



by Die Gute Fabrik & Friends
http://sportsfriendsgame.com

-- Release Version --
Update: 2014-12-14

INTRODUCTION

Thanks for playing Sportsfriends! In particular, thanks to all our Kickstarter backers - we couldn't have made this game without you.
The game works on Windows, Mac, and Linux. Please read below for info about known issues, workarounds, advanced options, and so forth.
For tech support, email us at: support@gutefabrik.com

WARNING

Johann Sebastian Joust requires that you physically interact with other players. These interactions might get spirited, but the game is intended to be fun, not for people to get hurt. Please use common sense when playing and do not play under the influence of alcohol. Make sure the playing area is clear of obstacles or anything breakable. You are responsible if you break anything playing this game.

KNOWN ISSUES & LIMITATIONS

Important things you need to know about the current build:
-- Mac: OSX 10.7-10.10
-- Linux: issues on some kernels/processors (see below)
-- JS Joust is Mac and Linux only, and PlayStation Move controller only
-- For the couch games, use Xbox 360 controller, DualShock 3, or DualShock 4

TIPS & TRICKS

-- Did you know there are special keyboard hotkeys for JS Joust? See below.
-- Did you know you can boot Sportsfriends into a particular game? Good option for public exhibitions! See below.
-- Did you know you can change windowed mode resolution? See below.
-- The Tattiebogle Mac OSX drivers for Xbox 360 controllers are buggy. Instead, install this updated version: https://github.com/d235j/360Controller/releases
-- Want to close your MacBook Pro while playing J.S. Joust? We recommend this OSX plugin: https://code.google.com/p/macosex-nosleep-extension/
-- If you're going to take JS Joust outside, we strongly recommend an external USB Bluetooth dongle (Class I!) to extend range. See below.

RESOLUTION SELECTION

If you're running the game in windowed mode and want to pick a custom resolution, you can do so by either running the game from the command line, or by adding Launch Options in Steam:

Windows command line:
Sportsfriends.exe windowed resolution 1024 768
Windows Steam options:
windowed resolution 1024 768

Linux command line:
./Sportsfriends64 windowed resolution 1024 768
-- or on 32 bit linux --
./Sportsfriends32 windowed resolution 1024 768

Linux Steam options:
windowed resolution 1024 768
OSX command line:
./Sportsfriends -windowed 1 -width 1024 -height 768
OSX Steam options:
-windowed 1 -width 1024 -height 768

SAVE FILES

Sportsfriends settings are saved between sessions.
Human readable settings are saved in config.ini. You can also share this config file, back up a particular configuration, etc.
The location of the config file varies between operating systems. Some example paths:
OSX:
Users/username/Library/Application Support/sportsfriends/
Windows:
C:/Documents and Settings/username/Local Settings/Application/Data/sportsfriends/
C:/Users/username/AppData/Local/sportsfriends/
Linux:
~/local/share/sportsfriends/config.ini
Other data (unlocks, Hokra arenas) are saved in a separate binary file.

EXHIBITION MODE

Using the [game]->exhibition setting in config.ini, you can force a single game to load immediately and never exit. If you'd like to setup a computer to play a single game and then walk away from it, use this mode.
To start in exhibition mode for that particular game, specify:
exhibition = BBB|Joust|PoleRiders|Hokra
To disable exhibition mode specify:
exhibition = No

JS JOUST PLAYLISTS

Play JS Joust with your own music by adding a file to the playlists directory.
After you run the game for the first time, there should be an example playlist in the Sportsfriends playlists directory on your computer.
OSX:
Users/username/Library/Application Support/sportsfriends/playlists/example.txt
Linux:
~/local/share/sportsfriends/playlists/example.txt
This file contains an explanation of how to format your own playlist files.

JS JOUST KEYBOARD CONTROLS

You can use the following keyboard shortcuts in JS Joust:
Next Track: Right Arrow
Prev Track: Left Arrow
Mute/Unmute audio: M key
Force Sudden Death: Hold Z key for 2 seconds
And if you've selected keyboard Conductor controls:
Conductor Speed Up: Up Arrow
Conductor Speed Down: Down Arrow

LINUX - PAIRING

We now support pairing PS Move controllers from within Sportsfriends, but on Linux, in case you need to use our command line Pairing Utility, do this:
-- Open a terminal
-- Navigate to Sportsfriends folder. Assuming default Steam install this is: cd ~/.steam/steam/SteamApps/common/Sportsfriends
-- Connect one or more PS Move controllers via USB
-- Run pair64 on a 64bit Linux install, or pair32 for a 32bit linux install
./pair64
-- or --
./pair32
Hopefully this will finish with a line like "Paired 1 of 1 controllers"
-- You can now unplug the controllers, and connect them via Bluetooth with the PS Move button (small button in center of front face)
-- Start Sportsfriends normally

If pairing failed, and the output from the utility contains a line like:
[PSMOVE WARNING] calibration hid\_get\_feature\_report failed \*may\* indicate a kernel issue, see the LINUX PAIRING ISSUE section below.

Typically on Linux normal users are prevented from accessing 'unknown' devices over Bluetooth. To allow you to play JS Joust without running Sportsfriends as root, we install audev rule file /lib/udev/rules.d/99-psmove.rules during the pairing process. This adds access rights for normal users to use PS Move controllers, and should not affect other device rights on your system.

If you wish to pair a controller to a specific master device, you may specify a master device id from the command line, e.g:
./pair64 00:02:72:3F:3E:CC
To get a list of Bluetooth master devices that your Linux machine knows about, list the contents of /var/lib/bluetooth/, i.e:
ls -l /var/lib/bluetooth

LINUX - PAIRING ISSUES

On certain kernels we have been unable to pair Move controllers. If you are experiencing the "hid\_get\_feature\_report failed" issue described above it is likely that your kernel does not play nicely with Move controllers.
You can check your kernel version with "uname -rvp"

Known kernels that suffer from this issue are:
3.13.0-27-generic #50-Ubuntu SMP Thu May 15 18:06:16 UTC 2014 x86\_64
3.13.0-29-generic #53-Ubuntu SMP Wed Jun 4 21:00:20 UTC 2014 x86\_64
3.13.0-32-generic #57-Ubuntu SMP Tue Jul 15 03:51:08 UTC 2014 x86\_64
3.13.0-34-generic #60-Ubuntu SMP Wed Aug 13 15:45:27 UTC 2014 x86\_64
If you find a problematic kernel that is not on this list, please get in touch.
Most kernels seem to be fine, unfortunately you \*might\* have installed one of the kernels above as part of Ubuntu 14.04.
The current at-time-of writing release Ubuntu 14.04 64bit kernel is fine:
3.13.0-37-generic #64-Ubuntu SMP Mon Sep 22 21:28:38 UTC 2014 x86\_64
The only fix found so far is to upgrade or downgrade to a different kernel. If you are running Ubuntu and experiencing this issue the following procedure is probably the simplest solution.

- \* Open a terminal
\* Use apt-get to install linux-image-3.13.0-37-generic and its headers, i.e: sudo apt-get install linux-image-3.13.0-37-generic linux-headers-3.13.0-37
\* Restart your machine. The newer kernel should be used automatically.

DISCLAIMER: Changing kernel is intrinsically high risk, we cannot assure you that doing this won't kill your computer. Please take care!

LINUX - PROCESSOR ISSUES

We've had some questions about JS Joust on Raspberry Pi. Unfortunately, the main engine we're using and our sound engine (fmod) do not support ARM processors.

Our lead programmer Jonathan is working on a "headless" (no graphics) hack of JS Joust with OpenAL that seems to work on Raspberry Pi. However, there are still some issues to sort out. We hope to provide a limited beta soon (but no guarantees).

BLUETOOTH & RANGE

If you're going to play JS Joust outside, we strongly recommend getting a USB Bluetooth dongle to extend range.
We've found that "Class I" Bluetooth dongles work best and have the farthest range. (Make sure the dongle is compatible with your OS).

LICENSES

-- Sportsfriends uses the Atraphy Engine, as licensed from Gaijin Games (http://gaijinalgames.com)
-- Audio engine: FMOD Sound System by Firelight Technologies
-- This application uses hidapi by Alan Ott:
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The source code of hidapi can be obtained from:
http://www.signal11.us/oss/hidapi/
-- This application also uses PS Move API by Thomas Perl:
Copyright (c) 2012 Thomas Perl <m@thp.io>
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The source code of PS Move API can be obtained from:
http://thp.io/2010/psmove/

CREDITS & MORE INFO

Visit our website:
http://sportsfriendsgame.com
And our presskit:
http://gutefabrik.com/sportsfriends/press/
Email: sportsfriends@gutefabrik.com
Twitter: @gutefabrik
Web: gutefabrik.com
For tech support, email us at support@gutefabrik.com

CHANGELOG

2014-12-11
-- Added Exit Game to main game options screen.
-- Added option to disable "live" PS Move reconnects.
2014-12-02
-- Made it possible to run OSX PairApp by double-clicking it
-- Added exhibition mode (see EXHIBITION MODE section)
2014-11-26
-- Added support for user playlists in JS Joust, see JS JOUST PLAYLISTS section
-- Turn off light + stop rumberly of PS Move controllers upon game exit
-- Improved move controller battery light coloring
-- Added support to specify Bluetooth device during Linux command line pairing
2014-11-06
-- Added command line resolution settings
-- Fixed a bug where mouse cursor not hidden in Windows
-- Added safety warning screen (Mac and Linux only)
-- Default to 'fake fullscreen' mode in Windows
-- Get more aggressive about cleaning up Move controller subsystem after crash
-- Correct pair messaging behavior on OSX 10.10
2014-10-28
-- Fixed (and re-enabled) live re-inits on OSX
2014-10-23
-- Attempt at fixing Linux shader error
-- In-game Pairing Utility refinement
-- Move controller pairing now possible on OSX 10.10
-- Added Sportsfriends icons for all platforms
-- Disabled OSX Move controller live re-inits on OSX again (still problematic)
2014-10-14:
-- Improved Move controller handling robustness
-- In-game Pairing Utility on OSX + Linux
-- Attempts to improve shader error diagnostics
2014-08-15:
-- Updated Linux kernel information section in README.txt
2014-08-06:
-- Player starting positions moved further away in Dakhla (Super Pole Riders)
-- Fixed 2 bugs in Super Pole Riders where players would detect impalements too often and temporarily stop colliding with ball
-- Increased odds of getting secret level in Super Pole Riders random arena mode
2014-08-05
-- Disabled Move controller reconnects on OSX (crashes on some machines)
2014-07-30
-- Small fixes to Move controller reconnect behavior
2014-07-22
-- (Re-)Fixed Move controller disconnect behavior
-- Added "live" Move controller connects/reconnects during registration
-- Stopped Move controller Start button from pausing the game (Use 'ESC' instead)
2014-07-10
-- Improved log-gathering
-- Added configuration save files! (See above for more info)
2014-06-19
-- Added Linux support
-- Command line Pairing Utility
2014-06-04
-- Eliminated bad (~300ms) OSX Move controller lag
-- Added Move Controller menu navigation (virtual d-pad)
2014-05-30:
-- Fixed (recent) Joust "no one can ever die" bug
-- Fixed Joust invincibility coloring bug
2014-05-23:
-- PS Move Controller disconnect support (But not live-connect/reconnect yet)
-- Added 'fake' fullscreen mode
2014-05-22:
-- Improvements to frame smoothness
2014-05-16:
-- Fixed a bunch keyboard input oddities
-- Added external move pairing utility for OSX
-- Display battery charge from in game Joust menu
-- Using SDL for player input, more gamepads should now work
2014-05-01:
-- Added OSX build
2014-04-29:
-- Added watermark
-- Improved game exiting behavior
-- Added changelog :)