

Spring & Steam an Odyssey

Eshed Shaham
FOSDEM 2020

Spring RTS Engine

- Supplies various services for games
 - Scripting
 - Physics
 - Graphics
 - Pathfinding
 - Networking
- Currently (31.01.2020)
 - 27,963 commits
 - ~100 contributors
 - <2 active core developers



Spring



Total Annihilation (1997)

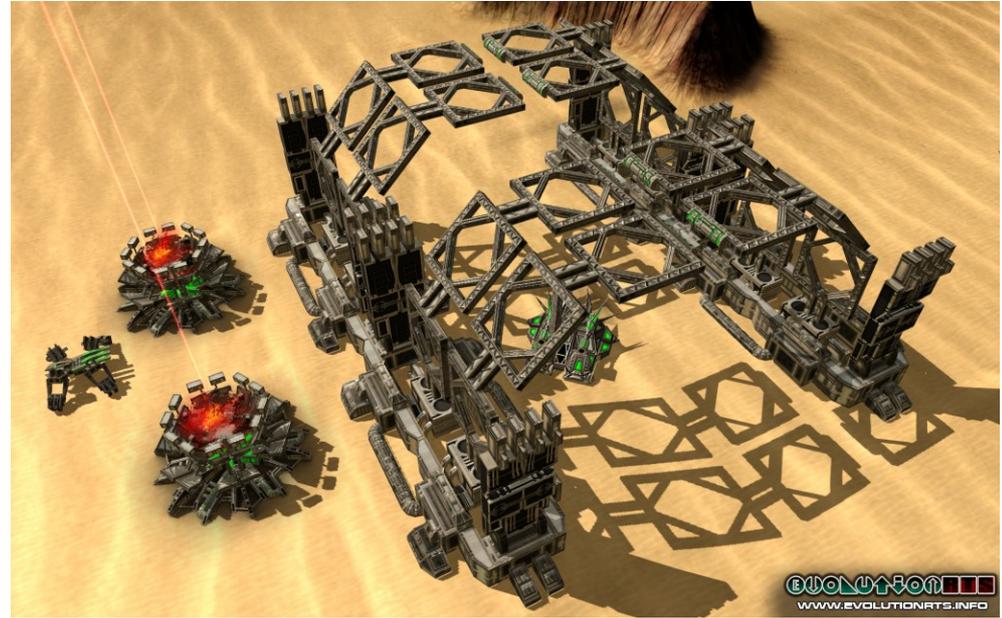


TA-Spring (2005)

Spring



Zero-K



Evolution RTS

Spring



Spring: 1944

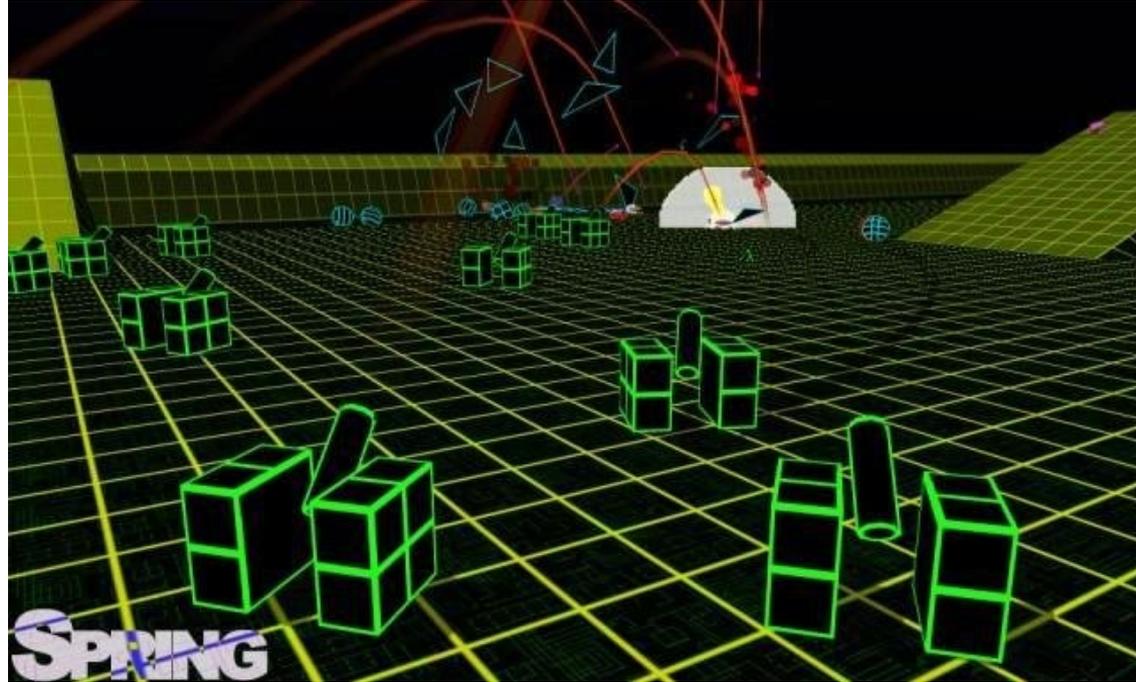


Imperial Winter

Spring



Gravitas

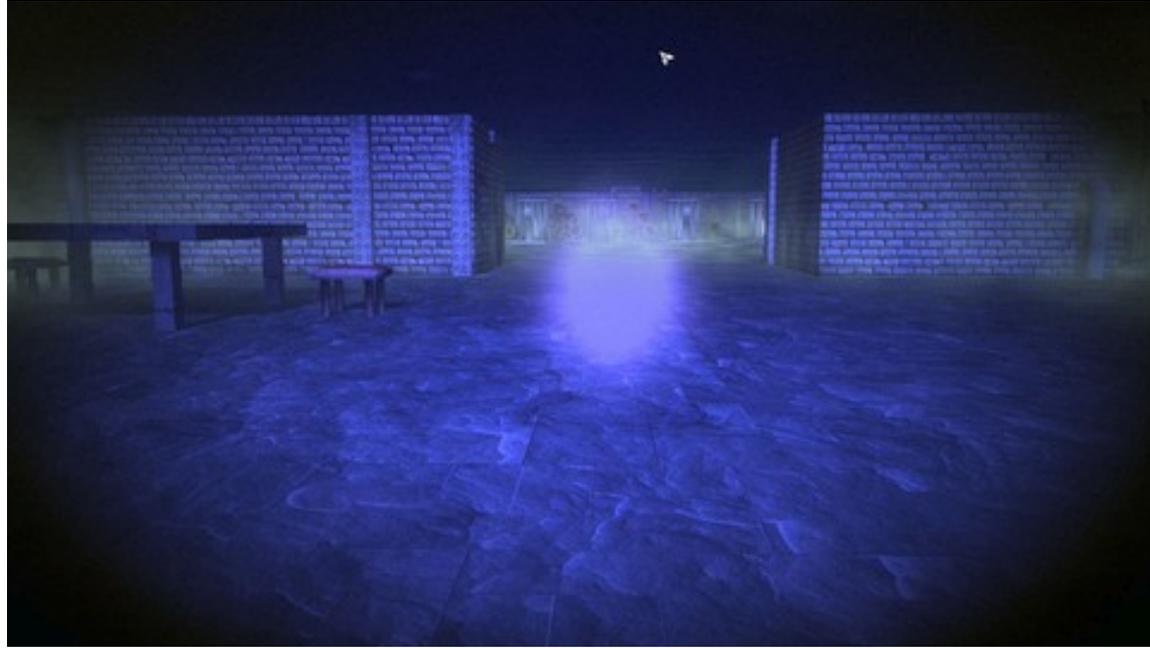


Kernel Panic

Spring



Area 17



Parts Needed

Zero-K Steam Launch

- First version released – May 2007
- Reached popularity – ~2009
- Steam Greenlight – April 2014

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Licho [author] 18 May, 2014 @ 3:45am

We have to prepare and double check lots of things now.. so probably a couple of weeks

Zero-K Steam Launch

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- Steam Launch – June 2014

Questions?

EvoRTS Steam Launch

- First version released – Dec. 2007
- Reached popularity – ???
- Steam Greenlight – January 2013
- Steam Launch – 4th April, 2014

The Catastrophe

Now Available on Steam - Evolution RTS

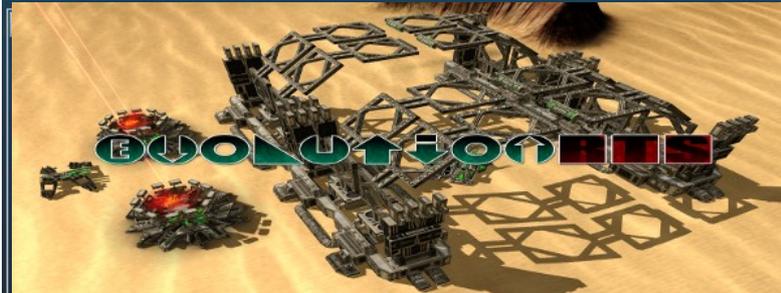
Product Release - Valve

7 Apr, 2014

[Evolution RTS](#) is Now Available on Steam

Evolution RTS is a free an Open Source RTS game designed using the Spring Engine. It has been in development for over 5 years and receives updates often. It's gameplay is designed specifically to appeal to gamers of all skill levels. The gameplay is designed around the use of unit groups, and the mixture of your unit group often will determine how successful you are in battle, as opposed to churning out hundreds of the same unit continually.

The economy and teching system is easy to learn and use. The game itself supplies many tools that make managing your economy easier so that you can focus more on crushing your enemy than of playing simcity in your base. Units interact using realistic physics and varied terrain (you can actually micro units in order to dodge projectiles!).



The Catastrophe

Now Available on Steam - Evolution RTS

Product Release - Valve

HELP STEAM USERS!

by **Forboding Angel** » 07 Apr 2014, 20:32

Please help me! I'm at work and steam users are flooding in!

SPringie is spawning spring 91 autohosts!!! It needs to be spring 96!!



0 x

Forboding Angel
Evolution RTS Developer

Posts: 14375
Joined: 17 Nov 2005, 02:43

micro units in order to dodge projectiles!).



The Catastrophe

Now Available on Steam - Evolution RTS

Note: This is not a review of the gameplay itself, and you'll find out why in a second.

The download for the game is simply a download for a game lobby.

OH GOD WHY.

I hung around for around 25 minutes trying to figure out how to just start a game. The Terms of Service for the Spring Engine



The Catastrophe

Now Available on Steam - Evolution RTS

Note: This is not a review of the gameplay itself, and you'll find out

CUSTOMER REVIEWS

50% of the 385 user reviews for this game are positive.

Overall Reviews:

Mixed (385 reviews) ?



[2:00:52 PM] * Pögers has joined #main
 [2:00:56 PM] * [te]Beherith has joined #main
 [2:00:58 PM] * [Straight]KuKaKaKa! has joined #main
 [2:00:45 PM] * [Straight]KuKaKaKa! has left #main
 [2:00:52 PM] * [te]Beherith has joined #main
 [2:00:28 PM] * []Gauss has left #main (Quit)
 [2:00:34 PM] * [028]ARFenpilot has joined #main
 [2:00:07 PM] * [S]H]e]_00rTe has left #main (Quit)
 [2:00:16 PM] <[teh]Beherith[PIRO]: love the new sk
 [2:00:19 PM] * qoe90 has left #main (Quit)
 [2:00:21 PM] * Frank K has left #main (Quit)
 [2:10:17 PM] * [F]u]l]Headhunter[CK] has joined #main
 [2:10:20 PM] * [te]Beherith has joined #main
 [2:10:26 PM] <[F]u]l]Headhunter[CK]: a bit dark for me though
 [2:10:32 PM] <[teh]Beherith[PIRO]: i loves it
 [2:10:33 PM] <[F]u]l]Headhunter[CK]: But yeh, it's nice
 [2:10:36 PM] <[teh]Beherith[PIRO]: easy on the eye
 [2:11:00 PM] <[F]u]l]Headhunter[CK]: You can make your own red
 [2:11:07 PM] <[F]u]l]Headhunter[CK]: Skin editor link on the s
 [2:11:16 PM] <[teh]Beherith[PIRO]: i see it
 [2:11:18 PM] <[teh]Beherith[PIRO]: this is superb
 [2:11:20 PM] * qoe90 has joined #main
 [2:11:21 PM] <[F]u]l]Headhunter[CK]: indeed

Battle window (Balanced Annihilation V7.12)



- Liste der Karten
- Liste der Karten neu laden
- Karte herunterladen
- Online Karten
- Online Modifikationen

Map size: 20 x 10
 Tidal strength: 20
 Gravity: 120

zielenstellung Disabled Units (0) Map options (0)

Spieleinstellungen

Start position: Im Spiel wählen
 Game end condition: Kill everything
 Starting metal: 1000
 Starting energy: 1000
 Max units: 500

Modifikationsoptionen

Limit D-Gun range: False
 Ghosted buildings: True
 Demolishing metal makes efficiency: False
 Fixed engine alliances: False
 Maximum game speed: 1

DeltaSiegeK.smf - Description: DeltaSiege * 4 - 10 Players * made by Ice/Luck (@Gadafel.nl)

Meine Einstellungen

Meine ID: 6 Mein Team: 2 Mannschaftsfarbe: ARM Zuschauer

Battle list (double click to join)

Join	Description	Host	M
[te]Beherith	[te]Beherith	[te]Beherith	T
[te]Beherith	TERA back online (not verified, yo	[te]Beherith	D
[te]Beherith	BA Autohost (7:50/100MB) (6) con...	[te]Beherith	T
[te]Beherith	Clicken Defense Server 2 Springe...	[te]Beherith	V
[te]Beherith	[te]Beherith	[te]Beherith	D
[te]Beherith	SpringRT (Spring) (Level 1)	[te]Beherith	S
[te]Beherith	to looky's band	[te]Beherith	S
[te]Beherith	The Mikbe1 (8)	[te]Beherith	T
[te]Beherith	1v1 total noobies	[te]Beherith	D
[te]Beherith	RORC FTW	[te]Beherith	M
[te]Beherith	Ring mail	[te]Beherith	F
[te]Beherith	1v1 SolW	[te]Beherith	C
[te]Beherith	Hug Me With Nuclear Aard	[te]Beherith	C
[te]Beherith	peppi	[te]Beherith	C
[te]Beherith	sleep2	[te]Beherith	C
[te]Beherith	[te]Beherith	[te]Beherith	C

Autohost - SPADS

Vote for command "set map DeltaSiegeK.smf" failed.
 Hi Capote (average player), welcome to [te]Beherith's SPADS 0.3.2, automated host. Suggestions or Problems? => [te]Beherith's Coop mode "help coop" - Smurf detection in use. <http://shoot.hack.5rules.html>

[13:50:47] <[joos]: antonus
 [13:50:55] <[joos]: yes what
 [13:50:56] <[joos]: how long?
 [13:50:59] <[joos]: in done
 [13:51:02] * Capote has joined battle

SpieleBot Name	ID	Manna	Berett	Synch.	CPU/RAID	Reihe
[Tro]je	4	1	1	1	2.9 GHz	1-3
[Tro]T	2	1	1	1	3.0 GHz	1-2
antonus	1	1	1	1	3.0 GHz	1-5
keddiot	3	1	1	1	2.7 GHz	1-7
[Am]Tj	7	2	1	1	1.8 GHz	1-4
[XYZ]m	6	2	1	1	3.0 GHz	1-8
Capote	5	2	1	1	6.7 GHz	1-9
joos	8	2	1	1	2.9 GHz	1-6
[te]Beherith	9	2	1	1	3.2 GHz	1

Terminieren Start Host verlassen Abbrechen Bot hinzufügen Ich bin bereit [te]Beherith Konfiguration

Platz	Bot	Team	Zeit	Map	Info
1	Balanced Annihilation V7.12	ARM	4:00	1/4 (vollwertig)	[te]Beherith
2	Balanced Annihilation V7.12	ARM	3:00	1/4 (vollwertig)	[te]Beherith
3	Balanced Annihilation V7.12 (bank)	ARM	3:50	1/4 (vollwertig)	[te]Beherith

101
 StoffBot
 eru
 rBot
 t
 116
 eru
 lob
 est
 eadie
 60
 re

```

Server Settings Other
Log & Users | #zk | #sy | [LCC]K
19:05 MelBot: <MrBuild> build #601 of linux-static-x32 is complete: Failure [failed buildConfigNinja]
Build details are at http://buildbot.springrts.com/builders/linux-static-x32/builds/601 blamelist: jk <-jk->
19:05 MelBot: <MrBuild> build #826 of full-windows-test is complete: Failure [failed build dir create]
Build details are at http://buildbot.springrts.com/builders/full-windows-test/builds/826 blamelist: jk <-jk->
19:16 github: [spring] jk3064 pushed 2 new commits to develop: http://git.io/0scyPA
19:16 github: spring/develop 9a8ef97 jk: make boost::timer optional in SpringTime UnitTest
19:16 github: spring/develop fas226b jk: this_thread::sleep_for() seems to be newer than 1.47, use
sleep() instead for now
19:17 MelBot: <MrBuild> build #2071 of quick-macosx is complete: Failure [failed buildConfig] Build
details are at http://buildbot.springrts.com/builders/quick-macosx/builds/2071 blamelist: jk <-jk->
19:29 github: [spring] jk3064 pushed 3 new commits to develop: http://git.io/0zNz-w
19:29 github: spring/develop fb6cdec jk: use boost::posix_time::millisecods
19:29 github: spring/develop 30c138c jk: fix #3706: catch exceptions in dedi server, too
19:29 github: spring/develop 849b6fa jk: fix missing include in SpringTime UT
19:34 github: [spring] jk3064 pushed 1 new commit to develop: http://git.io/8jzDew
19:34 github: spring/develop a486b4b jk: fix missing include <SDL_Timer.h> in Game.cpp
19:42 github: [spring] jk3064 pushed 1 new commit to develop:
https://github.com/spring/spring/commit/b276534d25032f591abf4c2380feb859af4e784
19:42 github: spring/develop b276534 jk: <SDL_Timer.h> -> <SDL_timer.h>
19:53 github: [spring] jk3064 pushed 2 new commits to develop: http://git.io/TlSblq
19:53 github: spring/develop 8650954 jk: fix missing macosx dependency
19:53 github: spring/develop e08136f jk: fix mingw compile
19:56 github: [spring] Kaylewt pushed 4 new commits to develop: http://git.io/GHfJLQ
19:56 github: spring/develop a1478fd rt: fix 3660 (probably)
19:56 github: spring/develop 2bf876 rt: UnitDrawer: cleanup code paths
19:56 github: spring/develop dc132c rt:
20:01 github: [spring] jk3064 pushed 2 new commits to develop: http://git.io/r_yqsw
20:01 github: spring/develop 31ea59b jk: fix a few remaining camera->pos
20:01 github: spring/develop 439c35c jk: fix typo in 30c138c01
20:08 github: [spring] jk3064 pushed 1 new commit to develop: http://git.io/48y_vQ
20:08 github: spring/develop d073a17 jk: fix camera->pos in new UnitDrawerState.cpp
20:18 github: [spring] jk3064 pushed 1 new commit to develop: http://git.io/TCOpIw
20:18 github: spring/develop bc264c jk: fix compile in 2bf8767a (zerver WTF)
20:28 github: [spring] jk3064 pushed 1 new commit to develop: http://git.io/kL3f_w
20:28 github: spring/develop 286e2e3 jk: SpringTime UT: seems CLOCK_MONOTONIC_RA
always available

```

status	title / host	engine	game
G	TEAMS: All welcome! / Springiee	94.1	Zero-K v1.1.4.0
G	v94.1 no map rotation / [TERRA]-Host2	94.1	Balanced Annihilation
G	Springiee NOTA (stable) Autohost / Nitrogen	91.0	NOTA 1.71
PG	Szefo's Battle / Springiee3	94.1	Zero-K v1.1.4.0
	[Spring MT 94.11] Huge battle for multicore / SpringMT94.1		Balanced Annihilation
PG	glen / AYemm	94.1	Balanced Annihilation
PG	Paremo / Springiee4	94.1	Zero-K v1.1.4.0
PG	Final Battle all vs all vs Chikennnnnn / Springiee2	94.1	Zero-K v1.1.4.0
G	FoXoR's game / Springiee5	94.1	Zero-K v1.1.4.0
	2v2 - 3v3 / Spads2	94.1	Balanced Annihilation V7.75 Comet Catcher Redux
	[TrueSkill* Tiny~Medium games (1v1~3v3) / [ACE]94.1		Balanced Annihilation V7.75 Mini_SuperSpeedMetal
	1v1 (Newbies welcome) / Spads0	94.1	Balanced Annihilation V7.75 Coast To Coast Remake \ 1
	COOP vs AI (chickens or CAI): All welcome! / Iodine	94.1	Zero-K v1.1.4.0 FrozenPlanetV3
	[TrueSkill* Large games ~ BigMaps (8v8) / [ACE]S:94.1		Balanced Annihilation V7.75 TheRockFinal
	TrainingCamp (Newbies welcome) / Spads4	94.1	Balanced Annihilation V7.75 Titan-v2
	Zero-K DOTA with custom commanders! / Fluorine	94.1	Zero-K DOTA v1.0.12.3 ShevaV2
	[TrueSkill* << FFA & FFA Teams >> / [ACE]Server:94.1		Balanced Annihilation V7.75 Trefoil_v2

name	status	side	ally	team	rank	color	country
bibim_							
CarRepairer	A	GR	Dijkstra	0	1	5	4 IL
ChanServ	B	GRA	princereaper	0	1	14	5 ??
Chesti		GR	Rafa[OK]	0	1	6	7 PL
cleanrock	J	GR	t[O_ot]	1	1	3	5 US
Floris	J	GR	Yakamaru	0	1	2	4 NO
Licho		GR	[Legio]MS32	0	1	7	4 RU
MelBot	B	R	jasper	0	1	10	6 US
Nightwatch	B	GR	gnusik	0	2	9	4 RU
nixtux_lostpasswdw}		GR	juhtor	0	2	4	4 FI
ossaciP		GR	mushroomraider	0	2	8	5 GB
Rafa[OK]	JG	GR	patrician	0	2	12	6 US
Sphiloth		GR	Saabir	0	2	11	6 CZ
[2up]knorke	J	B	regos	0	7	1	6 SK
				0	0	s 1	s15 5 IT
				0	0	s 1	s15 5 UA
				0	0	s 1	s 1 3 CZ
				0	0	s 2	s15 6 LT
				0	0	s 3	s 1 3 EE
				0	0	s 3	s14 6 IT
				0	0	s 4	s 5 FI
				0	0	s 5	s15 5 RU
				0	0	s 6	s 5 5 RU
				0	0	s 8	s10 6 SE
				0	0	s 9	s 5 6 BR

Spring

Spring profiles

- 91
- 94
- arch
- develop
- home

Name

Spring path (e.g. /usr/bin/spring)

/home/johanr/spring_94/bin/spring

UnitSync path (e.g. /usr/lib/libunitsync.so)

/home/johanr/spring_94/lib/libunitsync.so

pr-downloader

/home/johanr/opt/bin/pr-downloader

Delete Save Select

me to Spring 2.6.0, automated host. For help say !help
 BRESS, PLEASE WAIT TILL IT ENDS! Running for 00:16:26
 when game ends.

TEAMS: All welcome! / Springiee / 94.1
 Icy Run v2
 Zero-K v1.1.4.0
 Users: Anarchid Bigmavenik cleanrock Dijkstra gig177 gnusik Ivica Jasper juhtor mushroomraider patrician
 princereaper Rafa[OK] regos Saabir sdkf432 Springiee t[O_ot] vexeli Yakamaru [DOOP]fortaleza [Legio]MS32
 [pikts]wolas [V]Aneque

Applications Menu

20:28 Wed 17 Apr 2013

C/C++ - fobby/TOD...

fix compile in 2bf68...

(67%) Building COX...

use ~/.config/flobb...

The Spring Project ...

fobby - 94

gitk: fobby

fobby - File Mana...

.spring - File Mana...

johanr@bifrost:~/...

johanr@bifrost:~/...

johanr@bifrost:~/...

setting

MODOPTIONS/waterlevel 0

MODOPTIONS/zkmode normal

StartPostType 2

Size: 12x4
 Wind: 14-27
 Tidal: 0
 Gravity: 120

1 2

Yes No

20:26 Saabir: pure sniper com

20:26 Saabir: :)

20:26 Ivica: it's like mex on steroids

20:27 Ivica: because it shoots down enemies and brings income

20:27 Saabir: lul

20:27 Ivica: also antiair it seems

20:27 [DOOP]fortaleza: meh i can make a be4tter com

20:27 jasper joined battle

20:28 [DOOP]fortaleza: meh i can make a better com

S	C	R	Description	Map	Game	Host	Spectators	Players	Max	Running	Engine
✂	🇺🇸		Overkillhost - 8v8 or FFA game. Be free with your words! Freedom of speech!	✓ Dworld Acidic	✓ Balanced Annihilation V9.46	OverKillHost1	18	14	16	00:01	✓ 103.0
✂	🇫🇷		*PA Defense* ~-{32v1}~{Fine}~	× Techno Lands 8v8 b3	× Planet Defense v3.90	[ACE]Synchronous	4	7	32	00:01	✓ 100.0
✂	🇺🇸		pho	✓ Supreme Battlefield	× Balanced Annihilation V9.54	pho	0	2	4	00:01	✓ 103.0
🟢	🇮🇹		S:1944 public development (2) & type /join #s44 in main chat	× 1944_Kiev_V4	× Spring: 1944 test-5121-45f9a8e	WorldAtWarII_rapid2	2	1	64	00:00	✓ 103.0
🟢	🇫🇷		*PA* ~{Team} / (FFA)~{Practice makes perfect :}	× WesternFrontierV2	× Planet Annihilation v3.98	[ACE]PitPot	2	1	64	00:00	✓ 100.0
🟢	🇫🇷		(none)	× MandoCastles_2.1	✓ Balanced Annihilation V9.46	Kiweed23	0	1	4	00:00	✓ 103.0
🟢	🇬🇧		Tech Annihilation FTL Edition	× ExpandedTropics	✓ Tech Annihilation v3.03.2	[KING]Arthur	1	1	16	00:00	✓ 104.0
✂	🇨🇦		asd2	× Small_Divide-Remake-v04	✓ Balanced Annihilation V9.46	[asd]MonPereEstRiche	0	1	10	00:01	✓ 103.0
🟢	🇬🇧		Metal Factions	× KochCanyon-v02	× Metal Factions v0.987	nebula2	1	0	16	00:00	✓ 104.0
🟢	🇫🇷		*PhoenixAnnihilation* [104]~{FFA}~{Team} Never say die	× Violence_4.2	× Phoenix Annihilation V1.01	[ACE]Sure	1	0	64	00:00	✓ 104.0
🟢	🇫🇷		*Phoenix Annihilation* ~{104+}~ Welcome2Test	× 3 Way Red Sea v6	× Phoenix Annihilation test-5831-5d2508d	[ACE]Censeur	1	0	64	00:00	× 104.0.1-227-gcf3a2c develop
🟢	🇫🇷		All Hail The Robot King	× DockMetal	× Robot Defense v2.26.2	[BoS]Regicide	1	0	16	00:00	✓ 103.0
🟢	🇩🇪		The BlackHoleHost - Reborn	× Mosh_Pit_v2	✓ Balanced Annihilation V9.46	BlackHoleHost1	1	0	16	00:00	✓ 103.0
🟢	🇩🇪		Loganberry (beginners)	× Red Comet	× XTA 9.752	[loganberry]Autohost	1	0	21	00:00	× 101.0
✂	🇩🇪		BrutalHost	✓ FolsomDamDeluxeV4	✓ Balanced Annihilation V9.46	brutalhost	1	0	16	00:01	✓ 104.0
🟢	🇬🇧		Faster Than Light Edition	× Sima v1	× Tech Annihilation test-7306-4d152a3	[KING]Kong	1	0	16	00:00	× 104.0.1-227-gcf3a2c develop
🟢	🇫🇷		*JourneyWar* ~{Valuable}~	× Tempest	× Journeywar test-844-f3ab4ec	[ACE]Been	1	0	64	00:00	× 104.0.1-227-gcf3a2c develop
🟢	🇫🇷		*PhoenixAnnihilation* [104]~{1v1}~{Duel}	× Tangerine	× Phoenix Annihilation V1.01	[ACE]Metallic	1	0	64	00:00	✓ 104.0
🟢	🇫🇷		*PA* ~{FFA} / (Team)~{Practice makes perfect :}	× green_river_confluence-v7	× Planet Annihilation v3.98	[ACE]Embleur	1	0	64	00:00	✓ 100.0
🟢	🇺🇸		OverKillHost5 - 1v1 Battles	× Sherwood-V1	✓ Balanced Annihilation V9.46	OverKill_1v1	1	0	2	00:00	✓ 103.0
🟢	🇮🇹		S:1944 Stable! (World War Two game) [1]	× SapphireShores_Dry_V2.1	× Spring: 1944 3.00	WorldAtWarII	1	0	64	00:00	✓ 103.0
🟢	🇩🇪		Semprini (all)	× Altair_Crossing_v3	× XTA 9.752	[semprini]Autohost	1	0	21	00:00	× 98.0
🟢	🇩🇪		*BA* ~{104+}~ Welcome2Test	× RainShadowRidgeV2	× Balanced Annihilation test-7855-d32cdd9	[ACE]Pirateur	1	0	64	00:00	× 104.0.1-227-gcf3a2c develop
🟢	🇫🇷		OverKillHost4 - FFA Battles (Free For All) Players with no host admin rights please dont abuse or ban anyone and create your own rules in this server. t	× DeltaSiege_Island_8_Way	✓ Balanced Annihilation V9.46	OverLoadHost_FFA	1	0	128	00:00	✓ 103.0
🟢	🇩🇪		Princess Small - Be friendly & have fun. Newbies welcome!	✓ TheRockFinal	✓ Balanced Annihilation V9.46	PrincessHost20	1	0	6	00:00	✓ 103.0
🟢	🇺🇸		Evolution RTS Dedicated Host 1	× Battle for Planet XIV - v05	× Evolution RTS - v10.87	EvoRTSDedicated1	1	0	8	00:00	✓ 103.0
🟢	🇫🇷		*BA ChickenDEF* ~{16v1}~{ChickenWAR}~	× Dead Reef Dry	× BA Chicken Defense V3.23	[ACE]Synchronisme	1	0	16	00:00	✓ 103.0
🟢	🇩🇪		Princess Medium - Be friendly & have fun. Newbies welcome!	× Sangriento	✓ Balanced Annihilation V9.46	PrincessHost6	1	0	10	00:00	✓ 103.0
🟢	🇩🇪		** Tech Annihilation **	✓ WidePass Fineto	✓ Tech Annihilation v3.03.2	[KING]AutoHost1	1	0	64	00:00	✓ 104.0
🟢	🇫🇷		*BA ChickenDEF* ~{16v1}~{HappySOUP}~	× Icy_Shell_v01	× BA Chicken Defense V3.23	[ACE]Synchrone	1	0	16	00:00	✓ 103.0
🟢	🇩🇪		All Hail The Robot King2	✓ Metal_Plate_22x22	× Robot Defense v2.49.8	[KING]RobotdefHost1	1	0	64	00:00	✓ 103.0
🟢	🇺🇸		Evolution RTS Dedicated Host 4	× Volcanic Basin - v04	× Evolution RTS - v10.87	EvoRTSDedicated4	1	0	8	00:00	✓ 103.0
🟢	🇺🇸		Evolution RTS Dedicated Host 6	× Ravaged_v2	× Evolution RTS - v10.87	EvoRTSDedicated6	1	0	8	00:00	✓ 103.0
🟢	🇩🇪		Durian (XTA test, spring 103)	× Red Comet	× XTA test-1216-06bf5bc	[durian]Autohost	1	0	21	00:00	✓ 103.0
🟢	🇩🇪	🏠	Elderberry (XTA development testing)	× DownCount_v2	× XTA test-1216-06bf5bc	[elderberry]Autohost	1	0	21	00:00	✓ 104.0
🟢	🇺🇸		EvoRTS v10 Alpha Test Server	× Battle for Planet XIV - v05	× Evolution RTS - test-1919-7d18ab7	EvoRTStest1	1	0	8	00:00	✓ 103.0

Map: s c r Nickname

Game:

Players: 0 / 0

Spectators: 0

Server Edit Tools Help

Spring Web Lobby Chat Battles Single Player Downloads Settings Help

main x
weblobby x
zkdev x
sy x
moddev x
peet x
zk x
bitcoin x
en x

Welcome to #moddev - Dedicated Game & Mod Development Discussion - Ask and you may receive!
Wiki: <http://tinyurl.com/ModdevWiki> - Q&A: <http://answers.springlobby.info/> -- ToolBox: <http://tinyurl.com/SpringToolBox>
(Topic set by ChanServ on Monday, April 15, 2013 02:22:55)

[16:24:52] raaar know if that helps
[16:25:10] i'm trying to do it from the taskqueues.lua on the ai folder
[16:25:10] i don't think it has access to UnitDefNames["kdroneiningtower"].id
[16:29:10] [2up]knorke might be, sadly it seems all the constants & tables from spring do not exist in shard
[16:29:31] so you have things like <http://springrts.com/phpbb/viewtopic.php?f=15&t=22582&p=542848&hilit=ExecuteCustomCommand#p542848> where one must remake them, like local CMD_ATTACK = 20
[16:32:31] might be that in unitdefid = UnitDefNames["xy"] in shard is: unitdefid= game.GetTypeByName("xy")
[16:32:48] @ raaar
[16:34:31] raaar thanks
[16:34:33] gonna try it
[17:11:59] zwzsg[IRC] You can't get a list of all required tag for a certain unit, but you can get a list of all tags understood and used by engine.
[17:13:14] Shard is special and different from Spring, don't use Shard lua to understand Spring lua.
[17:27:39] smoth where do I get the list?
[23:25:39] ossaciP my life for the hive
[23:27:19] lhy because its simply necessary for the commonweath?!

[09:00:08] *** The time is now 09:00:08
[10:00:08] *** The time is now 10:00:08
[11:00:09] *** The time is now 11:00:08

Users (17)

- [2up]knorke
- [BoS]nixtux
- [F:x]Bluestone
- [LCC]JK
- [LCC]Pako
- [SoS]FireStorm
- [V]sheep
- Alcur
- Anarchid
- ChanServ
- Clogger
- Floris
- nixtux_lostpassword
- PepeAmpere[NOTA]
- picasso[SHODAN]
- sprang
- Sprung

v94.1 no map rotation Unlimited Specs / TS enabled
Balanced Annihilation V7.78 - Engine version 94.1

ARM Start

Map
DeltaSiegeDry

Players 17 / 16

Team 1

- [AOE]RasalGhul
- [LOeT]Pastor
- [LOeT]Tarellina
- [SmuG]Zorro
- / cmyk
- kaon
- matyhaty
- Partymember
- r3T4rD

Team 2

- [BoB]Epphone

[11:37:32] [EITorero]so torlolo means fail?
[11:37:36] [Sprung]ye
[11:37:53] *** Clogger has left the battle.

[11:37:55] * [TERA]Host2 * Hi Clogger, welcome to [TERA]Host2 (SPADS automated host)
[11:37:55] * [TERA]Host2 * Game running since 4 minutes and 50 seconds.
[11:38:06] *** Mirto has joined the battle.
[11:38:07] * [TERA]Host2 * Hi Mirto, welcome to [TERA]Host2 (SPADS automated host)
[11:38:08] * [TERA]Host2 * Forcing spectator mode for Mirto [autoSpecExtraPlayers=1, teamSize=8] (use "!set teamSize <n>" to change it)
[11:38:22] *** kaon has joined the battle.
[11:38:22] * [TERA]Host2 * Hi kaon, welcome to [TERA]Host2 (SPADS automated host)

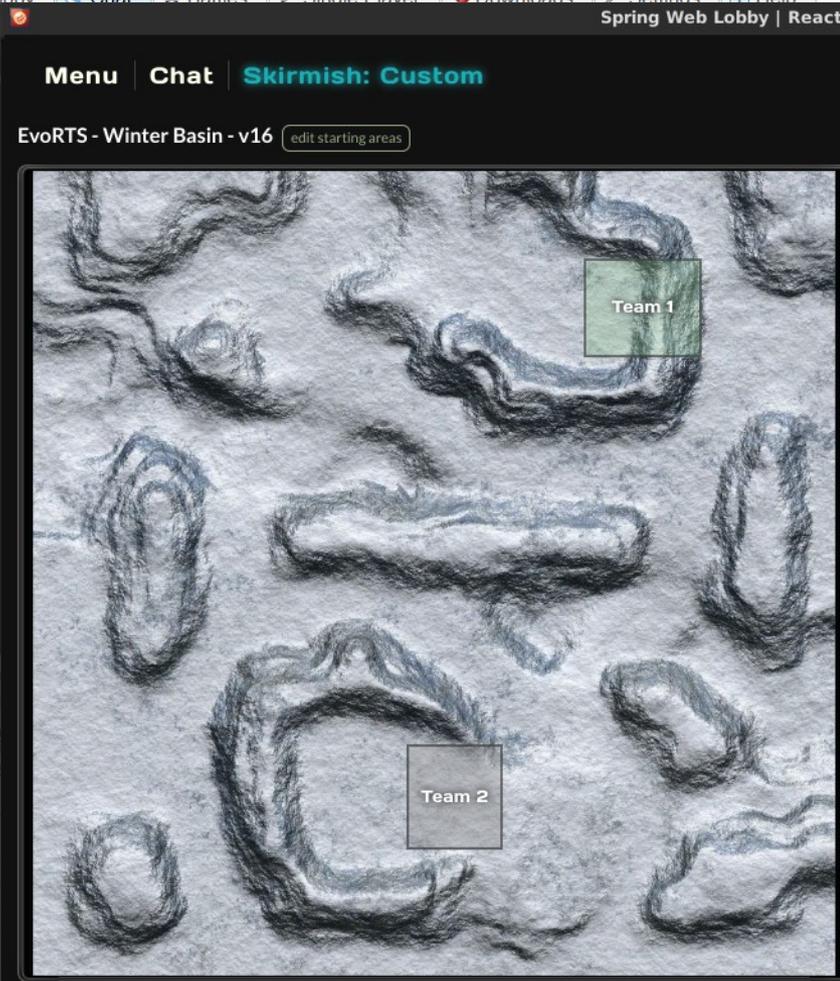
Spring Web Lobby | React

main
weblobby
zkdev
sy
moddev
peet
zk
bitcoin
en

v94.1 no map rota
Balanced Annihilati

[11:37:32] [...]
[11:37:36] [...]
[11:37:53] *** C

[11:37:55] * [...]
[11:37:55] * [...]
[11:38:06] *** M [...]
[11:38:07] * [...]
[11:38:08] * [...]
[11:38:22] *** k [...]
[11:38:22] * [...]



Start Game

Evolution RTS - v7.79
spring 100.0

Select map Select game Options

1 players, 1 bots, 0 spectators balance spec afk add team

Team 1 join add bot

Anarchid

Team 2 join add bot

Startscreen (Shard) (Anarchid) remove

Spectators join

Downloads Connected

z z

sword
OTA]
AN]

hul
a

[BoB]Ephiphone

Join

Ch

s c

Spring

v94.1
Balanc

[11:37:3
[11:37:3
[11:37:4

[11:37:4
[11:37:4
[11:38:0
[11:38:0
[11:38:2
[11:38:2

Zero-K lobby 2.9.0.0

Back Forward battles

SINGLEPLAYER MULTIPLAYER CHAT MAPS WIDGETS RAPID SETTINGS

Quick Join Open New Search: Show Unjoinable Show Empty

<p>TERA LOeT Balanced Annihilation V7.20</p>	<p>Autobots vs Decepticons Balanced Annihilation V7.20</p>	<p>TrainingCamp (Newbies welcome) Balanced Annihilation V7.20</p>
<p>[fi] BA FFA Balanced Annihilation V7.20</p>	<p>Tech Annihilation 1.08 100MBIT #2 Tech Annihilation v1.08</p>	<p>Zero-K.info Zero-K v0.5.1</p>
<p>Global War - Open game Autohost Balanced Annihilation V7.20</p>	<p>Springie NOTA (stable) Autohost NOTA v1.634</p>	<p>nooh Balanced Annihilation V7.19</p>
<p>WELCOME Balanced Annihilation V7.19</p>	<p>(none) BA Chicken D</p>	<p>smash in my room Annihilation v1.08</p>
<p>cricarmor Complete Annihilation PZK v1.4</p>	<p>TUTAJ STAC Balanced An</p>	<p>OPEN Balanced Annihilation V7.19</p>
<p>niktu's game Zero-K v0.5.1</p>	<p>kukaracha Balanced Annihilation V7.20</p>	<p>pwnies r here Balanced Annihilation V7.20</p>

Founder: Nitrogen
Map: Tabula-v2
Players: 3 Spectators: 2 Friends: 0
✗ The battle has been going on for at least 4m 8s.

- Nitrogen
- [SIN]Godde
- Resonance
- mmmkay
- dezgard

Join

All Battles

[CoF]MasterBel2	3 + 1 / 7
[DfD]Host2	0 + 1 / 64
[DfD]Host1	0 + 1 / 64
Metal_Server	0 + 1 / 64
Mandhost3	0 + 1 / 16
Mandhost6	0 + 1 / 8
Mandhost4	0 + 1 / 16



Label

[ACE]Pirine

This is a description for test purposes only. Testing testing testing.

Ally 1

0 Spectators

[CoF]Humble 4

2 AllyTeam 0

[CoF]MasterBel2 4

AllyTeam 1

- [17:50:52] [CoF]Humble did it work?
- [17:51:00] [CoF]MasterBel2 I think so. Don't know.
- [17:51:05] [CoF]MasterBel2 They didn't say :)
- [17:51:22] [CoF]Humble i guess they want to micro all them fleas
- [17:51:30] [CoF]MasterBel2 XD yeah
- [17:52:12] BelieveAndRise test
- [17:52:39] BelieveAndRise Test
- [17:52:48] [CoF]MasterBel2 test
- [17:52:56] BelieveAndRise All good :D
- [17:55:12] [CoF]Humble what are you testing
- [17:55:24] BelieveAndRise Colors

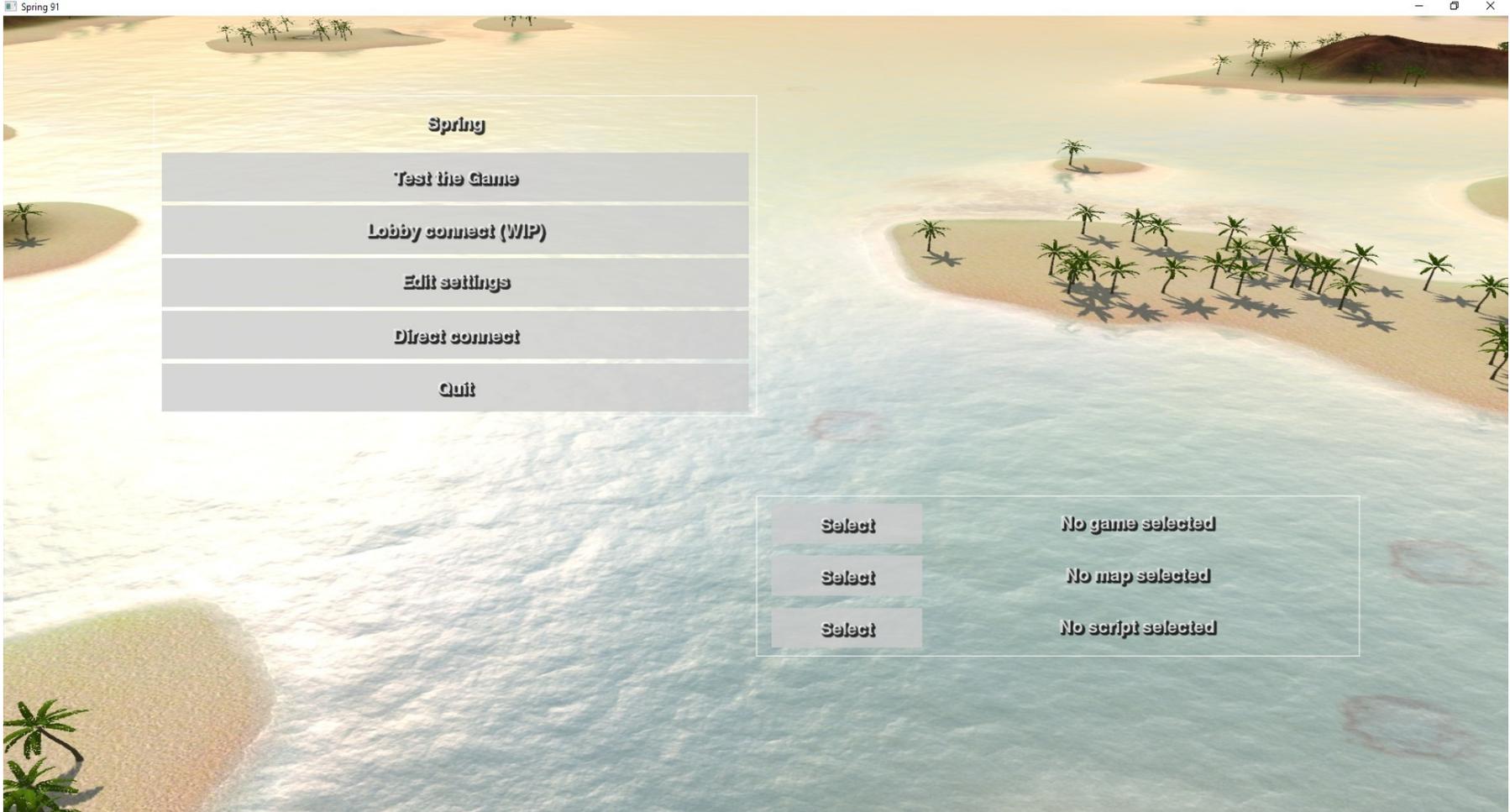
Type messages here... Send

All Users

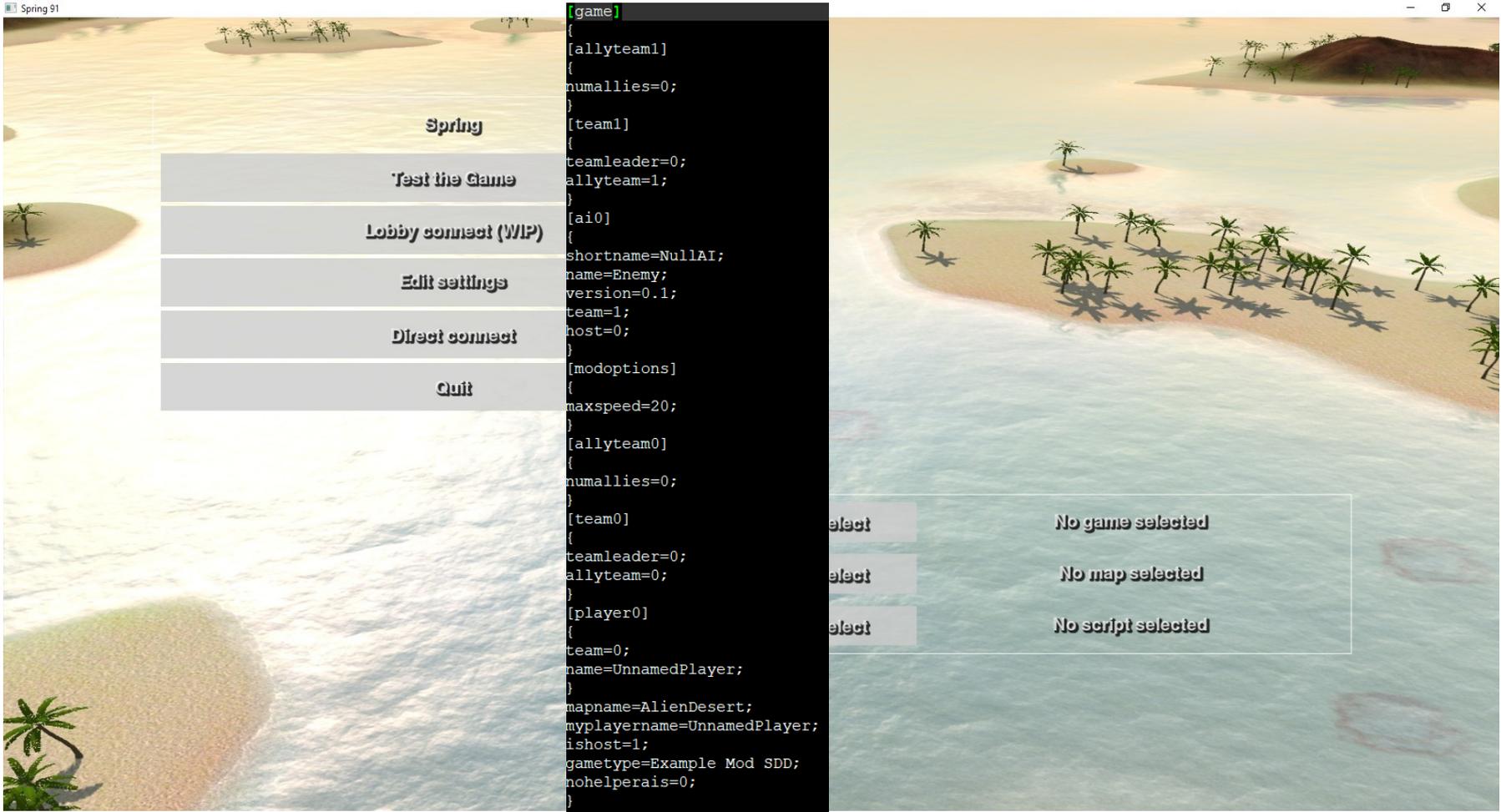
murte	0
[CoF]Humble	0
BelieveAndRise	0
[CoF]MasterBel2	0
Mandhost3	0
HumanMachineBioroid	0
AresMT	0

[11:38:0 [11:38:0 [11:38:2 [11:38:2	niku's game Zero-K v0.5.1	kukaracha Balanced Annihilation V7.20	pwnies r here Balanced Annihilation V7.20	Join
--	------------------------------	--	--	------

Why d'you need all that crap?



Why d'you need all that crap?



The image shows a screenshot of the Spring game lobby. On the left, a menu is overlaid on the game view, listing options: Spring, Test the Game, Lobby connect (WIP), Edit settings, Direct connect, and Quit. The background shows a desert map with palm trees and a body of water. On the right, a console window displays the game configuration in a structured text format.

```
[game]
{
[allyteam1]
{
numallies=0;
}
[team1]
{
teamleader=0;
allyteam=1;
}
[ai0]
{
shortname=NULLAI;
name=Enemy;
version=0.1;
team=1;
host=0;
}
[modoptions]
{
maxspeed=20;
}
[allyteam0]
{
numallies=0;
}
[team0]
{
teamleader=0;
allyteam=0;
}
[player0]
{
team=0;
name=UnnamedPlayer;
}
mapname=AlienDesert;
myplayername=UnnamedPlayer;
ishost=1;
gametype=Example Mod SDD;
nohelperais=0;
}
```

Below the console window, a semi-transparent box contains three status messages:

- select No game selected
- select No map selected
- select No script selected

The UI Problem

“There's a closely related issue, however that I don't know how to solve yet without a big player with a lot of money, which is doing systematic user interface end user testing. We're not very good at that yet, we need to find a way to be good at it.”

The UI Problem

“There's a closely related issue however that I

do
wi
us
go
go



DevOps. The Idea.

@stahnma

Follow

▼ yer
:
y

Everybody has a testing environment. Some people are lucky enough enough to have a totally separate environment to run production in.

3:07 PM - 21 Aug 2015

The UI Problem – Why?

- Users' time is a limited resource
- Devs' time is an even more limited resource
- Users' good will is the most limited resource

The UI Problem – Why?

- Users' time is a limited resource
- Devs' time is an even more limited resource
- Users' good will is the most limited resource
- Free games have it worse

The UI Problem – Why?

- Users' time is
- Devs' time is
- Users' good v
- Free games



EVERY CHANGE BREAKS SOMEONE'S WORKFLOW.

e.
ted resource
ted resource

The UI Problem – Inertia

- Teachers are there to get you
- Develobsters want to ruin your game.

The UI Solution

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Launch Blockers

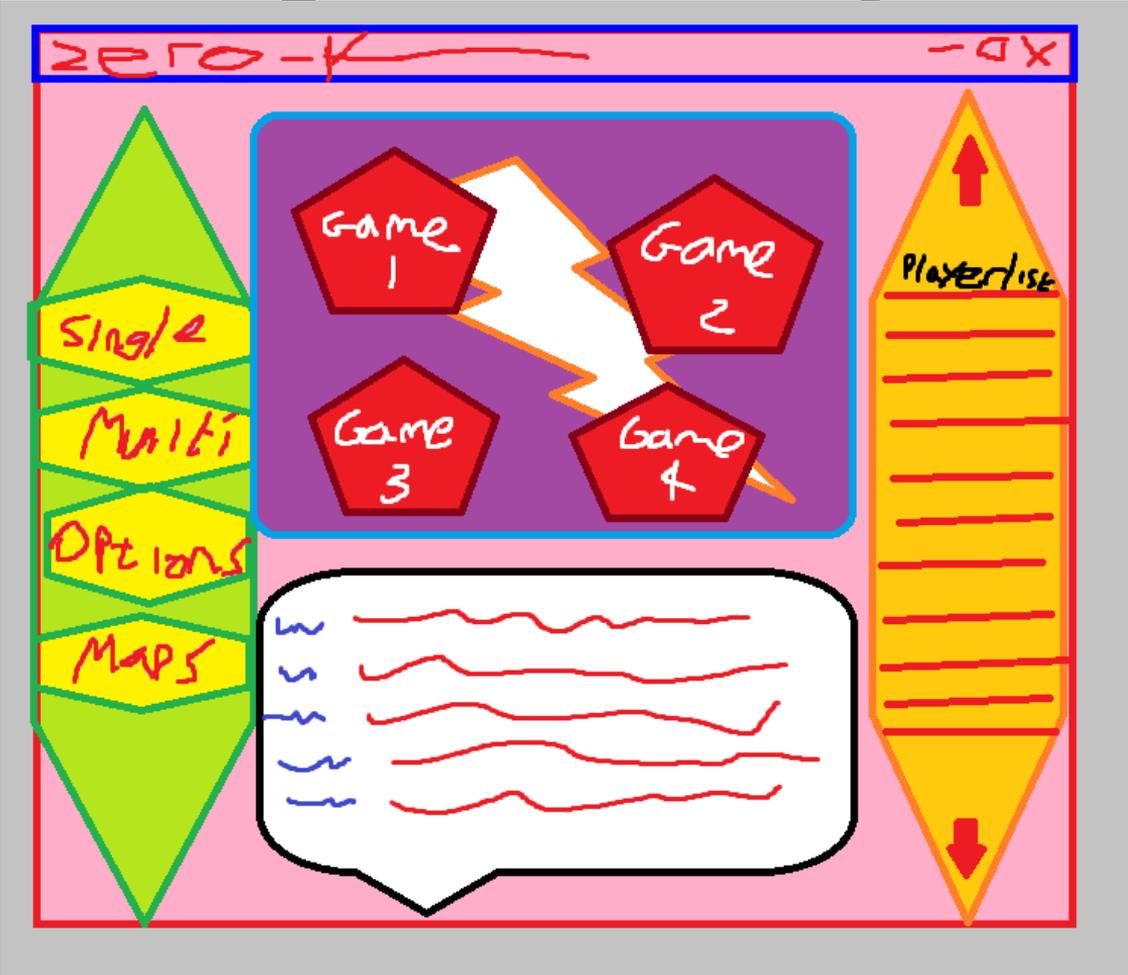
- Server
- Lobby
- GUI
- Singleplayer
- Trailer

Launch Unblockers

- Server migration and new Backend
- Ingame Lobby
- GUI revamp
- Compromises
- Luck

Ingame Lobby

Ingame Lobby



PLAY

Report firepluk

EXIT

FORUM
POST

Report firepluk

Spectate

TRAIN LOBBY



FORUM
POST

- "zk has bestest lobby
"feature map maybe??"
- "lob lob"

"zk is best game all other games bad"

"because spring is a engine"

"steam release will bring the many players in:

days (use the slider)"

repost a random funny gif/video: yes / no

use dropdown list to select OP or UP unit:

Leveler

ban he / pay server

Ingame Lobby



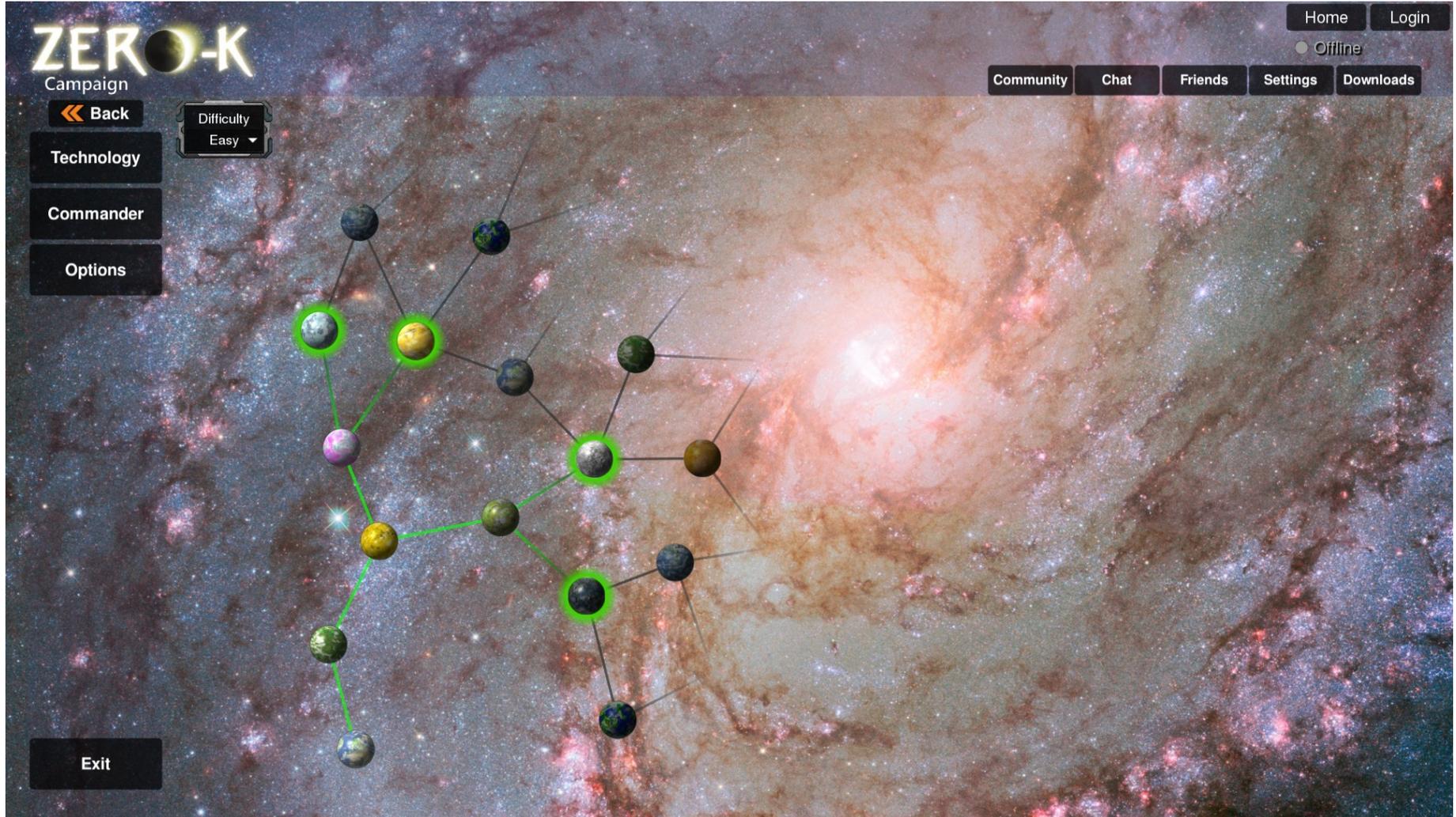
GUI Revamp



GUI Revamp



Compromises



Luck

Itch.io

- Smaller platform
- Smaller exposure – smaller risk
- Great opportunity for feedback

Zero-K Steam Launch

- First version released – May 2007
- Reached popularity – ~2009
- Steam Greenlight – April 2014

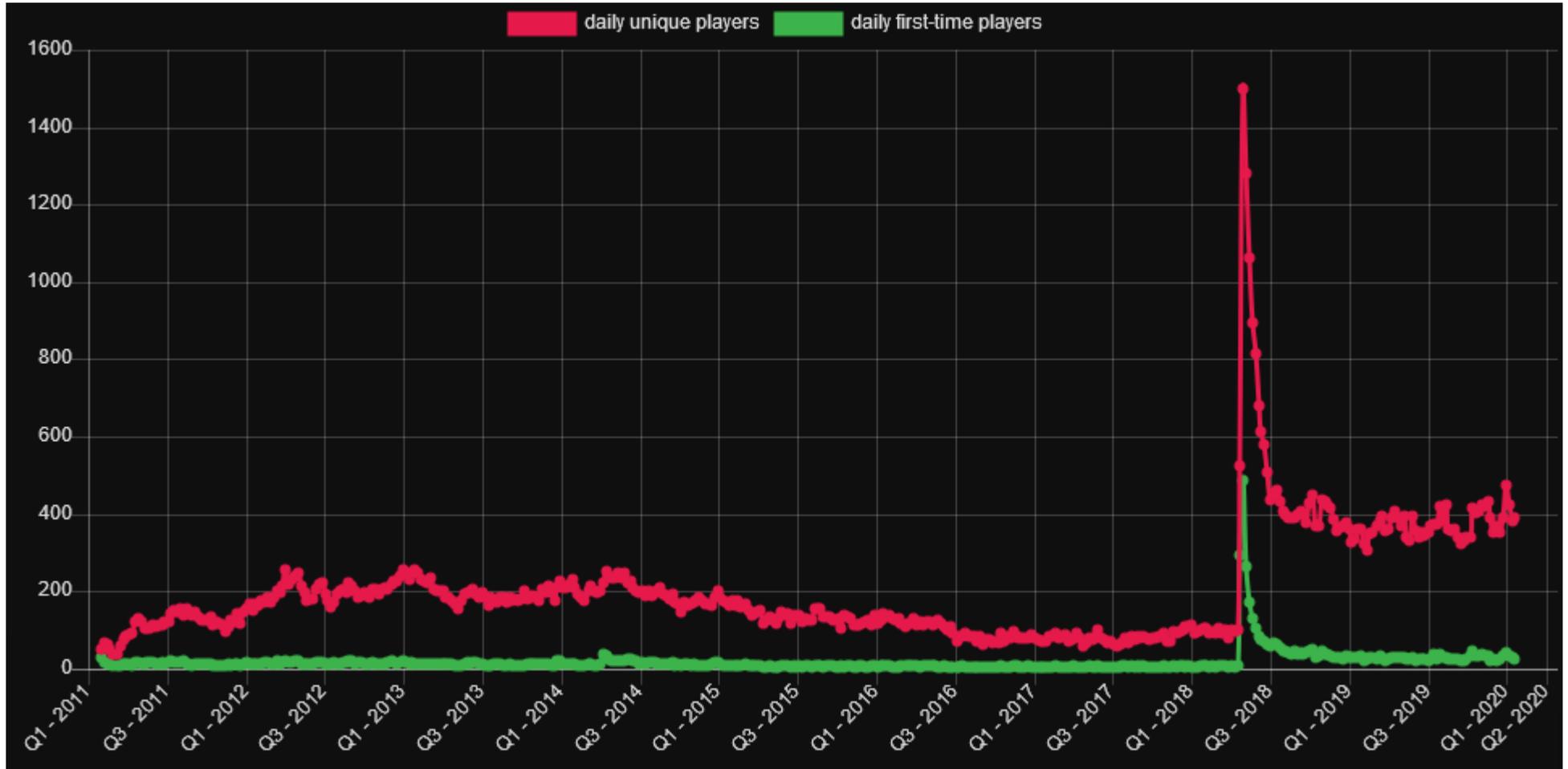


Licho [author] 18 May, 2014 @ 3:45am

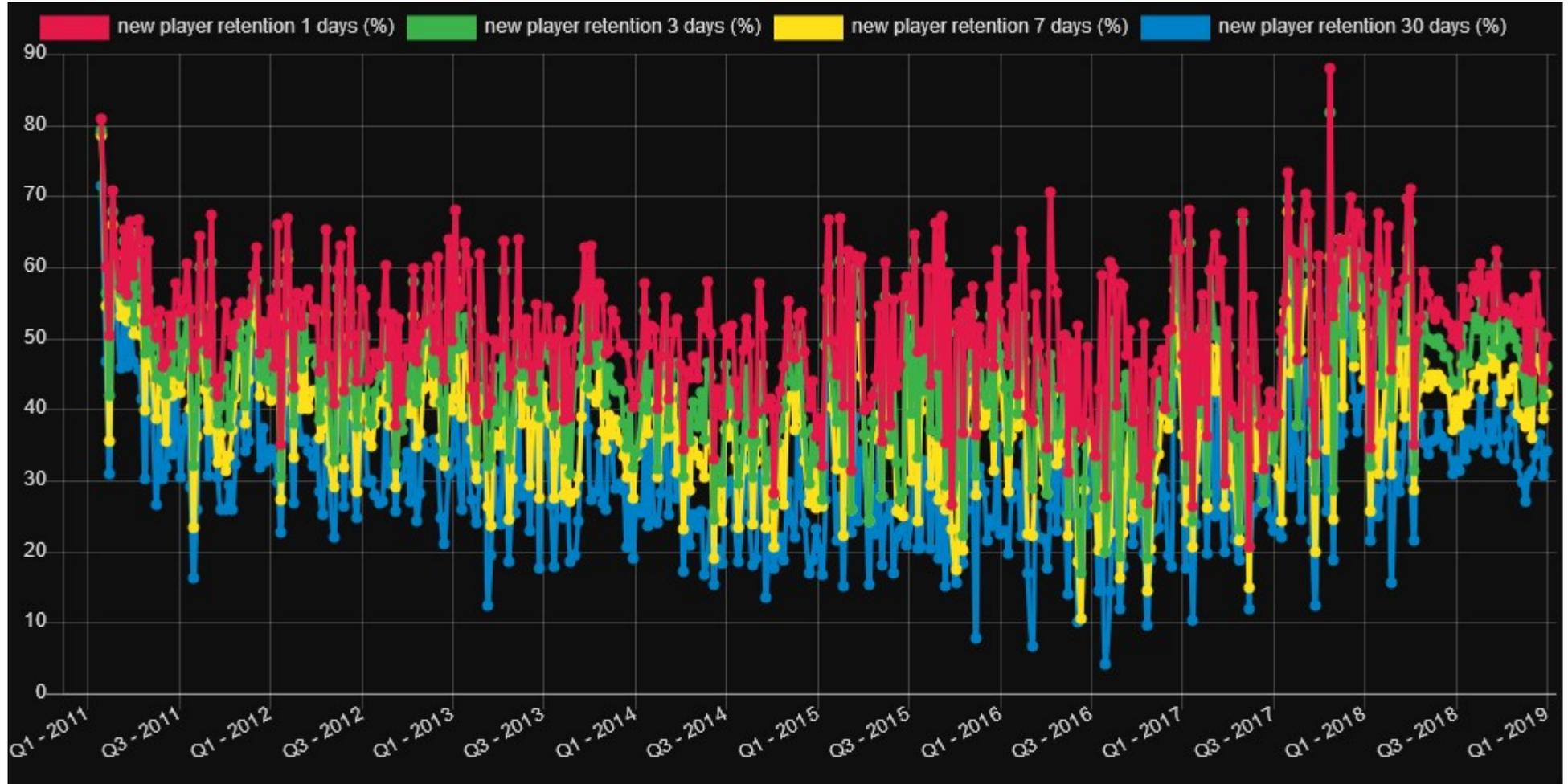
We have to prepare and double check lots of things now.. so probably a couple of weeks

- Steam Launch – June 2014 ~~XXXX~~ April 2018

Was it a Success?



Was it a Success?



Was it a Success?



What is Success?

- Donations covered servers cost
- Getting maximum players?
- Getting maximum devs?

The Aftermath

- Burned out devs
- What's more important, stability or stability?

Lessons Learnt

- Minimise MTTF
- Compromise!

Lessons Learnt

- Minimise MTTF (Mean Time to Fun)
- Compromise!

Questions?

This time for real :-)