

RafKill Raptor Free Software (Open Source) clone for GNU/Linux

Author : admin

I've earlier blogged [on playing Apogee's Raptor Shadows of Death arcade on GNU / Linux with dosbox](#)

All the old school raptor addicts will be interested to hear **Kazzmir (Jon Rafkind)** a free software devotee developer has created a small game resembling many aspects of the original *Raptor arcade game*. The game is called **Rafkill** and is aimed to be a sort of Raptor like fork/clone. Originally the game was also named **Raptor** like the DOS game, however in year 2006 it was changed to current Rafkill in order to avoid legal issues with Apogee's Raptor.

The game is not anymore in active development, the latest *Rafkill* release is from January 2007, anyhow even for the 2012 it is pretty entertaining. The sound and music are on a good level for a **Linux / BSD shoot'em'up free software game** . The graphics are not of a top quality and are too childish, but this is normal, since the game is just one man masterpiece.



Rafkill is developed in C/C++ programming language, the game music engine it uses is called **DUMB** (Dynamic Universal Bibliotheque). By the way **DUMB** library is used for music engine in many Linux arcade games. DUMB allows the Linux game developer to develop his game and play a music files within different game levels in "tracked" formats like *mod*, *s3m*, *xm* etc.

The game is available in compiled form for almost all existent GNU/Linux distributions, as well as one

can easily port it as it is open source.

To install **Rafkill on Debian, Ubuntu, Xubuntu and Linux Mint en other Debian based distros**

```
root@debian:~# apt-get install rafkill
```

Installing on Fedora and other rpm based is with **yum**

```
debian:~# apt-get install rafkill
```

...

Once *rafkill* is installed, in order to start it on Debian the only way is using the **rafkill (/usr/bin/rafkill)** command. It appears the deb package maintainer did not wrote a gnome launcher file like for example **/usr/share/applications/rafkill.desktop**

Just to explain for all the GNOME noobs, the *.desktop* files are a description file GNOME reads in order to understand where exactly to place certain application in the (Gnome Applications, Places, System ...) menu panel.

Even though it miss the *.desktop*, it is launchable via *Applications* menu under the **Debian** section e.g. to open it from the GNOME menus you will have to navigate to:

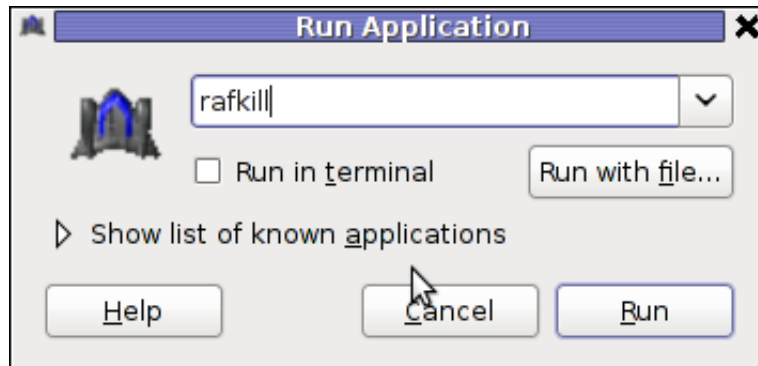
Applications -> Debian -> Games -> Action -> Rafkill

This "shortcut" to launch the game is quite long and hard to remember thus it is handy to directly launch it via *xterm*:

```
hipo@debian:~$ rafkill
```



or by pressing *ALT+F2* and typing **rafkill** :





Starting the game I got some really ugly choppy music / sound issues.

My guess was the fizzling sounds were caused by some bug with the sound portions streamed through **pulseaudio** *sound system*.

To test if my presume is correct, stopped pulseaudio and launched **rafkill** once again:

```
hipo@debian:~$ pulseaudio -k
```

```
hipo@debian:~$ rafkill
```

This way the game was counting on *ALSA* to process sound en the sound was playing perfectly fine.

I solved this problem through small wrapper shell script. The script did kill pulseaudio before launching rafkill and that way **solve gchoppy sound issues**, once the game execution is over the script starts pulseaudio again in order to prevent all other applications working with pulseaudio.

Finally, I've placed the executable script in **/usr/bin/rafkill** :

Here is the script:

```
#!/bin/bash
pulseaudio --kill
/usr/games/rafkill
pulseaudio --start
```

You can [download rafkill.wrapper.sh here](http://www.pc-freak.net/bshscr/rafkill.wrapper.sh)

Or write in root terminal:

```
debian:~# cd /usr/bin
debian:/usr/bin:# wget http://www.pc-freak.net/bshscr/rafkill.wrapper.sh
debian:/usr/bin:# mv http://www.pc-freak.net/bshscr/rafkill.wrapper.sh rafkill
debian:/usr/bin:# chmod +x rafkill
```

Interesting in *Ubuntu Linux*, rafkill music is okay and I suppose the bug is also solved in newer Linux distributions based on Ubuntu. Probably the Debian Squeeze pulseaudio (0.9.21-4) package version has a bug or smth..

After the change the game music will be playing fine and the game experience is cooler. The game is hard to play. Its really nice the game has game **Saves**, so once you die you don't have to start from level 1.



I've seen rafkill rolling around on freebsd.org ftps under the ubuntu packages pool, which means rafkill could probably be played easily on **FreeBSD** and other **BSDs**.

Enjoy the cool game ;)