

1 Screenshot and Download



Ubuntu GNU/Linux.

1.1 Minimum requirements

Built using Qt library, ZeroMQ, and libuuid.

1.2 Build environment

Package	Version
Qt	6.2.0
ZeroMQ	4.3.4 (stable)

1.3 Startup message

The program will output some version information when it starts.

```
Compiled with Qt Version 6.2.0
Using Qt Version 6.2.0
Using libzmq 4.3.4
Creating ReceiveBroadcast thread for ZeroMQ stream.
```

2 Dependencies

3 Firewall

Outgoing TCP connections are made to an application protocol service (one of port 5780 through 5782) and also a game broadcast service (port 5558), all for ZeroMQ data.

4 Notes

Encryption is not enabled in this application.

5 Stats

See also the **Stats** html — pdf page, to see the uptime of the services, in seconds. The page is updated every hour.

6 License

GPLv3

7 Usage

Start by having both players open the application on their own computers, and with the first application click **Generate Game** to create a new Game UUID on the server. The second application will be able to track the generated game.

Then if you would like to play X as the first player, click on **Seat First**. The other player selects **Seat Second**. Finally, as the first player you can press **Begin Game**.

Any move you play from then on will be sent to both clients.

When the game comes to an end, a Game Over indication will appear and you can click **Generate Game** to start again.

7.1 Ubuntu GNU/Linux

Run `./tictacqt`

7.2 Configuration files

On each computer, a `~/.config/tictacqt/user_uuid.txt` file is generated the first time the program is run. This UUID is used on subsequent invocations of the application.

8 Two instances on one computer

It is also possible to run the program twice on the same computer. You just need to specify a custom UUID for the second instance.

It is suggested to open two terminal windows, one for each instance. We'll start by talking about the second instance.

Begin by running `./tictact UUID` which should show output such as the following:

```
61a03cd0-d69c-4f4a-a00a-e13499397a60
```

The second instance needs the generated UUID specified as the initial argument. When the program loads it will tell you that it is using a custom UUID.

The first instance is then just run as `./tictacqt`

8.1 Future versions

An optimization is planned in future versions to use the server **SendMsg** call, which will use a frontend server to send messages between players. Currently the game play traffic does one additional round trip to the backend server.

9 Keyboard shortcuts

% Esc - Quit program