DimensioneX version 6.3
ReadMe

Last-updated: 23 February 2007

Table of contents

1 What is DimensioneX?

Simply put, DimensioneX is a software allowing you develop, host and run multiplayer games.

This document is for a "quick start" only. More information can be found on our site:
http://www.dimensionex.net/ select **English** and consult the **Support** section.

1.1 Legal notice

1. The DimensioneX software and this documentation are property of the DimensioneX author(s).
2. The software is provided to the users as **Free – Open Source** software **under the GNU General Public License** (see http://www.gnu.org/licenses/licenses.html#GPL) so you are entitled to freely download, use, modify and redistribute it.
3. This documentation can be used, distributed and modified under the GNU FDL license (http://www.gnu.org/licenses/licenses.html#FDL).
4. This software is provided "as is" without warranties of any kind.

2 Prerequisites

The requisites described here tell you what you need **to develop and host a game**.
To play a game you don't even need DimensioneX: a web browser is all that it takes.

Hardware: PC Pentium 200 or equivalent with at least 16 MB of memory. Internet connection if you want to play together with other users (works even with a cheap, 56K dial-up connection)
Operating system: any operating system capable of running Java.
Software: any browser to play, a good text editor to write/develop games (avoid Windows Notepad!).

3 Installing DimensioneX

Installing DimensioneX is conceptually simple, and consists of 3 steps.

If you are in doubt, please watch the **Installation Video** at:

http://www.dimensionex.net/en/docs/default.htm#video

and read our **Installation Manual**, available on-line at:

http://www.dimensionex.net/en/go.asp?page=install
or also
http://www.gamesclan.it/dimensionex/wiki/index.php/DimensioneX/Installation_Manual

This one is very detailed and will assist you throughout all the installation tasks, step by step.

Correct sequence:

1. **Install Java**
   Version 1.4.2 or higher required, we currently recommend **Java SE 5 SDK (vers. 1.5.0)**

2. **Install a Java-enabled web server: Tomcat**
   We currently recommend **Tomcat 5.5** but you can use also versions 3.3, 4.0, 4.1, 5.0 as well. DimensioneX game engine is a *Web Application* consisting of a *Java servlet* so any web server capable of running Java servlets is capable to run DimensioneX.

3. **Unpack the DimensioneX kit in the web content folder**

   DimensioneX needs a Java webserver to run. Therefore you finally need to unpack the DimensioneX ZIP file in your web content folder (this is usually the **tomcat/webapps** folder). **Important!** Remember to preserve the folder structure while unpacking the files.

   Done! If you followed our recommendations it is as simple as that. Go to next section for testing your game server. If it is not working, get back here and proceed to next step.

   At this point, if you couldn't get it to work, then watch the video (http://www.dimensionex.net/en/docs/default.htm#video) or consult the **Installation Manual** at: http://www.dimensionex.net/en/go.asp?page=install and follow the instructions carefully (they are very detailed). If in doubt, go to the DimensioneX website and access the **Support** section.

3.1 Testing and running DimensioneX

If you followed our recommendations and have DimensioneX installed on Tomcat 5.*:
1. Stop and restart your web server (icon in the icons tray, lower right corner of the screen).
2. Open with your browser the following URL:
   `http://localhost:8080/dimx`
   This will open a menu page that will redirect you on the game page.
3. Now you should able to connect and play the demo game: "**The Beach"**

3.2 The administration page

Your DimensioneX game server can be administered via the web, by connecting to this page:

`http://localhost:8080/dimx/servlet/multiplayer?view=admin`

Initially the admin password is (empty) but it is better that you set it so that other "expert" users cannot reset the game without your permission.

See the **Developer's Reference** document for more details about the **Admin** functionalities.

4 Playing DimensioneX Games

After installing DimensioneX on your PC you can host multiplayer games on your PC. The best experience is playing together with your friends - invite them to join!

4.1 Inviting other users to join

It is very easy:

1. After installing and configuring the web server, and after you have tested the game locally, verify you are connected to the Internet.
2. Discover what your actual IP Number for other Internet users. You can read your IP at this page:
    `http://www.ic.sunysb.edu/cgi-bin/MyIP` ("Your IP Number is…")
    Your IP Number is a sequence of four, dot-separated numbers (example: 192.168.120.30).
3. The complete URL to connect to the game will be something like the following: (replace *YOUR_IP_NUMBER* with your actual IP Number):

    `http://`*`YOUR_IP_NUMBER:8080`***`/`****`dimx`****

    or (direct access to game slot number 1)

    `http://`*YOUR_IP_NUMBER*`:8080/dimx/servlet/multiplayer?game=`1

4. Send to your friends the URL to the game, which you have obtained from your IP Number. You can also change the final number "1" if you are using a different game slot.

To play DimensioneX games, the users need an Internet connection and a browser, nothing more.

5 Developing your own Games, getting more

*   In cause of troubles please connect to the DimensioneX web site and go to the **Support** section.
*   A **tutorial** named "How to develop a multiplayer game with DimensioneX" is freely available online on the DimensioneX web site, just follow the "**Tutorial**" link. It takes just one hour.
*   If you wish to develop a game, get also the "**Developer's Reference**" document, available from the DimensioneX web site.
*   Do not forget to subscribe to our **mailing list**, *DimensioneX Updates*, so that you will get informed of future releases and recent news. Upgrade your game engine regularly. Upgrades usually include bug fixes and new features.
*   **Consider joining our project**. It is free and - if you are able to contribute somehow - you will get full credits for your work and free publicity. Just go to:
    http://www.dimensionex.net/en/join.htm