

Oberon Game Center Community SDK

3/15/2007

Thank you for your interest in the Oberon Game Center Community SDK. You can use this SDK to build multiplayer and single-player games that use the Oberon Game Center Community API to interact with the Oberon Game Center Community Platform on the web.

For detailed notes about the changes made for each version and sub-version of the SDK, see the document releases_notes.txt.

End User License Agreement

You must agree to the terms set forth by the accompanying End User License Agreement file (eula.doc).

Hardware and Software Requirements

- Need to be able to run IIS.
- Need to be able to run mpserver, mpchat, and probably mpbotmaster under .net 2.0.
- For Flash multiplayer or Flash single-player, need Flash (8?) that can build for Flash player 7.
- For ActiveX games need to be able to build ActiveX.

Sample Games

This kit includes one sample multiplayer game called “reversi”, and a sample single-player game framework called “GameCommander” (not an actual game, but a framework that shows how to send and receive messages). Multiplayer games have a client part and a server part, the client part written in Flash ActionScript 2.0 and the server part written in C#. Thus you will find the .as and .fla files needed to build reversi.swf, and the server file reversi.cs. Single-player game clients (no server needs to be written for single-player games) can be created in Flash or as ActiveX components written in a language like C++. Thus you will find the file Commander.fla needed to build Commander.swf, and the various C++ project files needed to build OGHTestCtl.cab.

Questions

Information about contacting us with technical or business questions.