Short manual for Game Server

Requirements

- Java JRE version 6 or newer. You can get Java from: http://www.java.com/getjava/
- Runs at least on Linux and Windows XP, but should run on any platform with Java JRE version 6 or newer.

Installation

Just unzip gs_0_60.zip to any directory.

Running

1. **Server**

   You can run the server in console in Linux or in command prompt in Windows. Just go into the directory you just unzipped gs_0_60.zip and type:

   java -jar bin/server.jar

   Alternatively you can run server in Linux by: server.sh

   Note that it runs server as a background process.

   Or in Windows you can use: server.bat

1. **Client**

   You can run the client in console in Linux or in command prompt in Windows. Just go into the directory you just unzipped gs_0_60.zip and type:

   java -jar bin/client.jar

   Alternatively you can run client in Linux by: client.sh

   Or in Windows you can use: client.bat

Configuring Server

The game server needs an SQL database to function. SQL database is used to store user accounts and their balance. It is recommended to use MySQL or PostgreSQL databases. In following it is assumed that you have created, into your SQL system, databases called `account` and `poker_database`, and an user account called `gameserver` that has all privileges to the databases. Moreover, let `gameserver` has `passwd` as its password in your SQL system.

Server.conf file is found in the gs/Project/ directory of the game server and looks like this:

```
loggingconf = "logging.properties"
pluginpaths = file:../Plugins/bin/poker.jar,file:../Plugins/bin/hello.jar
# Authentication database settings
# This database contains accounts and their balances and is
# only used from server
```

```
auth_db_conn=jdbc:mysql://localhost:3306/account
auth_db_driver=com.mysql.jdbc.Driver
auth_db_username=gameserver
auth_db_password=passwd
# Game logging database
# This database is used with game plugins
game_db_conn=jdbc:mysql://localhost:3306/poker_database
game_db_driver=com.mysql.jdbc.Driver
game_db_username=gameserver
game_db_password=passwd
```

It should be a pretty straightforward process to set those parameters after you have configured your database correctly. See tutorials and documentation of database you use for installation instructions.

1. The create table statement needed for user accounts (database `account`)

```
CREATE TABLE account (
username varchar(256) NOT NULL,
password char(32) NOT NULL,
type integer NOT NULL,
balance decimal,
PRIMARY KEY(username)
);
```

2. And if you want to configure a database for statistics, here are two create table statements you need (database `poker_database`):

```
CREATE TABLE hand (
        hand_id integer NOT NULL,
        timestamp timestamp NOT NULL,
        dealer smallint NOT NULL,
        flop varchar(256),
        turn varchar(256),
        river varchar(256),
        showdown varchar(256),
        card1 char(3),
        card2 char(3),
        card3 char(3),
        card4 char(3),
        card5 char(3),
        PRIMARY KEY (hand_id)
);


CREATE TABLE player (
        hand_id integer NOT NULL,
        account varchar(256) NOT NULL,
        name varchar(256) NOT NULL,
        position smallint NOT NULL,
        flop varchar(256),
        turn varchar(256),
        river varchar(256),
        money_in decimal,
        winnings decimal,
        card1 char(3),
        card2 char(3),
        PRIMARY KEY (hand_id, account, name)
);
```

Adding a new game plugins

Since the game server is made from the start to be extremely versatile and extensible it is possible to add new game plugins to be used with the server. That means the game server is also able to play other games than only poker games. If you got interested in developing a new game to be used with the game server see Plugin_tutorial.pdf for more details.

In this manual we only look into how to add those plugins into your game directory. That should be pretty straightforward if the maker of the plugin has included instructions with it. If not, then just unzip/unrar/etc. The plugin into subdirectory called 'plugins' that should be found in the directory where you have installed the game server. Now you should have a nameoftheplugin.jar file in the plugins directory. After that you should check also that in subdirectory called 'meta' of directory 'plugins' contains nameoftheplugin.meta file.

Adding a new bot

It is possible to use AI players with our poker games implementation so it is a brilliant platform for poker AI development. Bots are added exactly the same way as game plugins. Only that bots are added in subdirectory called 'bots' in game server root directory. They also have the same kind of meta file in 'meta' subdirectory of 'bots' directory.