

Specification Palmpolitik

Palmpolitik, the PalmOS version of Realpolitik, will serve as an addition to the desktop version, not as a replacement. The program is intended to be used for viewing the map and entering options in a face to face game of diplomacy were the desktop application handles the overall management of the game.

The goals of Palmpolitik are:

- Serve as a viewer for the current board situation (both graphically and textually)
- Serve as an input device for the moves of a country
- Serve as a timer to keep track of the current negotiation round

To be able to serve these goals, the application defines four views:

- A map view, which shows the diplomacy map.
- An orders view, which allows the user to enter the orders for the current season
- A Status view, which gives identical information as the status window in the desktop Realpolitik.
- A timer view, which shows the remaining time for the current round.

Each view will be described in detail.

Map view

The map view shows the diplomacy map.

Optionally, all units, country names and ownership of supply centers is shown. The user can zoom in on the map using the zoom in (+) button.

Zooming in gives a map twice as large. Scroll bars will allow the scrolling of the zoomed map to show the portion the user wants. If in zoom mode, the user can zoom out again by using the zoom out button (-), which replaces the zoom in button after zooming.

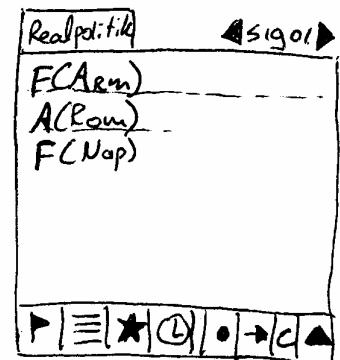
On the top of the screen, the current season is shown



Orders view

The orders view shows the orders in the selected season. If the shown season is not yet committed (on the desktop application), the user can enter orders for the country which is selected. By default, all units of the user country are available in the options list.

The user can enter commands by Graffiti, Keyboard or using the icons on the bottom of the screen. The orders are checked and corrected for syntactical correctness, but not for order validity.



A country popup button allows the user to select a country from the list. If a character was already present before the current cursor position, the list shows the countries starting with that character.

Status view

The status view shows the same as the status window in the desktop application. A scroll bar allows for scrolling through the list.

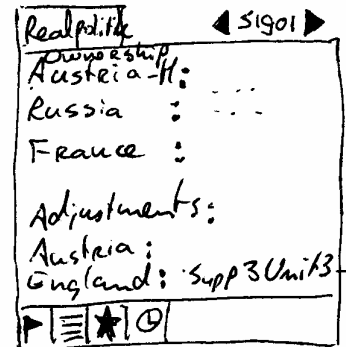
Ownership:

Austria: Budapest, Trieste, Vienna.
 England: Edinburgh, Liverpool, London.
 France: Brest, Marseilles, Paris.
 Germany: Berlin, Kiel, Munich.
 Italy: Naples, Rome, Venice.
 Russia: Moscow, Sevastopol, St Petersburg, Warsaw.
 Turkey: Ankara, Constantinople, Smyrna.
 Unowned: Belgium, Bulgaria, Denmark, Greece, Holland, Norway,
 Portugal, Rumania, Serbia, Spain, Sweden, Tunis.

Adjustments:

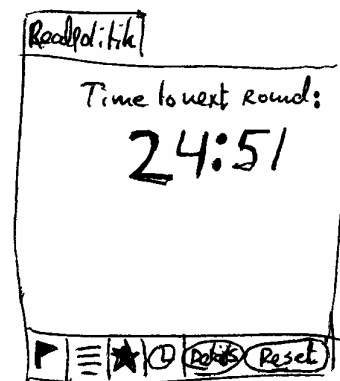
Austria:	Supp	3	Unit	3	Build	0
England:	Supp	3	Unit	3	Build	0
France:	Supp	3	Unit	3	Build	0
Germany:	Supp	3	Unit	3	Build	0
Italy:	Supp	3	Unit	3	Build	0
Russia:	Supp	4	Unit	4	Build	0
Turkey:	Supp	3	Unit	3	Build	0

No input is possible in the status view.



Timer view

The timer view can be used to set diplomacy timers which can tell the user how much time is left this turn. In the preferences menu, the user can select how much time a round will last, and whether an alarm has to be set to warn before the time expires.

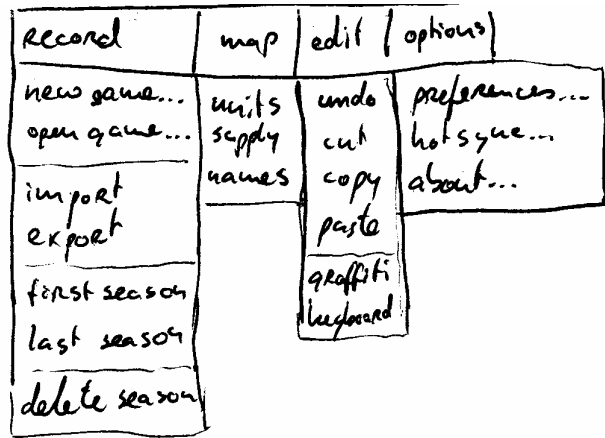


Menu

The menu consists of four submenus. Each is described in detail:

Record

New game Will start a new game.
Open game Will open an existing game.



Note: Opening a new or existing game can also be done by opening a new or existing game on the desktop application and performing a hotsync.

Import from memo This will import one season from the memo application. This is equivalent with the "load text..." option in the desktop application.
Export to memo Exports the current year to the memo application.

Note: The data format used in the memo's is the same as the .dpy file structure

First season Will jump to the first season
Last season Will jump to the last season (also known as the current year)
New season Will create a new season. A dialog will ask for the year and season-type. This creates an extra uncommitted season.
Delete season Will delete the current season only if it is still uncommitted (so only the last season can be deleted. Deleting the current season re-opens (uncommits) the last season.

Map

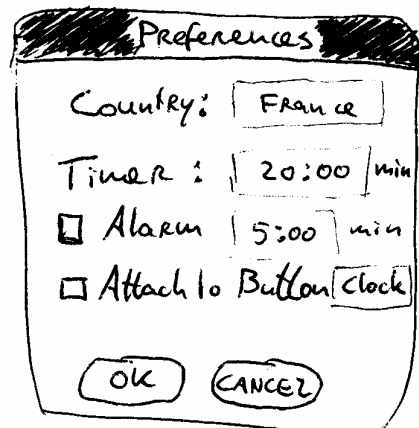
Units Toggles showing of the units on the map view on or off.
Supply Toggles showing the ownership of the supply centres on or off.
Names Toggles showing the names of the countries on or off. The names of the countries are only visible on the zoomed in map because of screen size restrictions.

Edit

The edit menu is the standard PalmOS edit menu and used to cut, copy and paste text during the options view.

Options

Preferences... Opens the preferences form.
Hotsync... Opens the hotsync application.
About... Shows the about info about the PalmOS realpolitik software.



Hotsyncing

During hotsync two things are synchronized:

- First the orders of the current season are sent to the desktop application. These will be processed as any other normal orders if the season and the login name matches. Orders from the Palm application can be mixed with orders on the desktop, which allows the desktop application to support any number from zero to seven palmtops (in a standard game).
- Secondly, the complete game except the uncommitted seasons from the desktop is synchronized. This overrules any open game on the palmtop, but does not delete the game if it is named differently.

Using the palmtop application will require two hotsyncs per palmtop:

The first hotsync makes sure the orders are sent to the desktop.

The second hotsync is necessary after committing the orders on the desktop application to start a new season and update the history of the game.

Data Interfaces

The data sent during hotsync uses the following structure.

Each database contains a complete game. Each game consists of records, which contain a season per record.

Each season contains:

The season identifier:

- Consists of a season and a year. Season can be 1 (Spring), 2 (Summer=retreat), 3 (Fall), 4 (Autumn=retreat), 5 (Winter=build)
- Per country what is present in that country (nothing, an army or a fleet, and the identity of the unit). Example:
---T-----Ga--FAa---Ta--E-----GEa-EFa-RaGaI-----Fa----Ia---R--Ta-Rs--A-----
IaAa-Ra--
A dash indicates nothing present, a capital means a unit is present of that country. Per default, a fleet is present unless followed by a lowercase 'a'.
- Per supply centre the ownership:
T-GFA-T-E--GEEFRGI-F-I--RT-R-A-IAR
- The number of builds per country:
0
0 0 0 0 0 0
- The number of retreat possibilities, followed by a line per possibility:
0

- The orders (textual form)
 - Austria: A Budapest - Rumania
 - Austria: F Trieste - Albania
 - Austria: A Vienna - Galicia (*Bounce*)
 - England: F Edinburgh - North Sea
 - England: A Liverpool - Yorkshire
 - England: F London Hold
 - France: F Brest - Mid-Atlantic Ocean
 - France: A Marseilles - Gascony
 - France: A Paris - Picardy
 - Germany: A Berlin - Kiel
 - Germany: F Kiel - Denmark
 - Germany: A Munich - Ruhr
 - Italy: F Naples - Ionian Sea
 - Italy: A Rome - Apulia
 - Italy: A Venice - Tuscany
 - Russia: A Moscow - Ukraine
 - Russia: F Sevastopol - Black Sea (*Bounce*)
 - Russia: F St Petersburg(sc) - Gulf of Bothnia
 - Russia: A Warsaw - Galicia (*Bounce*)
 - Turkey: F Ankara - Black Sea (*Bounce*)
 - Turkey: A Constantinople - Bulgaria
 - Turkey: A Smyrna - Constantinople

This description exactly matches the data structure in the .dpy file. Also a memo used for importing or created by exporting will have the same syntax.