
The Eleron

User Manual

The Eleron

An HLA Experiment

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METU Computer Engineering • 2013
randomsoft • Senior Design Project

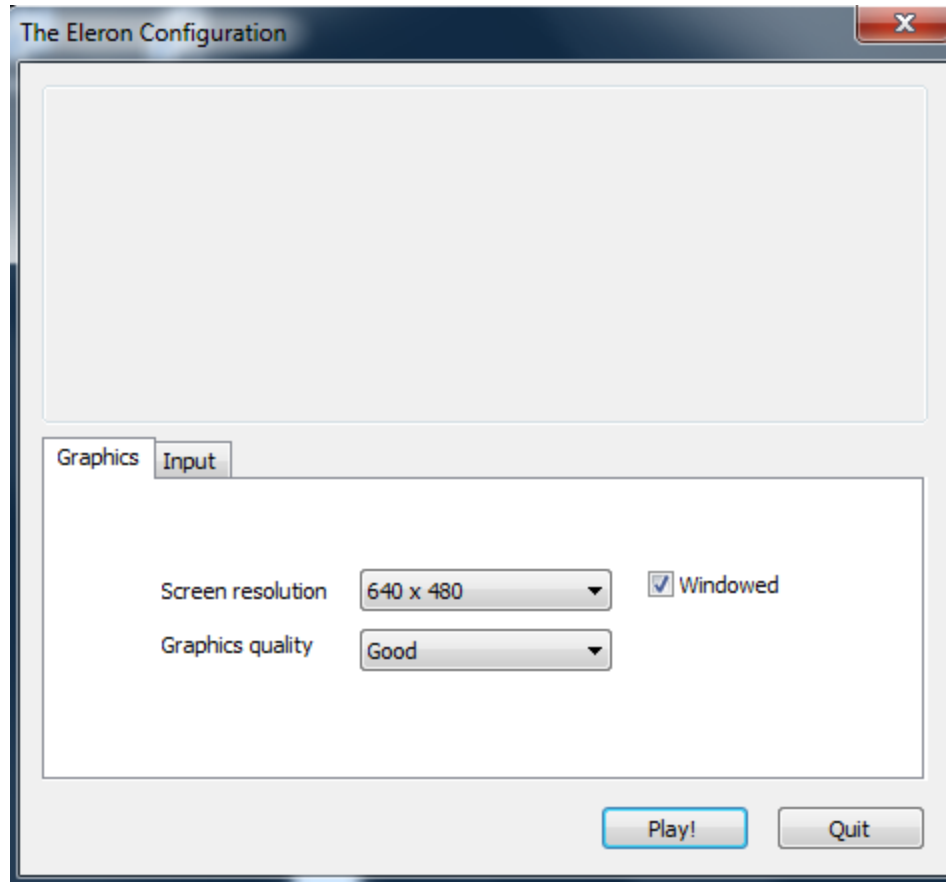
PART I

SHOW CASE/GAME USER GUIDE

Initial Configuration

When you click the game exe, an initial window opens before the game starts. In this window you are able to adjust:

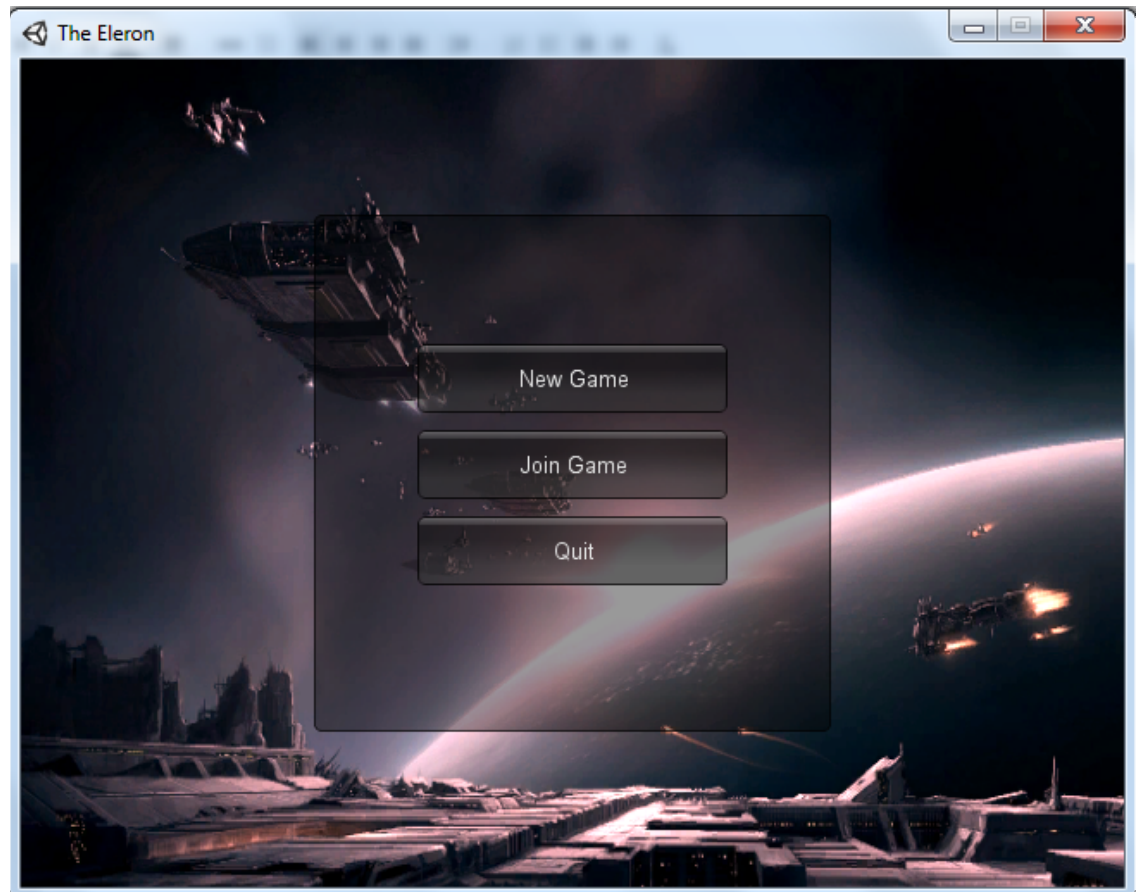
- Screen resolution,
- Graphics quality,
- Fullscreen / Windowed game and
- Keyboard settings



After you specify the options, you can start the game by clicking the button "Play".

Game Menu

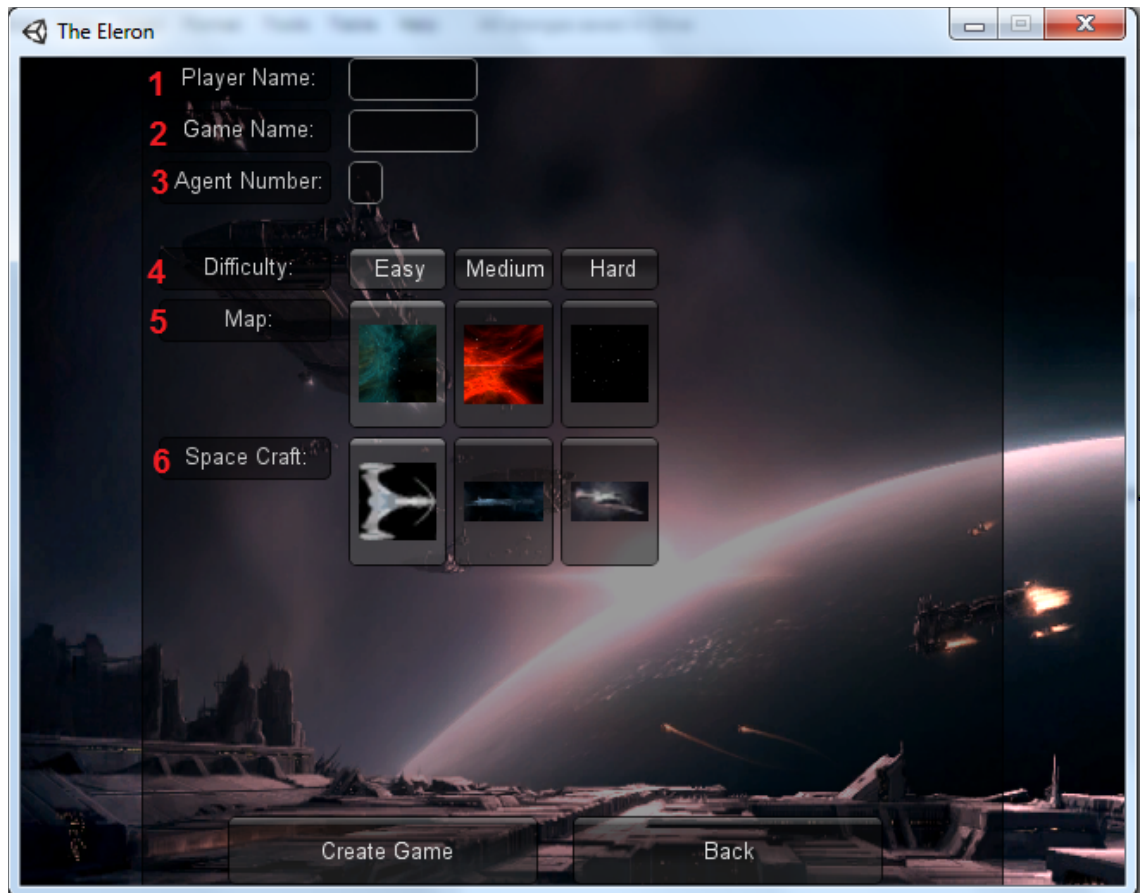
Game menu has basically 3 options. You can be host by creating the game or you can join an already generated game by someone.



You can close the game screen via "Quit" button.

Creating a Game

When you click the “New Game” button, a new window that you can specify game options is opened.



1 : You can enter your name. (In the game, you will be represented with this name)

2 : You can enter game name. Other player will join your game by specifying this name!

3 : Number of the bots for each team.

4 : Aggressiveness of the bots.

5 : Map options. You can change the game environment by selecting one of these maps.

6 : Spacecraft options. You can change your spacecraft you will use in the game by selecting one of the provided ones.

You can create the game by clicking “Create Game” button. After you create

the game you will be directed to the wait menu.



1 : Your name

2 : Game status.

3 : Start button. It is not enabled until a player joins.

NOTE

You can see the game status in the windows command line window. It basically initiates Portico and creates a federation with specified options.

Joining a Game

When you click the “Join Game” button, a new window that you can specify game options is opened.



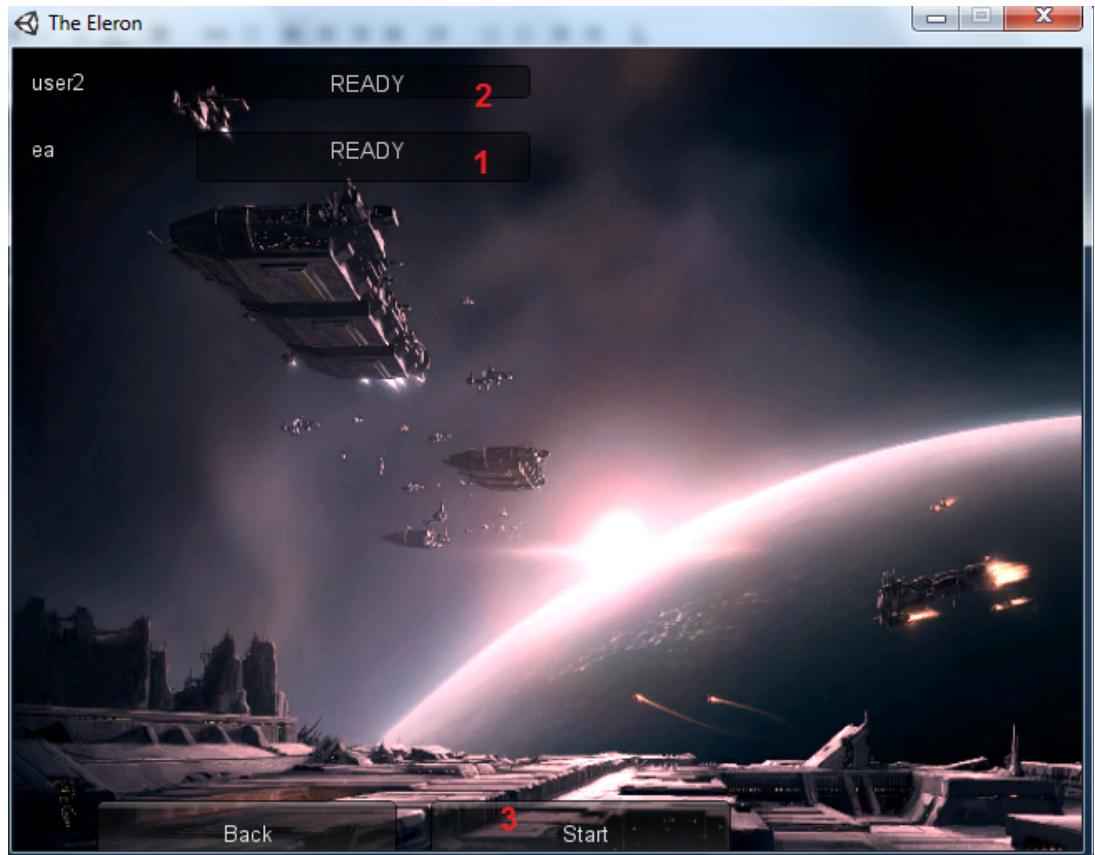
1 : You can enter your name. (In the game, you will be represented with this name)

2 : You can enter game name. A game must be created with this name before you join.

3 : Game list.

4 : Spacecraft options. You can change your spacecraft you will use in the game by selecting one of the provided ones.

You can join the game by clicking “Join Game” button.



- 1** : Host player's name and status
- 2** : Joining player's name and status.
- 3** : Enabled start button.

NOTE

You can see the game status in the windows command line window. It basically initiates Portico and joins the federation with specified game name.

To be able to join a game, state of the host player must be READY !

In Game

You can direct your spacecraft by W, A, S, D keys.

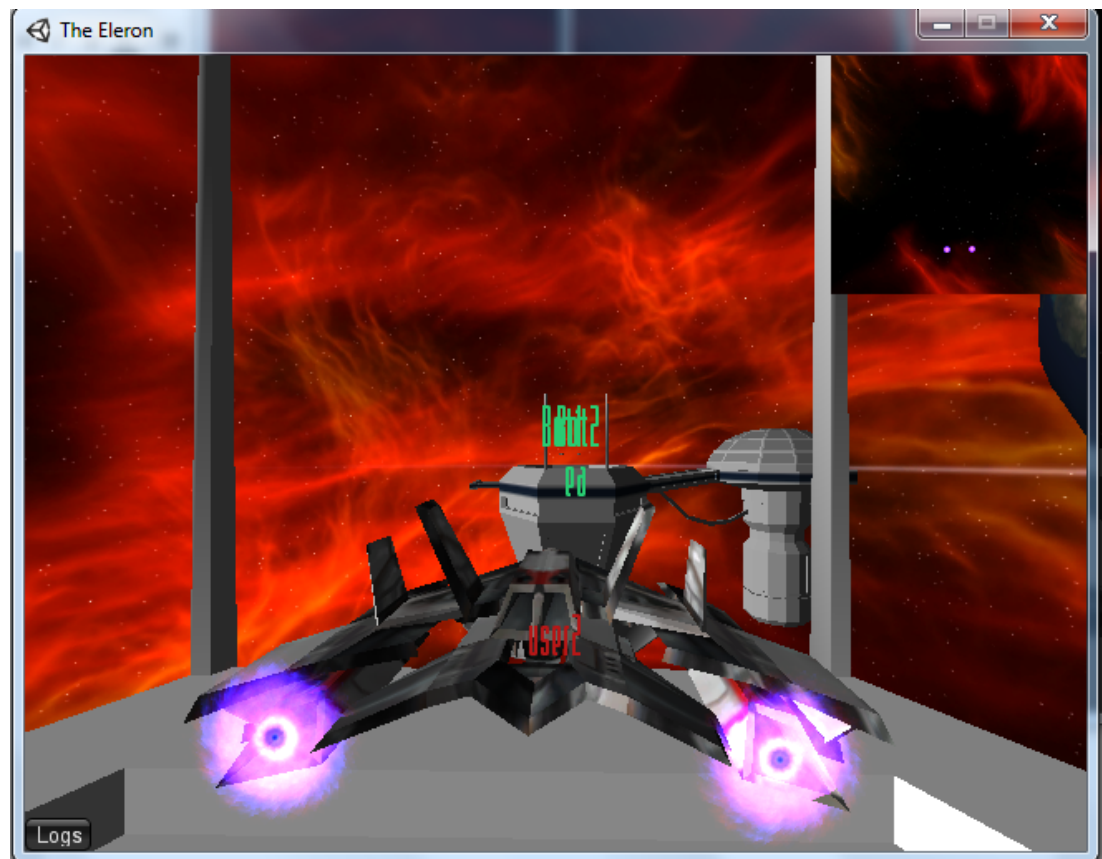
You can increase your speed by Space key.

You can fire by clicking left mouse key.

You can zoom in/out with mouse wheel.

You can command bot1 with 1 key to patrol.

You can command bot2 with 2 key to patrol.



You can open/close log panel by clicking on “Logs”button. You can see basic action messages here.