

Openage

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Age of Empires II

- RTS (1999)
- One of the most popular games of the time
- HD remake 2012
- Unavailable for Linux



The bottom section of the image shows the game's interface elements. On the left is a dark, textured area representing the player's resource or unit count. In the center is a large, empty, light-brown rectangular area, likely a placeholder for a map or a specific game mechanic. On the right is a green diamond-shaped icon containing a red and white flag and a blue figure, possibly representing a specific unit or faction. Below this diamond is a circular icon with a black silhouette of a figure holding a sword. In the top right corner of this section are several small circular icons, including one with a yellow 'I' and another with a globe, likely representing different game features or settings.

Openage

- Project founded by SFTtech in 2013
- In active development
- 78 contributors, 2017 commits
- Issue tracking : GitHub
- Communication: IRC

112 Open ✓ 125 Closed

Author ▾

Labels ▾

Milestones ▾

Assignee ▾

Sort ▾

! **Game crash after loading** **bug** **c++**

#531 opened 12 hours ago by elnabo

0

! **Network communication design** **in progress** **network** **proposal**

#530 opened 4 days ago by TheJJ

0

! **"Fontconfig could not provide font DejaVu Serif Book"** **bug** **os x**

#525 opened 11 days ago by civilframe

7

! **Asset conversion failure Age of Kings** **assets** **question**

#520 opened 13 days ago by ShadowCreator

2

! **Use libuv for asynchronous operations like networking** **c++** **proposal** **waiting is the future**

#518 opened 15 days ago by TheJJ

2

! **Update gamedata-struct.md from implementation** **documentation** **easy** **just do it** **python**

#513 opened 28 days ago by TheJJ

0

! **Visual Studio 2015 build** **buildsystem** **windows**

#508 opened on Feb 20 by synth2014

1

! **Track configuration changes** **c++** **idea**

#503 opened on Feb 3 by TheJJ

0

! **assets/CMakeLists.txt ends up in install prefix** **bug** **buildsystem**

#502 opened on Feb 3 by zuntrax

0

! **Use precompiled headers** **buildsystem** **improvement** **waiting is the future**

#501 opened on Feb 3 by TheJJ

2

! **Try to use georgia font in-game** **improvement** **just do it** **proposal**

#497 opened on Jan 29 by TheJJ

0

! **Warn players when disconnecting from losing game** **idea** **waiting is the future**

#494 opened on Jan 28 by TheJJ

0

! **Create cvar configuration subsystem** **c++** **just do it** **nice new thing** **python**

#486 opened on Jan 17 by TheJJ



5

! **Cross-platform separation** **c++** **code quality** **easy** **just do it**

#485 opened on Jan 17 by TheJJ

5

! **Optimize PNG encoding speed for asset conversion** **assets** **proposal** **python**

#481 opened on Jan 15 by niklasf

2

Technologies

Technology	Component
C++14	Engine core
Python3	Scripting, media conversion, in-game console, code generation
Cython	Glue code
CMake	Build system
OpenGL2.1	Rendering, shaders
SDL2	Cross-platform Audio/Input/Window handling
Opus	Audio codec
Humans	Mixing together all of the above

Contributing

- Being typical computer science students, we hate people.
- Please don't contact us.
- Nobody likes Age of Empires anyway.
- None of you is interested in making openage more awesome anyway.
- We don't want a community.
- Don't even think about trying to help.

Guidelines:

- No **bugreports** or **feature requests**, the game is perfect as is.
- Don't try to **fix any bugs**, see above.
- Don't implement any features, your code is crap.
- Don't even think about sending a **pull request**.
- Please ignore the [easy tasks](#) that [could just be done](#).
- Absolutely never ever participate in this [boring community](#).
- Don't note the irony, you idiot.

To prevent accidental violation of one of those guidelines, you should *never*

- [learn git](#)
- [fork the repo](#)
- [learn python](#)
- [learn c++14](#)
- read the code and documentation
- [contribute](#) anything to the code
- [contact us](#)

cheers, happy hecking.

My contribution

- Currently, ranged military units (Such as archers) cannot kill sheep
- This is not intended
- I will fix this bug