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New Dragon Go Server desktop client - DGS Electric (self.baduk) submitted 1 year ago * by blamatech

Hi everyone. I have created a new desktop interface to DGS using electron. It is cross-platform and open source (MIT). Some of the key features includes an auto-scaling board, pop-up notifications when its your move in games, and the ability to play out several moves on the board before submitting (it only sends the first move at this time).

I hope you all find it useful. If you have any questions or run into issues, please open a discussion on the github issues page.

<https://github.com/blamarche/dragon-go-desktop-client/releases>

Here is the readme with a screenshot: <https://github.com/blamarche/dragon-go-desktop-client/blob/master/README.md>

EDIT: Suggestions and feedback welcome!

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[\[-\] okimoyo](#) 2 points 1 year ago

Beautiful, absolutely beautiful! As silly as this sounds this might actually encourage me to play more on DGS again.

It seems the board doesn't scale when you resize the window up or down. On my MacBook I can't expand it out to fullscreen effectively; this seems like an issue. (Would your source material for the board and stones allow you to distribute with a higher resolution version so you don't have to up-sample?).

Overall looks like a delightful client after 5 minutes or so of exploration.

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[\[-\] blamatech](#) [\[S\]](#) 1 point 1 year ago*

Thanks! I too was turned off of DGS by the interface, but when I learned it was basically the only open source go server out there (AFAIK) I decided to do what I could to improve and support it!

The board doesn't currently scale as the window resizes (probably not hard for me to add that though), but it will scale if you resize the window, then go back to the game list and load the game again.

EDIT: Actually all you have to do to scale the board is click the Reset button after changing the window size.

Note the scaling auto-chooses the max size based on which screen dimension is smaller, so that the whole board will fit on screen at once. On a widescreen this means the vertical space is the limiting factor in board size.

Ultimately I'd like to have some nice SVG

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personal preference is that I plan to add a fully 3D board view (that would be optional). My thoughts on this is that go is ultimately a board game, not a computer game and so I think perspective adds a good bit to the experience.

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[\[-\]](#) [TheIronMarx](#) [13k] 2 points 1 year ago

Is DGS strictly correspondence games?

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[\[-\]](#) [blamatech](#) [S] 1 point 1 year ago

Yep.

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[\[-\]](#) [terror-twilight](#) 1 point 1 year ago

They have a nice iOS app too, which fits the form well. You can have a bunch of games going and just check in on your phone whenever.

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[\[-\]](#) [TheIronMarx](#) [13k] 1 point 1 year ago

I've always wanted to try, but I don't understand the time rules when I see them on OGS.

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[\[-\]](#) [terror-twilight](#) 1 point 1 year ago

I'm talking about DGS, in case I wasn't clear. DGS time rules are usually pretty straightforward and relaxed, usually some set number of days + byo-yomi periods or absolute time. Example:

30 days, 1 day, 3

Each player has 30 days of main time on their clocks, and when that runs down they have 1 day per move. If they take more than 24 hours three times, they're out of time and lose.

Usually it's really hard to run out of time if you check at least once a day.

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