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Elona on HSPlat

This is the README file for Elona 1.22 on HSPlat Pre-Alpha 1.

Introduction

It's been over two years since I've embarked on this journey to get Elona running on HSPlat. Over the years, I've put the project aside and returned to it many times. March 2011 brought one of the most influential events to the project (via Daedric): making it public. Since then, many people have joined this project to help. Through their efforts, we've reached a milestone after 1 year and 8 months.

The time has come to announce the first public distribution of Elona on HSPlat, Pre-Alpha 1.

Elona on HSPlat PA1 is the result of many months of work from the developers, testers, translators, and supporters. It's only the beginning of a journey, however; there is still much work ahead. PA1 only gives a preview of what's possible.

Bugs / RFEs / Unimplemented Features

Expect PA1 to contain bugs and unimplemented features. Many of these unimplemented features (for example, DirectSound, DirectMusic, auto numlock support, water effects, etc.) are already known. PA1 includes a configuration file (config.txt) which permits Elona to run with a sane set of default options that avoid unimplemented features.

Contributing

Feel free to contribute by updating the wiki at <http://elonadev.myxwiki.org/http://elonadev.myxwiki.org/> to document unimplemented features.

Discussions

Discussion should be directed to the Continuation Project topic in the Elona forum, which can be found at <http://elona.squares.net/forum/viewtopic.php?f=3&t=4777><http://elona.squares.net/forum/viewtopic.php?f=3&t=4777>. Bugs can be posted to the Redmine installation at [HostedRedmine](#).

Filing Issues

There are several categories for issues:

Type	Description	Project name	URL
Elona-specific	These issues can be reproduced in the original builds of Elona that do not run on HSPlat. Examples include the well-known Blackjack bug in Elona 1.22, eating Maintains Luck items resulting in a crash, etc.	elona	https://www.hostedredmine.com/projects/hsplet/issues/new
Elona on HSPlat	These new issues created by running Elona on HSPlat that cannot be reproduced in the original builds of Elona. You are most likely to interact with this project. If you aren't sure where a particular bug belongs, it probably belongs here.	hsplet-elona	https://www.hostedredmine.com/projects/hsplet-elona/issues/new
HSPlat	These are issues within the HSPlat engine itself. Typically, these are bugs promoted from the Elona on HSPlat project, though this may also include global feature requests from other HSPlat users.	hsplet	https://www.hostedredmine.com/projects/hsplet/issues/new

Issues start out in a triage area for confirmation before they are promoted to bugs.

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License texts may be found in the doc/hsplet/license/ directory.

Libraries

HSPlot relies on several additional libraries to perform its work.

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The following libraries may be included in HSPlot. Their license text is included below.

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```
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//
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```

OW2 Consortium ASM

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```
/*****
Copyright 2004,2005,2006,2007 Markus Gebhard, Jeff Chapman

This file is part of BrowserLauncher2.
```

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*****/

JLayer 1.0

```
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 *-----
 *   This program is free software; you can redistribute it and/or modify
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 *
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 *   Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
 *-----
 */
```

Javolution

```
/*
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 *
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 */
```

Henrik Bengtsson's Java printf

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The official URL of the Java printf() site is <http://www.braju.com/>

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SQLite JDBC

```
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XML Pull Parser 3rd Edition

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QuickStart

Download <http://noaneko.squares.net/dev/elona122.zip>.

Extract elona122.zip.

Extract elona122.j.zip to the same directory as elona122.zip.

Double click on release.cmd.

What's this?

Elona on HSPllet brings Elona to the Java platform through the HSPllet framework.

This package only includes the code to run Elona 1.22 on HSPllet and its configuration data.

Elona on HSPllet does not come with the resources required to play. You must extract the contents of this package into a directory containing Elona 1.22.

You can obtain this package from Noa's website:

<http://noaneko.squares.net/dev/elona122.zip>

Running Elona on HSPllet

Extract both the release archive and elona122.zip to the same directory. Run release.cmd to start Elona on HSPllet.

As with any other software, you should keep a backup copy of all your files before running Elona on HSPllet. We cannot be held responsible for any damages to you or your property caused by anything you do with this software. Be sure to back up your saved games before running Elona on HSPllet.

Acknowledgements

Thanks for all of those who have supported this effort.

Special thanks to Noa, Kejardon, Doorknob, Daedric, Fellstar, Chrusable, sxu, JammyHammy; thanks to BitBucket / Atlassian for hosting this project, and the XWiki team for hosting the wiki for this project.

Be sure to thank our early testers for volunteering their time and providing their input.

What's Next?

- Testing on more platforms (Mac, Linux, Solaris, *BSD).
- Elona+, ELM, OreHack, Elona 1.16xmas on HSPllet
- Bypassing and rewriting Elona's original code entirely ;)

Known Issues

- Certain path information (tmp directory) is incorrect when run on Linux
- Graphics rendering performance is slow (though better than Elona under Wine on Linux)
- DirectSound/DirectMusic is unimplemented
- DirectInput (gamepad/joystick) is unimplemented
- Network access (chat and vote) is unimplemented
- Water effect is unimplemented
- Graphics corruption in introduction screens
- Graphics corruption on non-default window sizes in title screen
- Auto numlock is not supported
- Shadows (elona.dll:grotate) are still not quite right