

CYBERNET

OpenSkies

Networking Engine

Quickstart Client



www.openskies.net

MMPG
MASSIVE
MULTIPLAYER
ONLINE GAMING

Quick Start - Openskies Client SDK

Requirements

- Operating System: Windows 98/ME/XP/2000
- Required Components:
 - VC++ 6.0 or higher (to build examples)
 - DirectX 8.1 SDK (to build EoE example)
 - Adobe Acrobat Reader 5.0

If you have a CDROM of the OpenskiesSDK, simply insert the disk and follow the simple instructions to install the OpenskiesSDK. Otherwise download the zipped install file from the Openskies website (www.openskies.net). Unzip it into a directory of your choice and run the *setup.exe* to install. This will create a directory that resides, by default, at `\Cybernet\OpenskiesSDK`, which will be referred to as *OpenskiesSDK* in this document.

Build OpenskiesSDK Libs and DLLs (Source Code Distribution only)

Once the OpenskiesSDK is installed, open `CybernetRTI.dsw` (using VC++) in the main OpenskiesSDK directory. From the build menu, select *Batch Build*, and build the two projects *Setup* and *SwitchTester*.

Configure Program

Configure is the name of the program (created in the Setup project in source code distribution) that is the default executable created by OpenskiesSDK installation. It is a GUI that allows the user to create object models defining the network traffic for an application. It is more fully described in the *Openskies_IET_Guide*. Run this application from *Start->Programs->OpenskiesSDK->Configure* just to make sure it comes up ok.

Sample Applications

Next, proceed to the directory `OpenskiesSDK\Samples`. Build and test EoE, Example_FED, and P2PSwitchTester. Here's how:

EoE

To compile and run EoE, you will need to have the DirectX8 SDK installed on your machine. This can be downloaded from Microsoft at <http://www.microsoft.com/directx/>. To run it, DirectX8 runtime must be installed and you will need to have a graphics card with a driver that supports OpenGL hardware acceleration as well.

In the directory `OpenskiesSDK\Samples\oeo`, open `oeo.dsp` with Visual Studio. Build this project (VC++ will automatically create a workspace). To network it to the Cybernet servers you will need to create an account. Do this by browsing to

www.edgeofextinction.com. Follow the links to register. Once you have filled in your information, Cybernet will automatically e-mail you a password that can be used in EoE. To join the network EoE game, simply click the “Join” button at the main screen and then enter your *username* (the one you registered) and *password* (emailed to you). This will give you a list of servers currently available (there should only be one). Select it and click “>>” to join.

All asteroids and other ships you see are networked entities.

This application can be used as a template for applications that use *Openskies IET* interface

ExampleFED

In the directory *OpenskiesSDK\Samples\Example_FED*, open *ExampleFED.dsw* within Visual Studio. Build the project. Start the *Example_FED* on two computers. From the main menu, select *Action->Option...* on both machines. Accept the default network settings (peer-to-peer) by clicking OK. On one of the machines, select *Action->Start Network*. This starts a federation with the same name as the computer it is run on. On the second, select *Action->Join Network*, and type in the name of the first computer when it asks for the federation name. Right click on the empty white part of either, now running, *Example_FED* and select *Add Object*. The object should appear on both of them. Double click to move the object. (It should move on both.) This should work for both sides. Likewise, deleting an object should remove it from both sides.

Use this application as a template for applications that use *Openskies IET* interface

SwitchTester

In the directory *OpenskiesSDK\Samples\P2PSwitchTester*, open *SwitchTester.dsw* within Visual Studio. Build the project. Run this application on two (or more) separate machines. Click the *Options* button on both and accept the default configuration by clicking OK. On the first machine, check *Host*, then *Connect* to start a network as the host. On the other machine, leave *Host* **unchecked**, and check *Connect*. On one of the machines, type a name (e.g. “Cat”) in the *New Object Name* field and click *Add/Del Object* to create the object (named *Cat*). On the other side, type “Cat” in the *Send To* field and click *SendData*. The Events window at the bottom should show that a packet has been sent to object *Cat*, and on the other side the event window should show that a packet has been received for *Cat*. This interaction should work both ways.

Use this application as a template for applications that use *Openskies P2PS* interface

We suggest at this point you read the *Openskies_IET_Guide* to find out how to network your own application!