

Panduan Pemaketan Maleo

Studi kasus memaketkan game supermario.

Persiapan Alat.

Berasumsi bahwa pembaca sudah memahami cara pemaketan sebagaimana tertulis di buku panduan pemaketan halaman 9.

1. Buat direktori khusus aplikasi yang mau dipaketkan dan kemudian download kode sumber, dan hapus folder .git.

```
$ git clone https://github.com/Diogenesthecynic/FullScreenMario.git supermario
$ cd supermario/
$ rm -rf .git
$ rm .gitattributes
$ rm .gitignore
```

2. Lakukan konfigurasi minimal,
- Buatlah file config.xml,

```
$ cd supermario
$ nano config.xml
```

Isi sebagai berikut :

```
<?xml version="1.0" encoding="UTF-8"?>
<!--widget xmlns="http://www.w3.org/ns/widgets" xmlns:tizen="http://tizen.org/ns/widgets"
id="https://github.com/01org/webapps-hangonman" version="1.0"
viewmodes="fullscreen">
    <icon src="icon_128.png"/>
    <content src="index.html"/>
<name>hangonman</name>
<tizen:application id="nrT4AQuzWO" required_version="1.0"/>
<tizen:setting screen-orientation="landscape" contextmenu="enable"/>
</widget-->

<widget xmlns = "http://www.w3.org/ns/widgets"
    id      = ""
    version = "git"
    height  = "620"
    width   = "820">

    <name short="supermario">
        Super Mario
    </name>

    <description>
        Super Mario
```

```
-----  
Webapps Games
```

```
</description>
```

```
<author href=""></author>
```

```
<icon src="icon_48.png"/>
```

```
<content src="index.html"/>
```

```
<license>
```

```
    GPL
```

```
</license>
```

```
</widget>
```

- Buat berkas supermario.desktop,

```
$ nano supermario.desktop
```

Isi sebagai berikut :

```
[Desktop Entry]  
Version=1.0  
Name=Super Mario  
Comment=Super Mario HTML5  
GenericName=Super Mario  
Exec=maleo /usr/share/supermario  
Terminal=false  
X-MultipleArgs=false  
Type=Application  
Icon=supermario  
Categories=Game;  
StartupWMClass=Maleo  
StartupNotify=true
```

- Unduh logo png/svg,

```
$ wget http://pendekar.blankon.in/~dotovr/supermario/supermario.png  
$ wget http://pendekar.blankon.in/~dotovr/supermario/supermario.svg
```

3. Setelah itu keluar dari folder supermario dan kompres jadi tar.gz

```
$ cd ../  
$ tar -cf - supermario/ | xz -9 -c - > supermario-0.1.tar.xz
```

4. Masuk ke folder supermario lagi, Lakukan dh_make dengan perintah

```
$ cd supermario/  
$ dh_make -p supermario_0.1 -e emailanda@gmail.com -f ../supermario-0.1.tar.xz
```

Tekan 'S' dan 'Enter'

```
$ cd debian/  
$ rm *.ex  
$ rm *.EX  
$ rm README.*  
$ rm docs
```

- Changelog (sesuai aturan) = ketik perintah dch -i/-e

```
$ dch -e
```

Edit file :

- Copyright
- Control

```
$ nano debian/control  
  
Isi dengan :  
Source: supermario  
Section: games  
Priority: extra  
Maintainer: BlankOn Developers <BlankOn-Dev@googlegroups.com>  
Standards-Version: 3.9.3  
Build-Depends: cdb, debhelper (>= 8.0.0)  
  
Package: supermario  
Architecture: all  
Depends: maleo  
Description: Super Mario Html5  
An HTML5 remake of the original Super Mario Brothers - expanded for modern browsing.
```

- Source/format = 3.0 (quilt)

- Install

```
$ nano debian/install
```

Isi dengan :

```
*.html /usr/share/supermario  
*.css /usr/share/supermario  
config.xml /usr/share/supermario  
Fonts /usr/share/supermario  
Maps /usr/share/supermario  
parser /usr/share/supermario  
Sounds /usr/share/supermario  
src /usr/share/supermario  
Theme /usr/share/supermario  
*.js /usr/share/supermario  
*.md /usr/share/doc/supermario  
*.png /usr/share/pixmaps  
*.svg /usr/share/pixmaps  
supermario.desktop /usr/share/applications
```

5. Lakukan pemaketan

```
$ dpkg-checkbuilddeps  
$ dpkg-buildpackage -rfakeroot
```

6. Coba pasang,

```
$ sudo dpkg -i supermario*.deb
```

7. Restart Manokwari,

```
$ killall manokwari
```

8. Jalankan Game,