

Building KF5 KDE Game

Introduction

As we all know KDE apps are being ported to KF5, same goes with kdeGames. In this doc, I will discuss the compilation and installation of KDE game application that is ported to kf5.

I recommend you to go through “Getting started [Page](#)” before reading this doc.

Steps

- Install Qt 5.x. For more info about installing Qt 5.x, go to Qt official [Page](#). You might need to export the Qt path if it is installed in a local directory. Simply put the mentioned lines in your .profile or bashrc file.

```
PATH=/Path/to/Qt5/gcc_64/bin:$PATH  
export PATH
```

- You need to install kf5. It can either be built or its binaries can be installed. For more info about building, refer [here](#) and for binaries, look [here](#). In addition to it, framework's components might be needed. Again, you can either get it build or install the binaries. For information about building them, look [here](#) and for debian based systems, you can easily install binaries using any package manager.
- Once you are finished installing Qt 5.x and kf5, next thing you need is a KF5KDEGames package (Ported version of libkdegames).

First, you have to clone the code of libkdegames:

```
git clone git://anongit.kde.org/libkdegames.git
```

This will create a directory with libkdegames source code inside.

```
cd libkdegames
```

Checkout its frameworks branch

```
git checkout frameworks
```

Make a build directory where you will be building KF5KDEGames

```
mkdir build && cd build
```

Then, you need to build and compile it.

```
cmake .. -DCMAKE_INSTALL_PREFIX=<install_path> -DCMAKE_BUILD_TYPE=debugfull  
make
```

Once you have a successful compilation of KF5KDEGames, now let's install it (you may need root privileges for installing it).

```
sudo make install
```

If you are having an application that is based on qml, then, you may also have to export QML2_IMPORT_PATH. For example:

```
QML2_IMPORT_PATH=/usr/local/lib/x86_64-linux-gnu/qml  
export QML2_IMPORT_PATH
```

Once you are through with these requirements, you can build and run your KDE games application. All the applications under the KDEgames can be found [here](#).

- For instance, let's build knetwalk. The repository for it's source code can be found [here](#).

```
git clone git://anongit.kde.org/knetwalk  
cd knetwalk
```

Applications ported to kf5 are present in frameworks branch. We have started merging frameworks branch with the master branch. So, please have a look if master branch contains the ported app.

```
git checkout frameworks
```

Now we will make a "build" directory and get started with building the app knetwalk

```
mkdir build && cd build  
cmake ../
```

Now we start compiling the code

```
make
```

You can also use **make -j4** for multiprocessing and increasing the compiling speed.

Once we have a clean compile, it's time to install knetwalk (you might need root privileges for this).

```
make install
```

With this, we have installed knetwalk (ported to kf5).

Debugging

You might come across “ecm package not available”. Here, this “ecm package” means extra-cmake-modules package. You may get errors while building (cmake ../) about not finding a particular package. Every app has its own dependencies. So, please have a look and fulfill all the dependencies to get rid of errors.

You can always ask your queries on IRC (#kde-devel and #kde-games) and mailing lists (kde-devel and kde-games-devel).