Hogs Documentation for End Users

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1 Initial setup

1.1 Downloading

One can choose a download from the list of files at `http://sf.net/projects/hogs/`.
Binary (executable) files are of the following format:

`hogs-RELEASE-PLATFORM.EXTENSION`.

For example, release 1.00 on a Mac is called `hogs-1.00-mac.zip`. You
generally will want the most reason release for whatever platform you're running
on.

1.1.1 Platforms

Since the compiled code is Java (which is generally portable across platforms),
the only real difference between the packages is the form of installation.

1. `mac` MacOSX

2. `win` WinXP

3. `deb` Debian GNU/Linux package

4. `nix` GNU/Linux, but should work on most other *nix's.

1.1.2 Pseudo-platforms

There are also a few "pseudo-platforms" which are not architecture-dependent,
but contain different sets of files. The instructions for the Connectivity Tools can
be found in the developer documentation at `http://hogs.sf.net/docs.php`.
There are no instructions for the raw files and source code.

1. `con` Connectivity tools only (portable jar file)

2. `raw` Raw files (no installer)

3. `src` Source code only

1.2   Installation

1.2.1   MacOSX

1.2.2   WinXP

1. Download the latest Hogs (full) ZIP file.

2. Unzip the file to your Program Files folder (e.g., `C:\Program Files`).

3. Run the "installer.exe" in the unzipped Hogs folder (`C:\Program Files\Hogs\`) to create shortcuts in the Start Menu.

To uninstall, simply delete the shortcuts and the files in `C:\Program Files`.

1.2.3   Debian GNU/Linux

The Debian package is as standard for that system.

1. Download the latest Hogs Debian package file (hogs-X.YY-deb.deb).

2. As `root` (or using `sudo`), run `dpkg -i hogs-X.YY-deb.deb` (use the actual filename of the download).

To uninstall, simply use `apt-get remove hogs`, or your preferred method of removing standard Debian packages.

1.2.4   GNU/Linux

1. Download the latest Hogs tar-bzipped file (hogs-X.YY-nix.tar.bz2).

2. Run `tar -xjvf hogs-X.YY-nix.tar.bz2` to create a `hogs-X.YY` directory.

3. Change to the newly-created directory, and run `./install.sh [PREFIX]`. The `PREFIX` argument is optional, and defaults to `/usr/local`. Hogs installs files in the `bin`, `lib`, and `share` directories underneath the prefix.

To uninstall, simply run `PREFIX/bin/uninstall_hogs` to remove all the files.

2   Getting started

2.1   Intro: command syntax

On the Windows platform, to run any of the commands, check the Start Menu under `Programs -> Hogs`. On all other platforms, use the syntax:
   `hogs <command> [arguments]`.
   For example, to run the game browser, run `hogs browse`. To run the client and connect to a specified host (e.g., `localhost`), run `hogs play -h localhost`.

2.2   Play: get started

If you know the address of a machine on which a Hogs server is running, you can run the hogs client yourself and give it the hostname as an argument. For this, use:

```
hogs play -h HOSTNAME
```

where `HOSTNAME` is the address of a machine on which the server is running.

The game starts up. Controls are listed if you press and hold the SHIFT key.

2.3   Browse: see your favorite games

If you know a number of servers on which games might be held, you can list them in the `favorite-servers` file in the `data` folder whereever Hogs was installed. By default on Linux, this would be `/usr/local/share/hogs/data/favorite-servers`. On Windows, it's probably `C:\Program Files\Hogs\data\favorite-servers`.

Then, you can run the game browser, which lets you monitor and connect to any of a number of servers. It only shows active servers. It can be run with

```
hogs browse [FILENAME]
```

The optional `FILENAME` argument can be used to specify a different file other than the default `favorite-servers` file.

From Windows, this can also be accessed through the Start Menu.

2.4   Ping: monitor servers

You may want to know more information about a server without actually joining it. The ping tools connects to a remote server, obtains the following information, and disconnects:

- lag between you and the server (milliseconds)

- current map being played on the server

- who started the server (the username on the remote machine)

- the name of the server

- the players connected to the server, and their scores

It can be run with the command

```
hogs ping HOSTNAME
```

where `HOSTNAME` is the name of the remote host on which a server is running. A command line version also exists as:

```
hogs text-ping HOSTNAME
```

It is not available from the Start Menu, since it takes an argument.

3 Advanced features

3.1 Server: start a server

You can run a Hogs server on your own if you don't know of any other running ones or you simply want to choose your own settings. It can be started with the following command:

```
hogs server [SERVER_NAME] [MAX_PLAYERS] [MAP_NAME] [MAP_DIR]
```

All arguments are optional:

Arg	Meaning
SERVER_NAME	The name of the server, viewed by remote clients pinging it
MAX_PLAYERS	The maximum number of players which can connect to a server. The fewer players co
MAP_NAME	The map to load first.
MAP_DIR	The location where maps are stored. You probably don't need to change this.

3.2 Admin: remotely control a server

You can issue a limited set of command to control a remotely running server as long as you are an authenticated administrator OR the person who started the server.

3.2.1 Defining administrators

Admins are defined by username in a file in the server's data directory (`PREF/data/authorized-admins`). Any one who tries to administer a server using a user name in this file will be allowed to; anybody else will not.

The username of the person who ran the server is automatically added to the list of authorized admins when the server boots up, regardless of whether their name is in the `authorized-admins` file.

3.2.2 Using admin commands

The game browser has a limitd GUI interface for shutting down a remote server and booting players. It's fairly self-explanatory.

To issue admin commands from the console, use:

```
hogs admin HOSTNAME COMMAND [COMMAND_ARG]
```

where `HOSTNAME` is the address of a machine on which the server is running, and the commands are described below:

shutdown	Shuts down the server	[REASON] a message to send to all clients
mapchange	Changes the current map	MAP, the name of the map to change to (NO
boot	Boots a specified player by id number	ID, the unique id of the player to boot (obta
broadcast	Sends a message to all users in the game	MESSAGE, the messages to send.

The argument is required for every command except for `shutdown`.