioning 2.0.0 version numbering scheme. As long as the MAJOR version number is zero anything can change at any time, even in backwards incompatible manner.

See Lightboard in action

Building the amalgamated source release

The amalgamated source release is the recommended way of using Lightboard, if you don't need to modify Maze itself. To use the amalgamated release, you will need only a C compiler, C standard library supporting C99 and the SDL2 library.

DragonFlyBSD, FreeBSD, Haiku, Linux, MidnightBSD, MINIX 3, NetBSD, OpenBSD and OpenIndiana

```
curl -O octaspire.com/lightboard/release.tar.bz2
tar jxf release.tar.bz2
cd release/*
curl -O https://octaspire.github.io/lightboard/checksums
sha512sum -c checksums
sh how-to-build/YOUR_PLATFORM_NAME_HERE.XX
```

replace **YOUR_PLATFORM_NAME_HERE.XX** with **DragonFlyBSD.sh**, **FreeBSD.sh**, **haiku.sh**, **linux.sh**, **MidnightBSD.sh**, **minix3.sh**, **NetBSD.sh**, **OpenBSD.sh** or **OpenIndiana.sh**. More scripts for different platforms will be added later.

Controls

TODO