

Short manual for ASDF - pokeripalvelin

Requirements

- Java JRE version 6 or newer. You can get Java from: <http://www.java.com/getjava/>
- Runs at least on Linux and Windows XP, but should run on any platform with Java JRE version 6 or newer.

Installation

Just unzip ASDF-pokeripalvelin.zip to any directory.

Running

1. Server

You can run 'pokeripalvelin' server in console in Linux or in command prompt in Windows. Just go into the directory you just unzipped ASDF-pokeripalvelin.zip and type:

```
java -jar bin/server.jar
```

Alternatively you can run server in Linux by: server.sh

Note that it runs server as a background process.

Or in Windows you can use: server.bat

2. Client

You can run 'pokeripalvelin' client in console in Linux or in command prompt in Windows. Just go into the directory you just unzipped ASDF-pokeripalvelin.zip and type:

```
java -jar bin/client.jar
```

Alternatively you can run server in Linux by: client.sh

Or in Windows you can use: client.bat

3. Administration tool

There is a administration tool but we don't cover it in this manual. If you consider running your own 'pokeripalvelin' server, you should learn to use it.

It is made with dot.net framework which means that if you want to run it in Linux you need to have mono framework installed. See <http://www.mono-project.com/> for further details.

In Windows you can run it just by double clicking.

Configuring Server

'pokeripalvelin' game server needs an SQL database to function. SQL database is used to store user accounts and their balance. It is recommended to use PostgreSQL database, since 'pokeripalvelin' is configured ready to work with it. But you can use other databases with a little extra effort.

'pokeripalvelin' is configured to use brutopia's PostgreSQL database server which might be online, but there are no guarantees so it is recommended to start your own database server.

Server.conf file is found in the root directory of 'ASDF-pokeripalvelin' and looks like this:

```
loggingconf = "logging.properties"
pluginpaths = file:../Plugins/bin/poker.jar,file:../Plugins/bin/hello.jar

# Authentication database settings
# This database contains accounts and their balances and is
# only used from server
auth_db_conn=jdbc:postgresql://brutopia.mine.nu:80/account
auth_db_username=ernesti
auth_db_password=salakala

# Game logging database
# This database is used with game plugins
game_db_conn=jdbc:postgresql://brutopia.mine.nu:80/statistics
game_db_username=ernesti
game_db_password=salakala
```

It should be a pretty straightforward process to set those parameters after you have configured your database correctly. See tutorials and documentation of PostgreSQL (or any other database you would like to use) for installation instructions.

You can find information about PostgreSQL and download it here if you choose to use it:

<http://www.postgresql.org/>

1. The create table statement for user accounts:

```
CREATE TABLE account (
  name varchar(256),
  password char(32),
  type short,
  balance decimal,
  PRIMARY KEY(name)
);
```

2. And if you want to configure a database for statistics, here are two create table statements you need:

```
DROP TABLE hand;
DROP TABLE player;

CREATE TABLE hand (
  hand_id integer NOT NULL,
  timestamp timestamp NOT NULL,
  dealer smallint NOT NULL,
  flop varchar(256),
  turn varchar(256),
  river varchar(256),
  showdown varchar(256),
  card1 char(3),
  card2 char(3),
  card3 char(3),
  card4 char(3),
  card5 char(3),
  PRIMARY KEY (hand_id)
);
```

```
CREATE TABLE player (  
    hand_id integer NOT NULL,  
    account varchar(256) NOT NULL,  
    name varchar(256) NOT NULL,  
    position smallint NOT NULL,  
    flop varchar(256),  
    turn varchar(256),  
    river varchar(256),  
    money_in decimal,  
    winnings decimal,  
    card1 char(3),  
    card2 char(3),  
    PRIMARY KEY (hand_id, account, name)  
);
```

Adding a new game plugins

Since our 'pokeripalvelin' is made from the start to be extremely versatile and extensible it is possible to add new game plugins to be used with the server. That means 'pokeripalvelin' is also able to play other games than only poker games. If you got interested in developing a new game to be used with 'pokeripalvelin' see [Plugin_tutorial.pdf](#) for more details.

In this manual we only look into how to add those plugins into your game directory. That should be pretty straightforward if the maker of the plugin has included instructions with it. If not, then just unzip/unrar/etc. The plugin into subdirectory called 'plugins' that should be found in the directory where you have installed 'pokeripalvelin'. Now you should have a `nameoftheplugin.jar` file in the plugins directory. After that you should check also that in subdirectory called 'meta' of directory 'plugins' contains `nameoftheplugin.meta` file.

Adding a new bot

It is possible to use AI players with our poker games implementation so it is a brilliant platform for poker AI development. Bots are added exactly the same way as game plugins. Only that bots are added in subdirectory called 'bots' in 'pokeripalvelin' directory. They also have the same kind of meta file in 'meta' subdirectory of 'bots' directory.