



WHITEMAGIC
SOFTWARE

INSTALLATION DOCUMENTATION

JIGO: JAVA INTERFACE FOR GO

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1 INTRODUCTION

The Java interface for Go (JiGo) is comprised of:

- JiGo Replayer
Provides visitors to websites with the ability to review Go games.
- JiGo Guesser
Provides visitors to websites with the ability to replay Go games while guessing the next move.
- JiGo Presenter
An application that automatically replays Go games.
- Programming Examples
A few examples of how to use the JiGo API.

The remainder of this document describes how to use each of these applets and applications.

2 JIGO REPLAYER

JiGo Replayer is a Java applet that is embedded on a web page to allow the viewers of that web page to replay Go games.

2.1 RESOURCES

JiGo Replayer uses the following files and directories:

- `replayer.jar` The JiGo Replayer program.
- `docs` HTML files illustrating the requisite HTML `<applet>` tag.
- `games` An example SGF game and example directory index files.
- `images` Graphics for the board, stones, and information panel.

2.2 INSTALLATION

After downloading the latest version of JiGo from the White Magic Software website, complete the following steps:

1. Change to a temporary directory.
2. Uncompress the JiGo zip file into the temporary directory.
3. Change to the JiGo directory.
4. Copy the contents of `docs/replayer-applet.html` into the desired web page (e.g., `index.html`).
5. Create a subdirectory on the web server called `jars`, in the same directory as the web page.
6. Copy `lib/replayer.jar` into the `jars` subdirectory.
7. Copy the entire contents of the following directories to the same directory as the web page:
 - `images`
 - `games`

2.3 TEST

Browse to the web page that contains the `<applet>` tag for JiGo Replayer. If the web browser has Java installed, JiGo Replayer should appear.

3 JIGO GUESSER

JiGo Guesser is a Java applet that is embedded on a web page to allow the viewers of that web page to guess the next move while reviewing a game of Go.

3.1 RESOURCES

JiGo Guesser uses the following files and directories:

- `guesser.jar` The JiGo Guesser program.
- `docs` HTML files illustrating the requisite HTML `<applet>` tag.
- `games` An example SGF game and example directory index files.
- `images` Graphics for the board, stones, and information panel.

3.2 INSTALLATION

After downloading the latest version of JiGo from the White Magic Software website, complete the following steps:

1. Change to a temporary directory.
2. Uncompress the JiGo zip file into the temporary directory.
3. Change to the JiGo directory.
4. Copy the contents of `docs/guesser-applet.html` into the desired web page (e.g., `index.html`).
5. Create a subdirectory on the web server called `jars`, in the same directory as the web page.
6. Copy `lib/guesser.jar` into the `jars` subdirectory.
7. Copy the entire contents of the following directories to the same directory as the web page:
 - `images`
 - `games`

3.3 TEST

Browse to the web page that contains the `<applet>` tag for JiGo Guesser. If the web browser has Java installed, JiGo Guesser should appear. The total number of correct and incorrect guesses will appear after the last move in the game has been guessed.

4 JIGO PRESENTER

JiGo Presenter is a Java application that automatically replays a game of Go from an SGF file.

4.1 RESOURCES

JiGo Presenter uses the following files and directories:

- presenter.jar The JiGo Presenter program.
- games An example SGF game.
- images Graphics for the board, stones, and picture.

4.2 RUN

After downloading the latest version of JiGo from the White Magic Software website, complete the following steps:

1. Uncompress the JiGo zip file into the temporary directory.
2. Change to the JiGo directory.
3. Type:

```
java -jar lib/presenter.jar
```

4.3 CONFIGURATION

Configuration options for JiGo Presenter are stored in a file named **Presenter.conf**; the configuration options are explained within the file.

Edit the file using a text editor.

5 PROGRAMMING EXAMPLES

This section describes how to build the JiGo suite of tools and the JiGo API.

5.1 AUDIENCE

The audience for this part of the documentation should have experience in computer programming, especially using the Java language.

5.2 REQUIREMENTS

The JiGo API has the following software requirements:

- Java 1.6
- Apache Ant 1.8.0

These required software packages must be installed and working before JiGo can be built.

5.3 BUILD SOURCE

Complete the following steps to build the JiGo suite of tools and examples:

1. Change to the JiGo directory
2. Type:
`ant all`

The **lib** directory will contain all the example programs. Note that the source code is saved in UNIX format.

5.4 BUILD DOCUMENTATION

Complete the following steps to build the JiGo API:

1. Change to the JiGo directory
2. Type:
`ant doc`

The **javadoc** directory will contain the complete JiGo API.

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