

Hogs Documentation for Developers

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1 Using Hogs tools in your own applications

The Hogs codebase is available in two packages (each distributed in a jar file). The first and most obvious of these is `hogsfull.jar`, which contains all code necessary to run Hogs. This includes:

1. Graphics, physics, and networking engines
2. Controller, which combines all subparts into a single, playable game.
3. Tools like the player customizer and the games browser.

The last of these (the Hogs tools) can be downloaded in a separate package, called `hogsconn.jar`. It includes classes useful for browsing and pinging remote servers. Their use should be fairly evident from the Javadocs, but here's an example:

```
import hogs.tools.*;
public class ExternalHogsBrowser {
    public static void main(String[] args) {
        // look for servers 3h, 2d, and 4c (these are hostnames).
        Browse br = new Browse(new String[]{"3h", "2d", "4c"});
        br.queryAll();

        // either insert some code here to wait for the pinging to
        // finish, or use a handler (see Browse javadocs).
        for(Browse.Host h : br.getHosts()) {
            System.out.println(h.hostname);
        }
    }
}
```

To use this code, make sure the `hogsconn.jar` is on your classpath at compile-time as well as run-time.

2 Complete Hogs Javadocs

The Hogs javadocs are available in the latest release version of the Hogs package, available from <http://hogs.sf.net/>. They are also available online at <http://hogs.sf.net/docs/javadoc/>.

3 Hogs technical documentation

This section will describe how Hogs works for those who care. It definitely won't be finished for a while.