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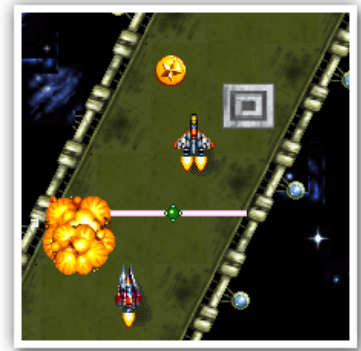


Space Racer v1.3.0: Project User guide

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Introduction

Space Racer is a mobile game by Digiment Games and the game was released in Q3-2005. Space Racer is a top-down view racing game with action elements of shoot-em up. The aim of the game is racing from start to finish taking first place to progress to the next level. The Player races against two NPC opponents. The game contains a total of 15 levels in 3 different environments. The Player and NPCs can pick up and use 5 different weapons to help out.



The game supports hiscore upload and download of new tracks and environment.

The game supports a wide range of devices from LG, Motorola, Nokia, NEC, Sagem, Sony Ericsson, Sharp, Siemens etc. Only selected devices groups are included in this project.

Please read the file README.txt for copyright notice before using the project.

Change history

v1.0.1

- fixed bad performance of tile scrolling for Sony Ericsson T610 group phones;

v1.0.2

- changed graphics and levels for Samsung E600 and Samsun X450 group phones;

v1.0.3

- fixed tile a2r13.png for Nokia S60 group phones;

v1.0.4

- fixed position of splash image for Nokia S40v3 (208x208), Sony Ericson P800 (208x172) and Sony Ericson P900(208x173) group phones;
- changed MANIFEST.MF file: added extra properties;



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v1.1.0

- added sounds;
- added supporting GexFCom API;
- updated device list (added supporting Samsung phones);
- fixed bug with using DataInputStream (crashed on Nokia6600 with older firmwares);

v1.2.0

- added localization for German, French, Italian and Spanish;

v1.3.0

- Updated device list supporting for TelecomNZ;
- Modified MIDlet name according with new requirements;
- changed attributes of jad-file:
 - ‘HW-Info’ to ‘Target-Dev’;
 - ‘DEE-Partner-Key’ to ‘PK’.

Getting started

This section provides basic information about the project, settings for what is needed to get starting to work and how to compile build.

System Requirements

For successful compiling builds and stable launching build on the handsets (including last one with old firmware) strongly recommended installing following software:

- Java(TM) 2 SDK, Standard Edition, Version 1.3.1 (for older Sony Ericsson T610 devices due to bug in firmware)

NOTES

This is only needed for some older Sony Ericsson T610 devices which contained a bug in its firmware where game crashed if new JDK was used for compiling the build. Also see note below under J2ME Wireless Toolkit 2.3



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- Java(TM) 2 SDK, Standard Edition, Version 1.4.2

NOTES

It is recommended that Java(TM) 2 SDK, Standard Edition will be installed in a directory path without spaces. For example, "C:/Java".

- J2ME™ Wireless Toolkit 1.0.4

- J2ME™ Wireless Toolkit 2.3

NOTES

It's recommended that build for MIDP 1.0 devices are compiled with using Java 2 SDK SE 1.3.1 together with WTK 1.0.4. Builds for MIDP 2.0 devices are compiled with using Java 2 SDK SE 1.4.2 together with WTK 2.3.

- Apache Ant (<http://ant.apache.org/bindownload.cgi>)
- Antenna (<http://sourceforge.net/projects/antenna/files/>)
- ProGuard (<http://proguard.sourceforge.net/>)

Project structure

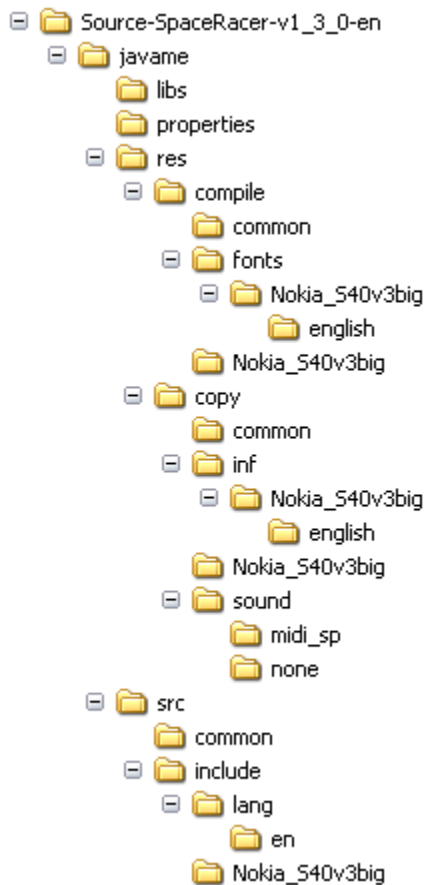
All supported devices are divided by groups and subgroups. Those divisions are based on different attributes such as vendor, canvas size, MIDP version etc. The folder structure of project is based on using device groups/subgroups.

The following show the basic folder structure:



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- *Source-SpaceRacer-v1_3_0-en/*

This is root folder of project.

- *javame/*

This folder contains project of game for Java ME version. build.xml and files with common variable for ANT are located there.

- *libs/*

This directory is a convenient folder to keep all common libraries which the project depends on, i.e. Antenna, Proguard, MIDP1.0, MIDP2.0 and other common libraries can be placed in this folder.

- *properties/*

This folder contains files with additional or unique properties for different device groups.

- *res/*

This folder contains all resources like images, level maps, sounds etc.

- *compile /*



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All resources that should be compiled into BIN files are placed in this directory. A BIN file is a binary file where resources are concatenated together into one single file.

- *common/*

This folder contains resource files that will be compiled for all device groups.

- *fonts/*

This folder contains bitmap fonts which are divided into subfolders according to vendor/device group and language.

- *Nokia_S40v3big/*

This folder contains bitmap fonts for devices from Nokia/S40v3big group.

- *english/*

This folder contains bitmap fonts for English language for Nokia/S40v3big group.

- *Nokia_S40v3big/*

This folder contains resource files that will be compiled for the specified device group given by folder name.

- *copy/*

This folder contains all resources that should be placed into jar file without compiling into a BIN file first.

- *common/*

Files from this folder are common to all devices.

- *inf/*

This folder contains files with information about level data.

- *Nokia_S40v3big/*

Because level information includes name of levels, this files are divided by languages.

- *english/*

- *Nokia_S40v3big/*



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This folder contains specific files for the specific device group given by the folder name.

- *sound/*

This folder contains sound files what are divided by sound format.

- *midi_sp/*

This folder contains sound files of MIDI SP format.

- *none/*

This folder is always empty and just used for compatibility convenience.

- *src/*

This folder contains source code files and other files which are used inside source code.

- *common/*

This folder contains code common to all devices.

- *include/*

- *lang/*

This folder contains text. The text for each language should be placed into its own folder name based on language.

- *en/*

- *Nokia_S40v3big/*

This folder contains additional source files that are specific for the given device group. Typically this is different constants.

Settings

“Space Racer” is based on Java ME (previously known as J2ME) and has dependencies to JDKs, WTKs, ANT and more, ref. “System Requirements”. The project uses Apache Ant as its build tool, in addition to that JDKs and WTKs must be installed and setup, Apache Ant must be installed and properly configured.

Besides the project dependencies to JDKs, WTKs and ANT, the project aims to keep a maximum location independency, i.e. project can be placed anywhere on the computer and without setting project specific environment variables and still be able to compiled by setting the correct configuration in the build files.



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All build properties are placed into two files: *build.properties* and *path.properties*.

The file *path.properties* contains settings for all different paths used by the project. The file contains information about the project folder structure which normally does not need to be changed. Generally, only path to external tools and libraries just be configured:

- *wtk_1_0_4.home* – root folder of WTK v1.0.4;
- *wtk_2_3.home* – root folder of WTK v2.3;
- *java_1_3_1.home* – root folder of Java(TM) 2 SDK, Standard Edition, Version 1.3.1;
- *java_1_4_2.home* – root folder of Java(TM) 2 SDK, Standard Edition, Version 1.4.2;

File *build.properties* and *properties/<device group>.properties* contains different settings for used when compiling the builds.

Compiling of build

For starting to compile build should be executed following command in the command line:

```
ant -Dbuild.properties=properties\Nokia_S40v3big.properties
```

where *Nokia_S40v3big.properties* file contains specific settings for the given device group a build should be compiled fore. If this file is missing, then the build will be compiled with default settings.

If the build is compiled successfully, the *bin/* folder will be created and the *jad/jar* files located.



Appendix A

This appendix contains additional information for working with “Space Racer” project.

Limitations

Game contains following limitations:

- total number of levels should be less 127;
- When adding new levels, care must be taken. The new levels must not be included into existing level groups/environments in the builds. New levels shall only be added on server for existing environments/level groups or as new environments/level groups either on server or directly in the build. Otherwise the scores and results on the server can be mixed up, i.e. one player has old level as level #2 while new player can have new level as his level #2.

Cheat codes

Game supports following cheat codes:

- open all levels: 369#
- kill all npc-opponents: 2584561#
- unlimited shield: #971
- unlimited nitro: #972
- unlimited missiles: #973
- unlimited bombs: #974
- unlimited mines: #975