XBMC MEDIA CENTER

OFFICIAL XLINK KAI GUIDE

v1.0

DISCLAIMER

This guide is intended for use by XLink Kai and / or XBox Media Center owners wishing to take advantage of XBox Media Center's integration of the XLink Kai service. For more information on XLink Kai, please visit the official website.

http://www.teamxlink.co.uk

Please note that this guide assumes you already know how to use XLink Kai and have previously configured it successfully and been able to play on the service when using it on your PC. If you have not got this far, please stop reading this document and refer to the XLink Kai Quick Start Guide.

http://www.teamxlink.co.uk/?go=quickstart

Additionally, this is not a 'how to setup my network with XBMC' guide. There are plenty of those available elsewhere.

The information provided in this guide may become slightly outdated as XBMC and XLink Kai are constantly updated. Updates to the guide will be made where possible.

As a final warning, *DO NOT* ask where to download XBMC and as always, anything you do to your XBox console is your responsibility!
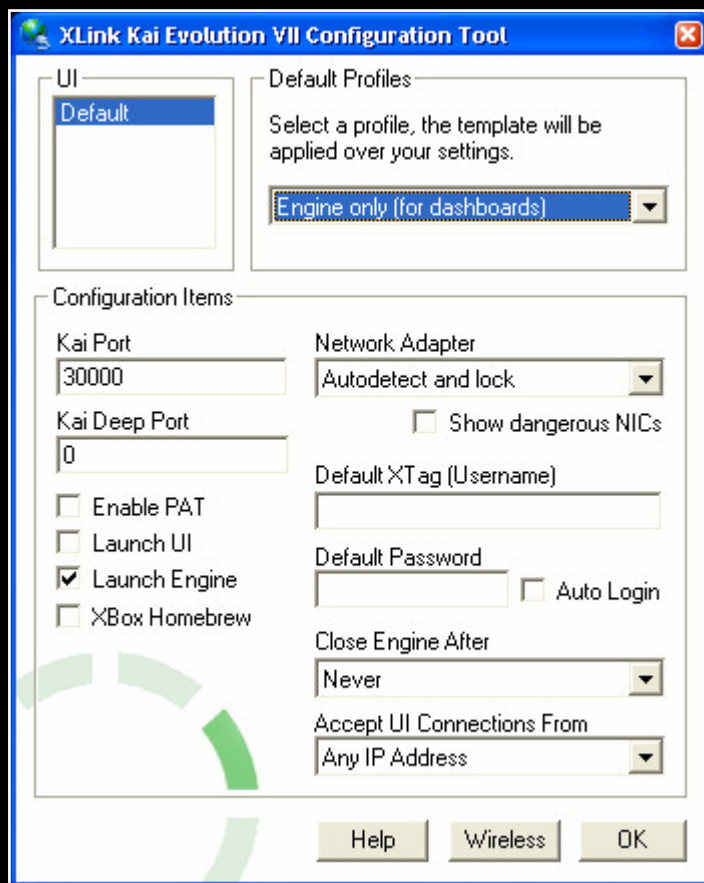
1. BEFORE YOU START

First off, make sure you grab the most latest build of XBMC that you can. Where you find this is down to you. New features and bug-fixes are constantly being coded. If your build of XBMC does not look similar to this guide, you are most likely running an outdated XBMC build or skin.

The official skin of XBMC is the 'Project Mayhem' skin by ChokeManiac (http://www.critikill.net) and will be the skin used in this guide as most skin authors will not have updated their skins to coincide with the changes in XBMC's Kai integration. No guarantee is made that other skins will display the same content shown in this guide. You may use the Project Mayhem II skin if you wish, available from http://www.critikill.net

2. CONFIGURING XLINK KAI

Begin by running the XLink Kai Configuration Tool from your Start Menu.

If you plan on using XBMC as your UI (User Interface) all of the time, select the 'Engine only (for dashboards)' profile from the drop-down box. See image.

Note: Do not change port settings – yours might look different!

If you plan on using XBMC as your UI some of the time and the Windows UI for the other occasions, after selecting the 'Engine only' profile, you will need to re-tick 'Launch UI'. Doing this ensures that you will always have the Windows UI launch when you start XLink Kai on your PC. Should you decide to load XBMC on your XBox later, the Windows UI will automatically hand over control to XBMC.

3. CONFIGURING XBMC

To configure the options for XLink Kai in XBMC, you will need to go to Settings – My Programs – XLink Kai. See image.

Note: If your XTag / password contain symbols, press the (@) key on the XBMC keyboard to get the symbol characters.

Note: Do not leave a trailing backslash (\) in the Games Directory field!

Enter your XTag and password you have previously registered with. If you have games located on your XBox hard drive, and you would like XBMC to auto-launch your game when you want to play, enter the directory where your games are stored. When you are in a particular arena eg. Halo 2, and you hit the 'Play' button, Halo 2 will auto-launch if you set the directory correctly.

If you wish to see when contacts appear online, or when someone wishes to use voice chat with you or invite you to their game – even when you're watching a movie or listening to your favourite Shoutcast radio stations – you can enable Kai notifications.

If XBMC has troubles automatically locating the PC on which the Kai Engine is running on, enter the local IP address of that PC where it says 'Engine IP' manually.

4. LOADING XLINK KAI ENGINE

Before you load XBMC, it is wise for you to have the XLink Kai engine already running so that XBMC can take control the instant it loads. This is as simple as clicking 'Start Kai' in the Start Menu and letting it load. If the Kai Engine is not running when you try to access the Kai features in XBMC, you will be notified that the Kai service is not connected. See image.

If you are positive the Kai Engine is running on your PC, try manually entering the IP of the PC the Kai Engine is running on in the XBMC Kai settings (see 3. CONFIGURING XBMC).

Press on 'Yes' to have XBMC try reconnecting to the Kai Engine.

5. LOADING XBMC UI

Now that the Kai Engine is ready, you can run XBMC. Click on 'My Programs' then 'XLink Kai'. If all is well, you should be presented with your contact list. See image.

The rest of this guide will now go through each feature of the 4 views in XBMC – Friends, Games, Arenas, Chat.

5. FRIENDS VIEW

5.1 Overview

Part of XBMC's gaming vision is to rival the official XBox Live service. As such, XBMC does not include the traditional 'Messenger Mode' that you may be familiar with in the Windows UI. Friends view is *not* Messenger Mode, but instead just a contact list. You cannot play amongst your contacts if you are just in Friends View (XBMC places you automatically in Arena/XBox when you first connect).

5.2 Join

If some of your contacts are online and playing in an arena, you can quickly jump to that arena by highlighting your contact's XTag (eg. runtime is in his own private arena) and hitting the Join button. If the contact is in a private arena with a password, you will be prompted to enter the password for the private arena.

5.3 Voice

If you would like to chat with your contacts, you can send out a voice request by highlighting your contact's XTag and pressing the Voice button. If your contact is also using XBMC, they will receive the voice request (if Kai notifications are enabled) and see a flashing speaker next to your XTag (see image).

They can then accept your voice request by pressing highlighting your XTag and pressing Voice. After a few seconds, a voice chat conversation will be established and you can use your XBox Live Headset to talk to each other. If you want to talk with more contacts and perhaps have a meeting, repeat the same steps for each additional contact you want to become a part of your voice conversation.

You may also use voice conversations for XBMC – PC users if you wish, pressing the icon in the Windows UI to initiate and accept voice requests.

Note: When a voice chat connection is established, it remains connected for as long as you are at the XBMC dashboard. Moving into another view or arena (ie. Arenas) will not break the connection. Starting a game or quitting XBMC however will drop the connection.

5.3 Invite

If you would like to chat with your contacts, you can send out a voice request by highlighting your contact's XTag and pressing the Voice button. If your contact is also using XBMC, they will receive the voice request (if Kai notifications are enabled) and see a flashing speaker next to your XTag (see image).

They can then accept your voice request by highlighting your XTag and pressing Voice. After a few seconds, a voice chat conversation will be established.

5.4 Remove

To remove a user from your contact list, highlight their XTag on the list using the D-Pad then press on 'Delete'.

6. GAMES VIEW

6.1 Overview

Games View is an XBMC-only feature. It shows all games that you've played on your XBox that are supported by XLink Kai. To see this list, please visit

http://www.teamxlink.co.uk/?go=games

Note: If you notice that some of your games don't appear in the list, please try updating your CVS build. Additionally if the game is relatively new, please read

http://www.teamxlink.co.uk/?go=xbmcGames

The purpose of this view is act as a list of shortcuts that throw you directly into the appropriate Kai arena. For example, pressing on Ghost Recon 2 in Games View sends you directly into the regular arena: Arena/XBox/First Person Shooter/Ghost Recon 2 and so on.

6.2 Enter

Pressing Enter after highlighting the game name performs the same action as pressing A on the game name ie. send you to the corresponding Kai arena.

7. ARENAS VIEW

7.1 Overview

If you are familiar with the Kai system, arenas are where most of the gaming takes place. They are just places where people wanting to play the same game come together and can play in large "hubs" of gamers, or create their own private arena. Navigating through arenas is with the use of the A and B buttons on the controller. The arena you are currently in is indicated at the top panel. See image.

Note: Currently in Arena/XBox/First Person Shooter/Ghost Recon 2

7.2 Play

When you have entered an arena and are ready to play your game, press 'Play'. If the game is on your hard drive and the Games Directory path is correctly set, the game will automatically load if XBMC can find it. If not, you will be asked to insert the game CD / DVD. See image.

Do not stress if XBMC does not find your game and you know it's on the hard drive. Just back out to 'My Programs' and run it manually.

When the game has loaded, enter the system link menu and search for games. If you are unable to see games, are you sure you followed the instructions? You are *NOT* to use XBMC to play games if you have never successfully played games via the PC.

7.3 Host

You have two options if you want to host: host in the main arena, or host in a private arena.
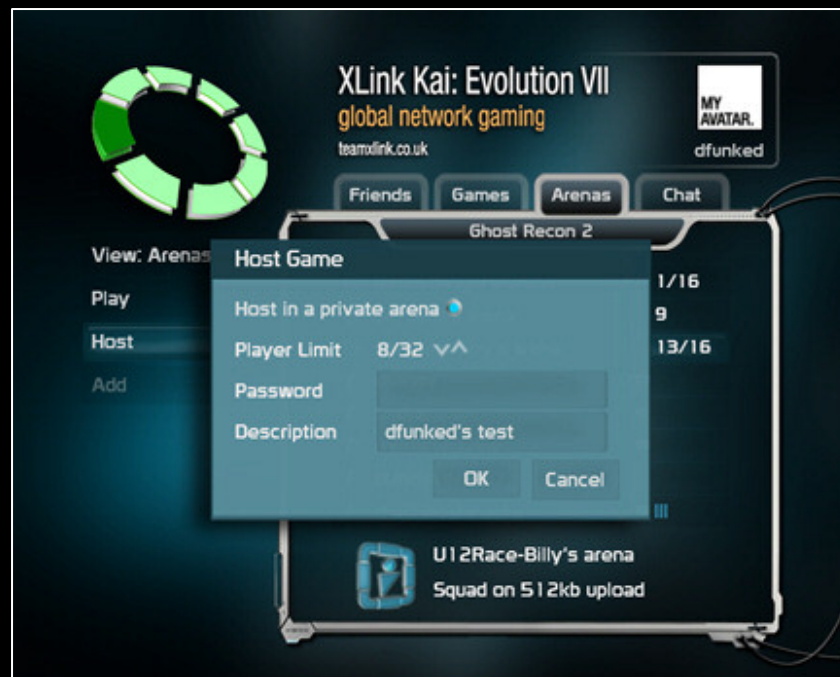
Why would you host in a private arena?

- You have a low upload bandwidth and the game is bandwidth intensive.
- You want to limit how many people can join your game, and you can't do this within the game itself.
- You want a specific game type ie. Capture the Flag, or you want a specific map type or weapon set, race track etc.
- You want to password the arena and only let your friends in.

Why would you host in the main arena?

- There aren't lots of people playing the game, and it's not bandwidth intensive.
- You have a very good upload bandwidth and will be able to host lots of players without them getting lag.
- The game lets you join 'on-the-fly' ie. when the game is in progress, people can still join.
- The game lets you choose from a list of servers from your TV, letting people wishing to join multiple servers leave their Kai engine in the main arena, so that they do not have to switch arenas when they would like to change servers.

If you want to host in a private arena, press 'Host'. Tick 'Host in a private arena' and fill in the details (password and description is optional). See image.

If you wish to host in the main arena, do not tick the 'Host in a private arena' box. You will notice you are not permitted to enter the other details – all you are doing is telling the other users in Kai that you've set your status to HOSTING.

Whichever method of hosting you choose, after you follow the steps above, proceed to load your game. Create the game via the menu's on the TV and wait for player's to join.
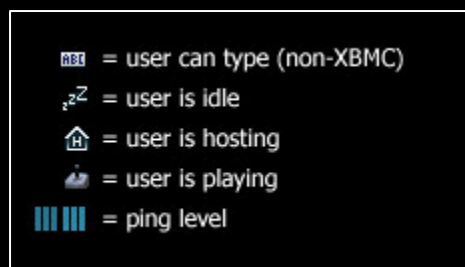
Tip: It's not recommended for users to host games in XBMC without letting others know they are hosting, as returning to XBMC can be a nuisance. The best way is to either join someone's already hosted game, or to organise a particular game via the chat, so that people will be ready and waiting to join your game.

7.4 Add

You can add any user to your contact list by highlighting their XTag and pressing on 'Add'. You will not be able to see your new contact's status until they also add you to their own list (for privacy reasons).

7.5 Icons

You may notice small icons in the UI and be confused as to what they mean exactly. Due to the limited space available on a TV screen, icons are used to replace text.

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RBC   = user can type (non-XBMC)
,zᶻ   = user is idle
⌂     = user is hosting
      = user is playing
III III = ping level
```

8. CHAT VIEW

8.1 Overview

There may be times where you will be playing against users who are using Kai on their computers (shame on them), and you cannot get around the fact that you need to talk to communicate with them via text, or maybe you'd like to rally up some players for a game of yours. Either way, if you need to get your message out in words, you can use Chat view to do it. See image.

8.2 Keyboard

By pressing 'Keyboard', you are able to use your XBox controller to manually type messages with the XBMC on-screen keyboard.

8.3 USB Keyboard Support

If you have a USB keyboard that you use on your XBox for miscellaneous purposes (XBox Linux etc), you can use the USB keyboard instead of manually typing via the XBMC onscreen-keyboard.

Please confirm the keyboard is compatible with your XBox and works with other applications – such as Xebian – before trying it in XBMC.

9. TROUBLESHOOTING

Q. I join an arena, people are playing, I can see everyone's pings, but when I load the game I can't find any games. What's going on?
A. Are you 100% sure you've successfully played games using the PC *ONLY* before trying XBMC? XBMC cannot give you enough diagnostic information to work out where the problem is with your configuration, and if you are following the XLink Kai Quick Start Guide - http://www.teamxlink.co.uk/?go=quickstart – then you will be asked to check certain settings in Diagnostics Mode, something XBMC does not have.

Q. Why don't all my system-link enabled games show in Games View?
A. Please search the XBMC forum on the Official XLink Forums for the answer - http://www.teamxlink.co.uk/forum/viewforum.php?f=32 as well as this thread - http://www.teamxlink.co.uk/forum/viewtopic.php?t=3745

Q. Why does it say 'XBMC is unable to confirm your network is reachable'?
A. Once again, you need to be positive that you've followed the XLink Kai Quick Start Guide before attempting anything with XBMC. If the PC reports your network is unreachable, you will understand that the solution generally lies with making a port-forward. As always, you should not be using this guide if you have not played games on the PC yet – no sympathy / support given to those who ignore the disclaimer in this guide.

Q. When I go to load my game, the Kai Engine closes on the PC. Why?
A. If you had followed this guide, you would have correctly set your Kai configuration to the profile 'Engine only (for dashboards)'. One of the settings this profile changes is 'Close Engine After'. If it is set to 'Loss of UI', this is why when you load your game (or in other words, exit XBMC – the UI), the Kai Engine shuts down.

Q. Why can't I use my <insert skin here>?
A. The skin authors rarely update their skins to accommodate for the new features, so it is always recommended to set your skin to Project Mayhem I or II.

Q. Where can I offer feedback / suggestions?
A. In the XBMC forum on the Official XLink Forums - http://www.teamxlink.co.uk/forum/viewforum.php?f=32

Q. Where and how do I report potential bugs with the XBMC Kai features?
A. Please check this thread -
http://www.teamxlink.co.uk/forum/viewtopic.php?t=3870 – only report bugs
with the Kai features please!

Q. Where can I download XBMC / latest CVS?
A. If you want to download a compiled version of XBMC use #XBins on EFNET. If
you wish to check out the XBox Media Center SourceForge site (where you can
download the source from the public CVS repository), check out
http://sourceforge.net/projects/xbmc and the official XBMC website –
http://www.xboxmediacenter.com

Q. Where can I find out more about XLink Kai / Team XLink?
A. From the website of course, there's plenty of material –
http://www.teamxlink.co.uk

Final Credits
Thanks to the following people who made this happen..

runtime – For working with us on making this thing kick ass.
ChokeManiac – For giving XBMC 2 more reasons to kick ass.
TheDaddy – For kicking everyone's ass.
puma81 and Juice – For a kick ass original XBMC / Kai guide.
The Kai Community – For kicking our ass to be the best.