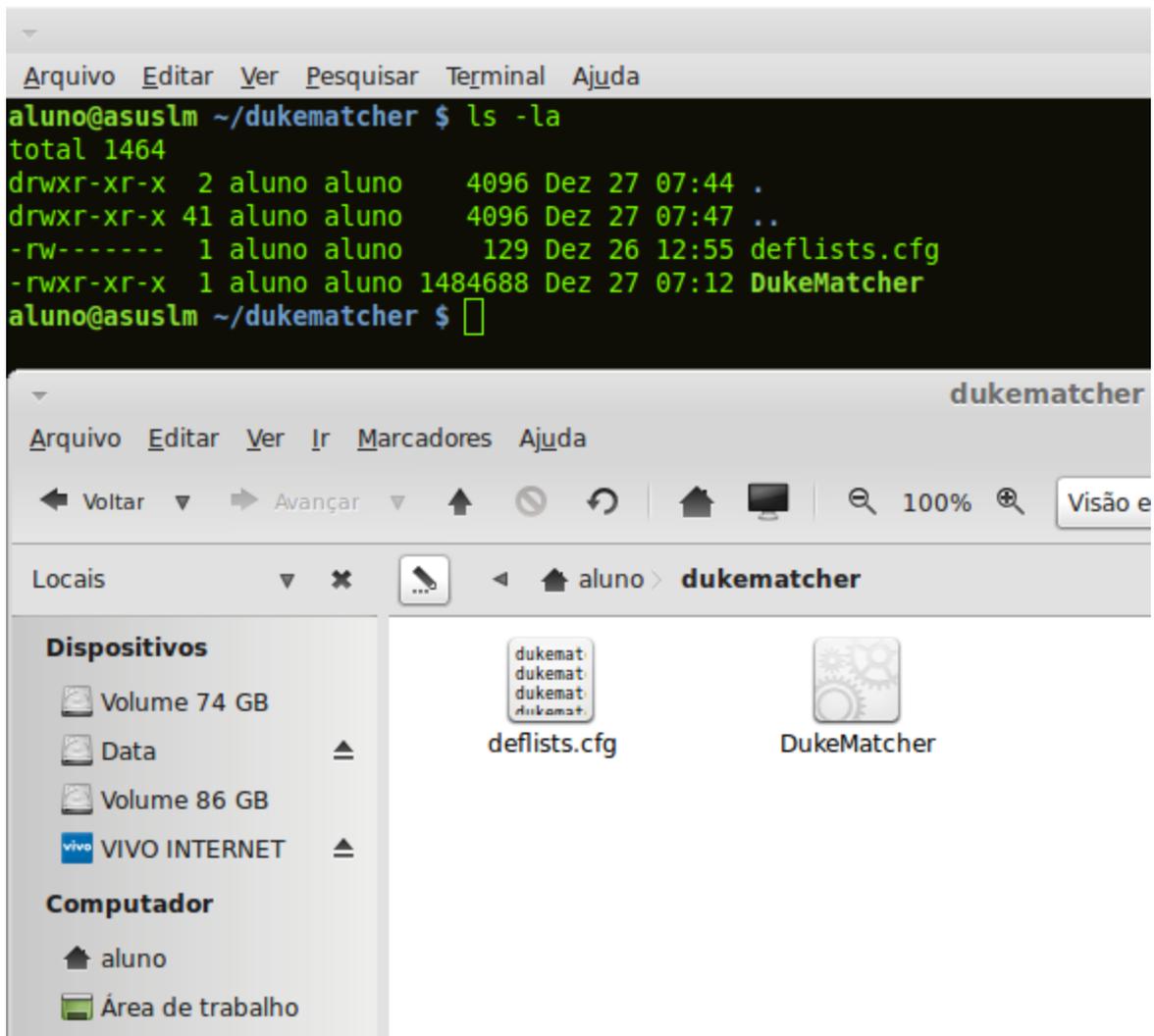


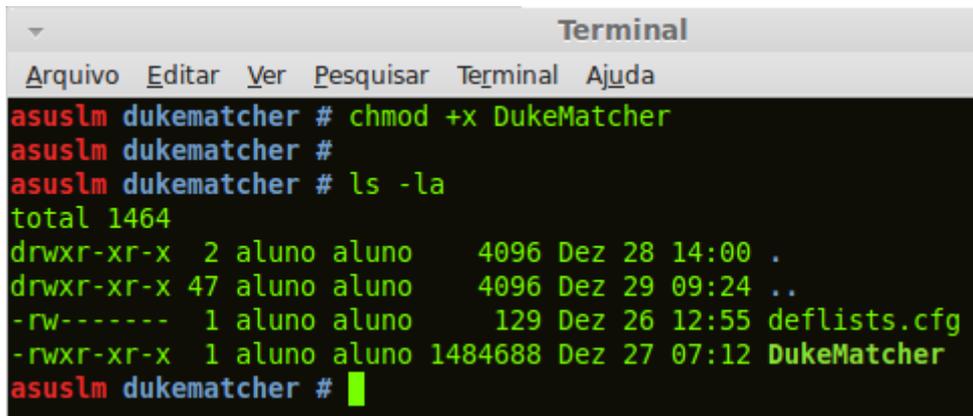
# Running DukeMatcher in Linux to Play Duke3d

(Tested in Linux Mint and Ubuntu Distro)

You Don't need install, just put these 2 files to Linux directory you want, and execute DukeMatcher file.

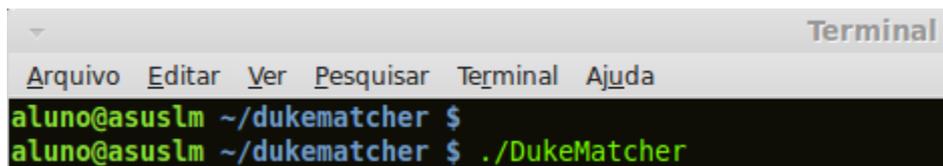


Open a terminal, go to directory you put dukematcher files in console as root change permission to execute DukeMatcher, type in prompt # `chmod +x DukeMatcher` and see if worked with `ls -la` see if DukeMatcher as a executable file `-rwxr-xr-x`



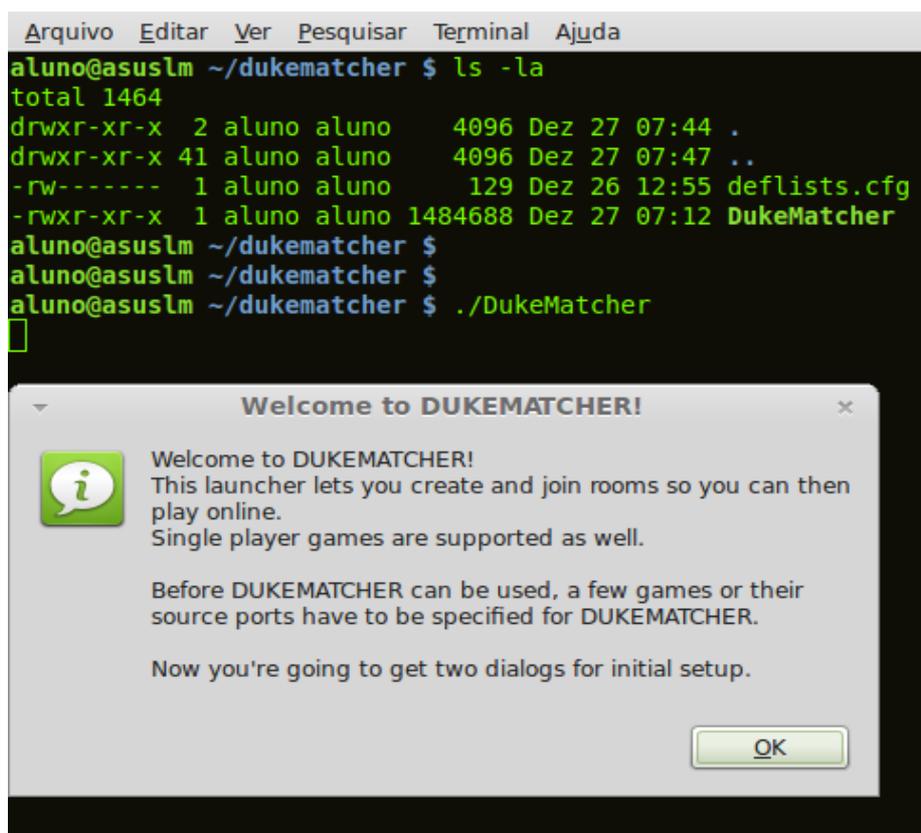
```
Terminal
Arquivo  Editar  Ver  Pesquisar  Terminal  Ajuda
asuslm dukematcher # chmod +x DukeMatcher
asuslm dukematcher #
asuslm dukematcher # ls -la
total 1464
drwxr-xr-x  2 aluno aluno   4096 Dez 28 14:00 .
drwxr-xr-x 47 aluno aluno   4096 Dez 29 09:24 ..
-rw-----  1 aluno aluno    129 Dez 26 12:55 deflists.cfg
-rwxr-xr-x  1 aluno aluno 1484688 Dez 27 07:12 DukeMatcher
asuslm dukematcher #
```

Now you can execute DukeMatcher as root ou as user typing `./DukeMatcher`



```
Terminal
Arquivo  Editar  Ver  Pesquisar  Terminal  Ajuda
aluno@asuslm ~/dukematcher $
aluno@asuslm ~/dukematcher $ ./DukeMatcher
```

If is your first time executing DukeMatcher, you have to setting it and first screen is `Welcome to DUKEMATCHER!`, just click `OK`



```
Arquivo  Editar  Ver  Pesquisar  Terminal  Ajuda
aluno@asuslm ~/dukematcher $ ls -la
total 1464
drwxr-xr-x  2 aluno aluno   4096 Dez 27 07:44 .
drwxr-xr-x 41 aluno aluno   4096 Dez 27 07:47 ..
-rw-----  1 aluno aluno    129 Dez 26 12:55 deflists.cfg
-rwxr-xr-x  1 aluno aluno 1484688 Dez 27 07:12 DukeMatcher
aluno@asuslm ~/dukematcher $
aluno@asuslm ~/dukematcher $
aluno@asuslm ~/dukematcher $ ./DukeMatcher

```

**Welcome to DUKEMATCHER!**

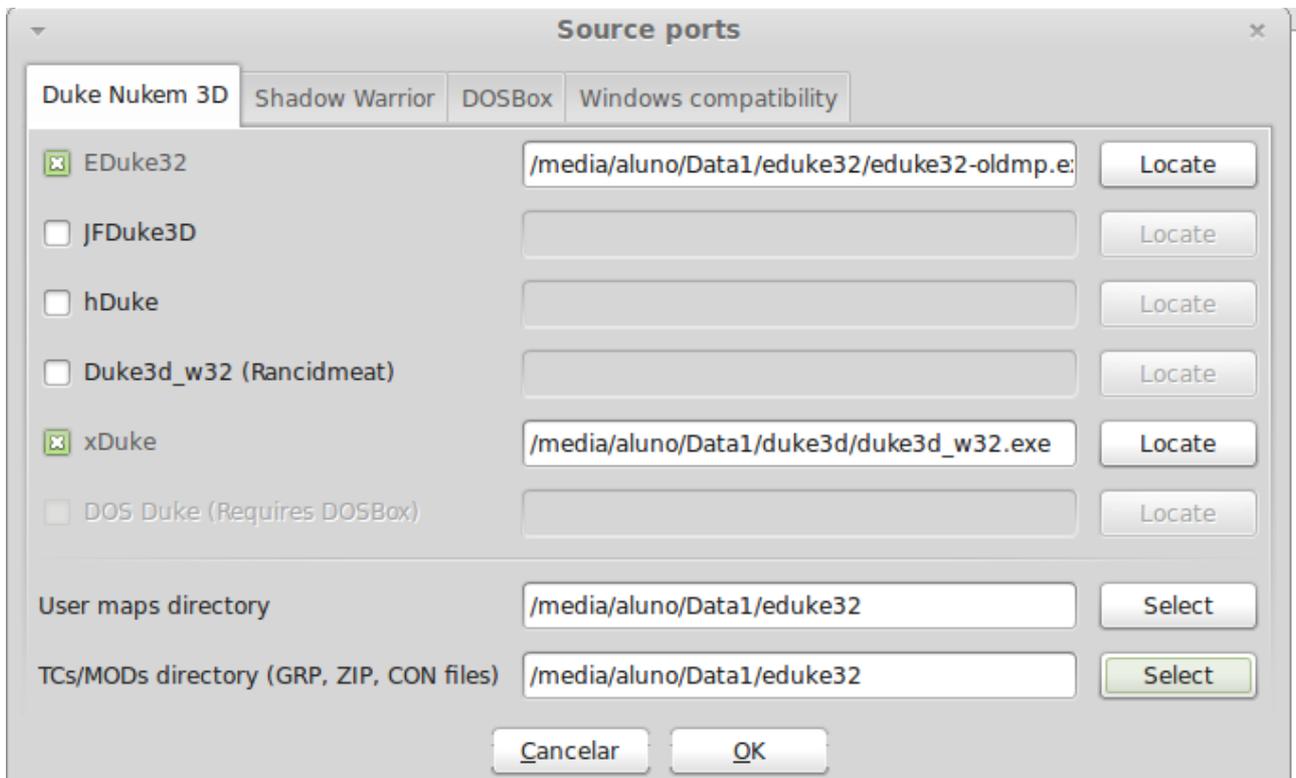
Welcome to DUKEMATCHER!  
This launcher lets you create and join rooms so you can then play online.  
Single player games are supported as well.

Before DUKEMATCHER can be used, a few games or their source ports have to be specified for DUKEMATCHER.

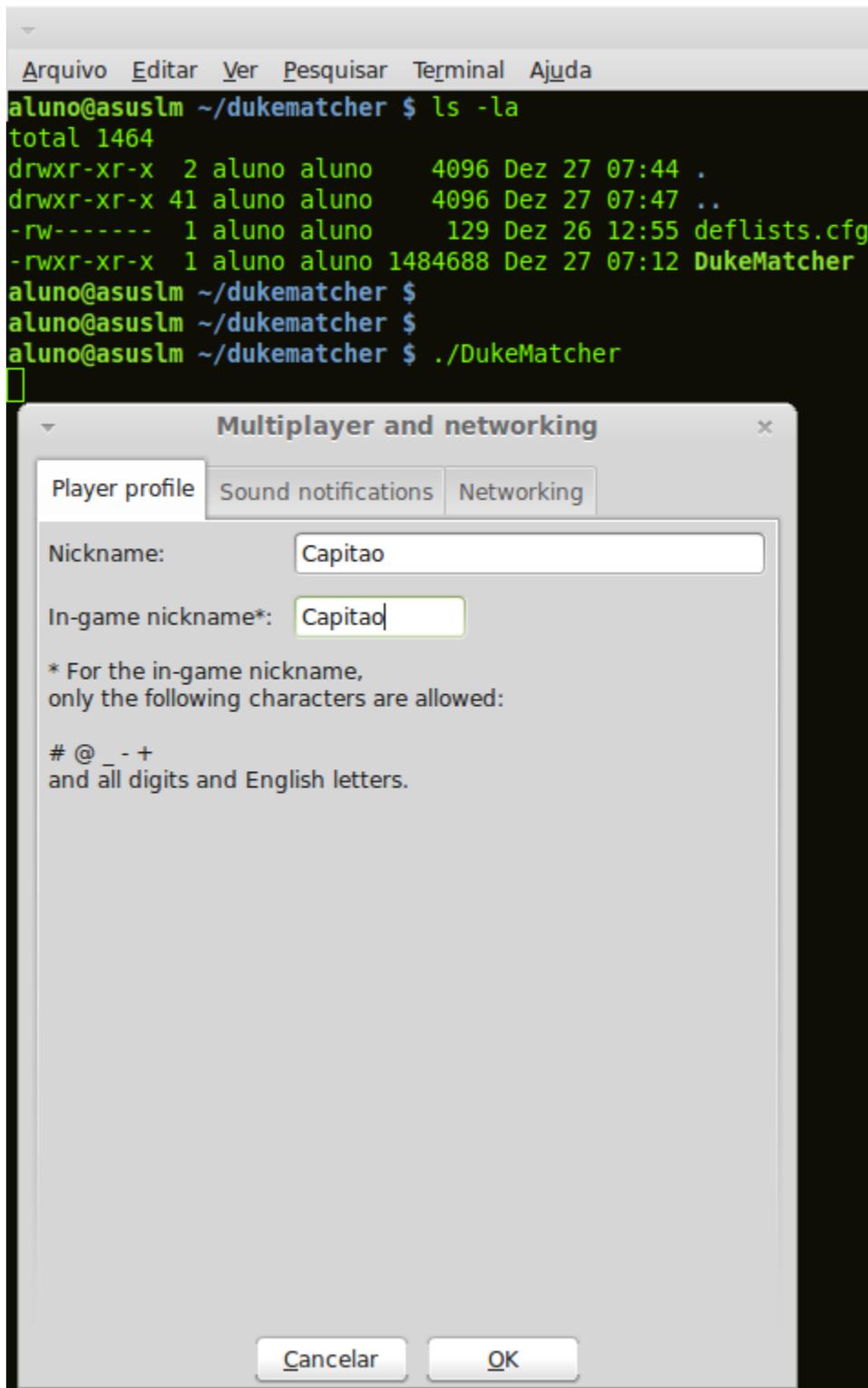
Now you're going to get two dialogs for initial setup.

OK

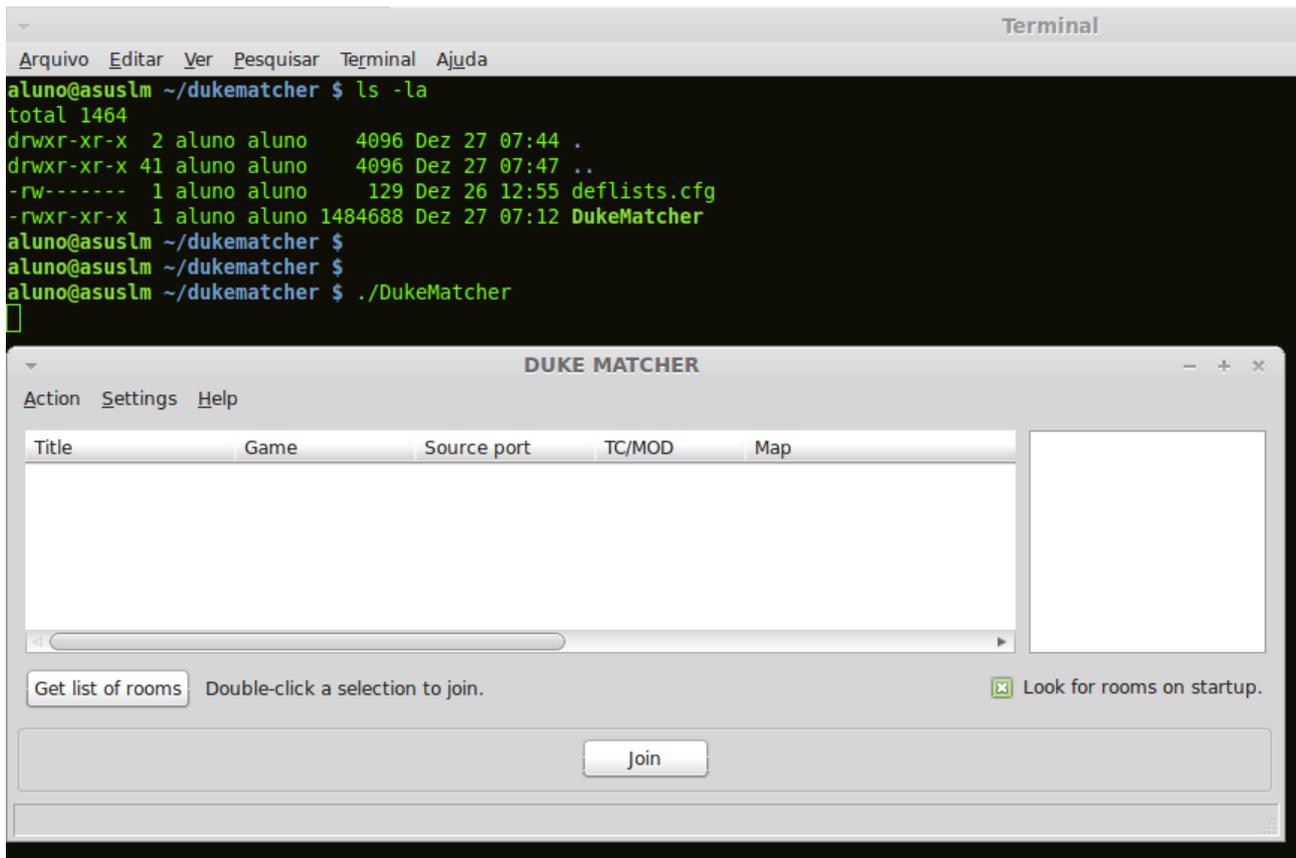
In next window, you setting the source ports (Tested only with the two mean duke port "xDuke" and "Eduke32") Pointer the duke port to your directory (example: duke3d\_w32.exe to xDuke and Eduke32 box pointed to eduke32\_oldmp.exe file) and set a directory to maps, in this example, all are in same directory.



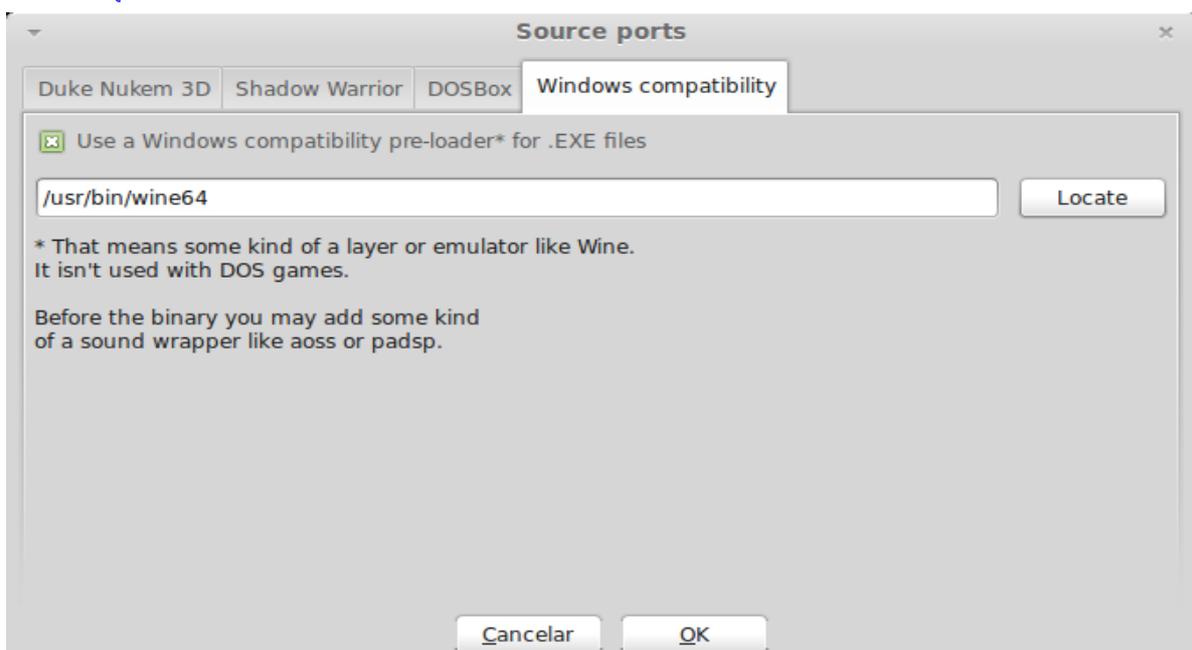
In next window you setting nickname to dukematcher and nickname in game progress.



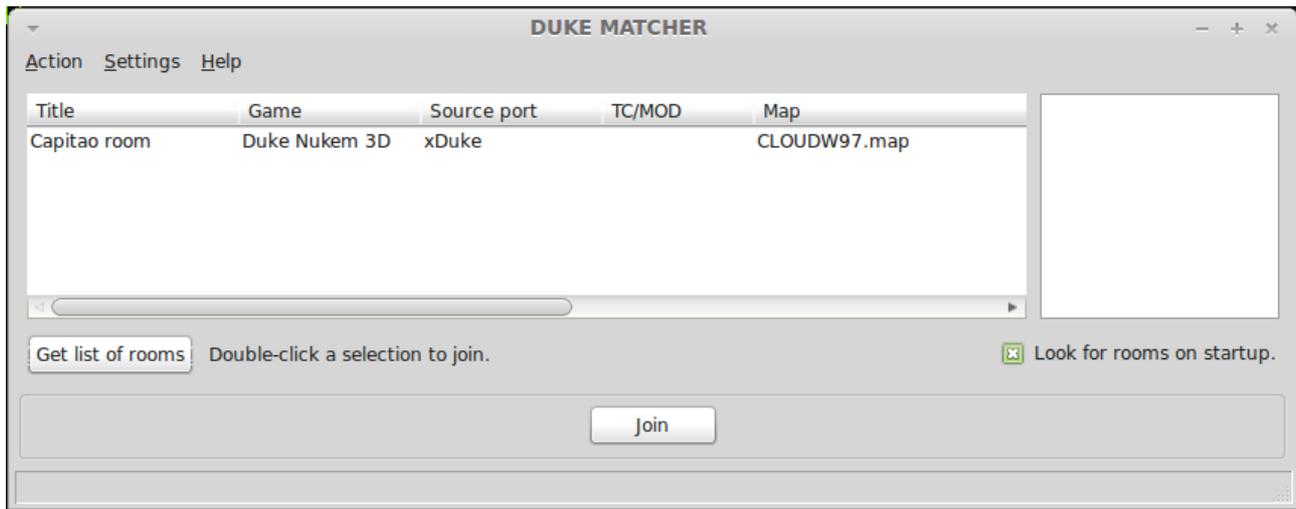
Here you can see the mean dukematcher window



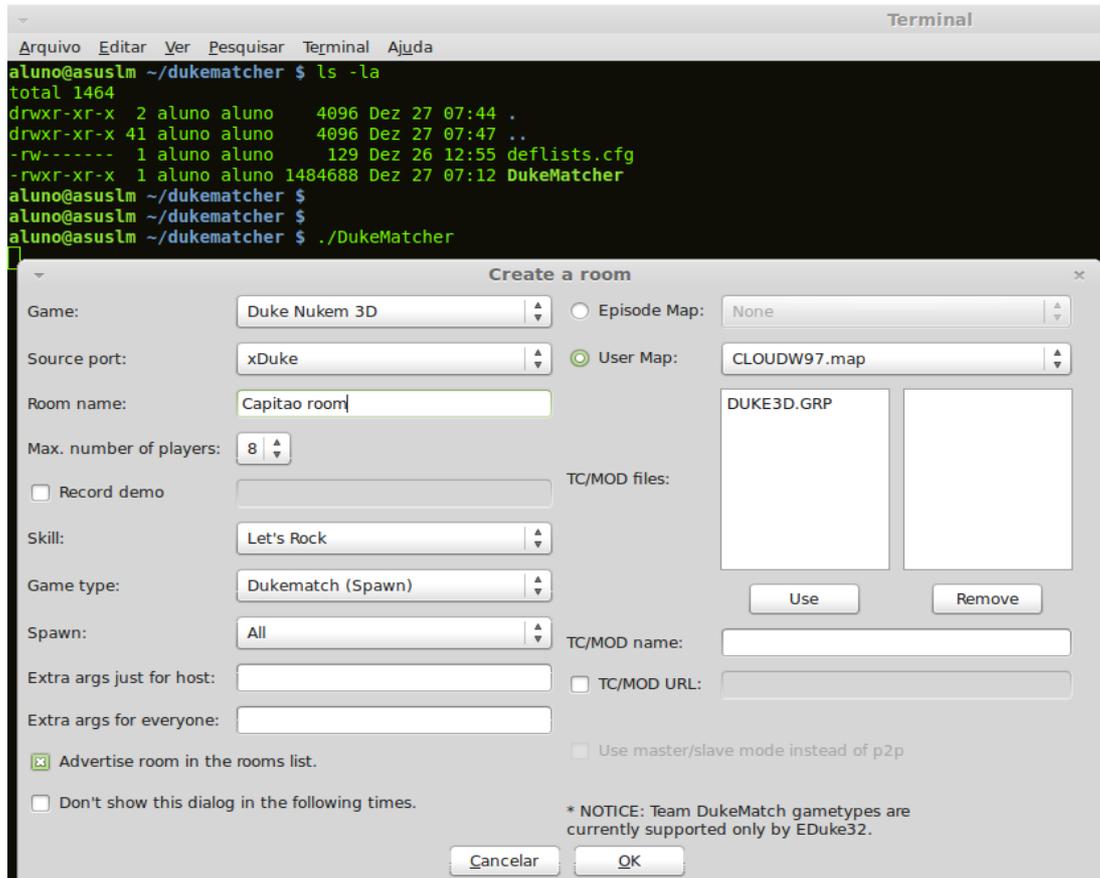
Now you need setting wine to play duke3d\_w32.exe (this file is a windows executable) and you want run it in Linux using wine. Click in **Setting** and go to **Windows compatibility** and check de box, click **OK** and you back to dukematcher mean window.



This is Dukematcher main screen, if someone hosting you can see here and can join selecting room name and click in **Join**.



Or you can create a new room as screen below, chose the room name, duke port, map and dont forget to Advertise (turn on public) your room checking the box. Click **OK**



Look if your really advertise your room seeing master server message (if you cant get public room, see port forward as port 8500 TCP, 8501 TCP and 23513 UDP).

The image shows a terminal window and a Duke Nukem 3D room interface. The terminal window displays the output of the command `ls -la` in the `~/dukematcher` directory. The output shows several files and directories, including `deflists.cfg` and `DukeMatcher`. The room interface, titled "Capitao room", shows settings for a game of Duke Nukem 3D. The game type is "Dukematch (Spawn)", the skill is "Let's Rock", and the map is "CLOUDW97.map". The room has 1/8 players and a connection type of "Peer-2-Peer". A table below the settings shows the detected IP and in-game address for the room. The interface also includes buttons for "Auto-accept downloads", "Refuse selections", "Accept selections", "Close Room", "Kick selected client", "Room settings", "Stop advertising", "Send", and "Launch game".

```
aluno@asuslm ~/dukematcher $ ls -la
total 1464
drwxr-xr-x  2 aluno aluno  4096 Dez 27 07:44 .
drwxr-xr-x 41 aluno aluno  4096 Dez 27 07:47 ..
-rw-r----- 1 aluno aluno   129 Dez 26 12:55 deflists.cfg
-rwxr-xr-x  1 aluno aluno 1484688 Dez 27 07:12 DukeMatcher
aluno@asuslm ~/dukematcher $
aluno@asuslm ~/dukematcher $
aluno@asuslm ~/dukematcher $ ./DukeMatcher
```

Capitao room

Game: Duke Nukem 3D Skill: Let's Rock Game Type: Dukematch (Spawn) Spawn: All

Port: xDuke Map: CLOUDW97.map Record Game: No

TC/MOD: Players: 1/8 Connection: Peer-2-Peer

Nicknames	Detected IPs	In-game Addresses	Requests	File names	File sizes
Capitao	179.242.241.97	179.242.241.97:23513			

Auto-accept downloads

\* Trying master server 1, please wait...  
\* Server is now advertised.

\* Message from the master server:  
Welcome to Duke Matcher. The fun and free way to play multiplayer Duke 3D and Shadow Warrior online. Come Get Some! [www.dukematches.net](http://www.dukematches.net). You are on master server 1.

You ready to play, if you want start, just click in Launch game (Only the Host can start the game, so if you not host you dont have Button Launch game all you have to Do is wait the host launch game)



In next time you execute your DukeMatcher all setting are saved, but if you want delet all yours setting, look for dukematcher.cfg and delet this file and all back to default and you need make all process above in this tutor to setting it again, this file is hide, só you can use a . (dot) in name file left side to list it, you can find this file typing "locate" command in terminal, like:

```
$ locate dukematcher.cfg
```

```
/home/aluno/.dukematcher/dukematcher.cfg
```

