

The Magic Stack
Version 1.0
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The Magic Stack is designed to keep track of all of your extra spells. It vastly simplifies the task of finding spells that aren't in the Players' Handbook.^{TM 1*}

This version of the Magic Stack is written using Hypercard 1.2.5. Future versions will be written using Hypercard 2.x. Spells will be able to be imported between the two versions. Hypercard 1.2.5 was chosen because it, and the stacks it creates, are much smaller than Hypercard 2.0 and it's stacks. Thus, this version of the Magic Stack will fit along with Hypercard and the Home Stack on one 800k floppy. Future versions of the Magic Stack will require dual floppies or a hard drive. It *should* remain possible to import spells from future versions to this version, if you need to continue using this version.

The Magic Stack is shareware. The cost is \$5.00. If you want to use the Magic Stack, but can't afford the \$5.00, use it anyway. Send us the money when you can afford it. Make checks payable to Jerry Stratton.

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Please feel free to use the Magic Stack to distribute free collections of your own original spells. Be sure to include this documentation along with the stack. I'd still like to get paid, and I don't want to have to answer questions that are covered in this manual.

^{1*} The Players' HandbookTM and other AD&DTM trademarks mentioned are owned by TSR, Inc.

If you do have questions, suggestions, or comments, you can write me, either at the above U.S. Mail address, or at any of the following Electronic Mail addresses, listed in order of preference:

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Do not use the Magic Stack to distribute spells owned by someone other than yourself, unless you have the explicit permission of the spell owner(s).

Using the Magic Stack

Double-click on the Magic Stack icon to start it up. You will see the control screen. Five spells should be listed in the lower left hand corner. If this is somebody else's collection of spells, there will probably be a different number of spells listed there. Double-click on any of the spell names.

Now, you should be looking at a spell description. The spell's name is in the upper left hand corner. If the spell is reversible, this is listed in the upper right hand corner. The actual spell description is in the lower left hand corner. On the left side of the screen are the spell's game statistics, and on the right hand side are the schools and spheres the spell is a part of, and a list of the areas of the world where this spell is used.

The lower right hand side of the screen is a control panel. You can use the arrows to view different spells. The icon that looks sort of like a miniature version of the control screen (it's next to the left arrow) returns you to the control screen. Click once on that icon now.

The Control Panel on the Control Screen

You're back at the control screen. Notice that in the lower right hand corner of this screen, there's a new icon: a *down* arrow. Anytime a down arrow is visible, you can click on it to return to the last spell you were looking at. The *left* and *right* arrows here work just like the arrows in the spell description. The left arrow brings you to the last spell in the spell list, and the right arrow brings you to the first spell in the spell list.

The *house* icon (between the left arrow and the down arrow) returns you to your Home stack. The *question mark* (between the right arrow and the down arrow) enables the built-in help function. Click on it now. It should remain highlighted, and a message will appear in the lower left hand part of the screen. As long as the help icon is highlighted, clicking on a button or box will *only* show you the help for that object. You can click on the help field to make the field disappear. To get out of the help mode, click again on the help icon (the question mark). Fool around with the help for awhile, then click on the question mark so that it's no longer highlighted.

Controlling the List of Spells

The left side of the control screen allows you to control which spells are listed. At the top of that side, there is a button that should say *All Spells*. It may say *Priest Spells* or *Wizard Spells*. Use the mouse to bring the hand over this button, and hold the mouse button down. A menu will pop up, listing the spell-using classes. The final option in the list will always be *All*. This informs the Magic Stack that you want to see all of the spells, no matter which classes use them. Hold the mouse button down over this pop-up menu, select *Priest*, and let go of the mouse. The button should now say *Priest Spells*. Move the mouse down, just to the left of the list of spells, and click on the button that says *List*. The spell list should change. If this is the original collection of my spells, the list will go blank. This is because I have not included any Priest spells. Notice that the field just above the spell list now says *All Spheres*, and the button to its left says, simply, *Spheres*.

Schools and Spheres

Go back up to the top, and change *Priest Spells* to *Wizard Spells*. The field and button that once said *Spheres* now says *Schools*. Use the mouse to move the hand on top of *All Schools*. Hold the mouse button down. A list of schools will pop up. Choose *Evocation*. Then click on the *List* button. You should see a list of spells that is different from the list you saw before. Probably, the only spell you'll see listed is *Area Contingency*. That's because Area Contingency is currently the only wizard spell in the Magic Stack that is also an Evocation spell.

Hold the mouse button down over *Evocation* and choose *Alteration*. You are given the choice to *Replace* or *Add*. Choose *Replace*. Alteration then replaces Evocation in that field. Now, click on *List* again. You see the rest

of the spells, minus Area Contingency. These are all the Alteration spells in the Magic Stack.

You can do the same thing for Spheres, while viewing Priest spells.

Alphabetically or By Level

There are four buttons in the upper left hand side of the screen, above the list of spells. We've already dealt with the bottom one, **Schools** and **Spheres**. The top button will either say *Alphabetically* or it will say *By Level*. If it doesn't say *Alphabetically*, click on it once so that it does. This means that spells are listed alphabetically in the spell list, without regard for the spell level.

Click on it again, so that it says *By Level*. Now, spells will be listed in alphabetical order by level -- all first level spells first, second level spells second, and so on. Next to the *By Level* button, there should be a small box that says *All*. This tells the Magic Stack that you want to view all levels of spells. Move the mouse hand over the *All* that is next to *By Level* and hold the mouse button down. A list of numbers should pop up, from 1 to 9. Choose 8, and then click on the *List* button. Only the 8th level spells will be shown in the spell list.

Change the 8 back to *All*.

Used By/Created By

Directly below *By Level* there is a button that says either *Used By* or *Created By*. If it says *Used By*, click on it once, so that it says *Created By*. There's a small box next to this button that probably says *All*. Double click on the word *All*, and type *Sether*. Then, click once on the *List* button. The Magic Stack will list all of the spells that were created by the wizard William Sether. If my spells still exist in this copy of the Magic Stack, these spells will be *Wraithshape* and *Ghostshape*.

Go look at these spells if you want to, and then return here (the control screen). Double click on *Sether*, and change it back to *All*.

When the *Created By* button says *Used By*, the Magic Stack shows you only those spells that are used by the culture or person you type into the *Used By* text box. Look for all the spells that are used by the Underground. When

you're done, set *Used By* to *All*, and list all of the spells.

Key Word

Below the *Created By/Used By* button is the *Key Word* button. Click on it a couple of times. All it does is show and hide the text box right next to it. When you can see the text box next to *Key Word*, the Magic Stack will only list the spells for which the text in that box exists in the spell's description. Type *creature* into the key word box, and hit the return key (or click on the *List* button). Only the spells that mention *creature* in their description will be listed.

Adding and Deleting Spells, Schools, Spheres, and Classes

Down the right hand side of the screen are seven buttons. These allow you to *Add Spells*, and *Add* or *Delete Schools*, *Spheres*, and *Classes*. Adding something is pretty straightforward. Click on the appropriate *Add* button, and type in the name of the spell, school, sphere, or class. When you want to delete a school, sphere, or class, you need to hold the mouse button down over the appropriate *Delete* button. A list of schools, spheres, or classes will pop up under the mouse, and you can choose which you want to delete.

Adding Classes

When you add a class, you are also given the option of linking the class to either *Schools* (like wizards), or *Spheres* (like priests). All this means is that when you tell the Magic Stack to restrict it's spell list to spells of that class, the *Schools/Spheres* button will change to the appropriate name.

Deleting Classes

When you delete a class, you need to tell the Magic Stack what to do about all the potential spells that exist as part of that class. The options are *Delete* and *Merge*. If you choose *Delete*, the Magic Stack will delete all spells that were part of the deleted class (if the spell was part of more than one class, it won't be deleted). If you choose *Merge*, you will be presented with a list of the remaining classes. The Magic Stack will give all of the spells of the deleted class to the class that you select.

The Tiny Little Button

Right next to the spell list, and below the *List* button, is a tiny little button with no name. This button gives you access to some lesser-used functions of the Magic Stack. Click on it now, and I'll describe them for you.

Import Spell

The *Import Spell* button (the one with the eye icon) allows you to import spells from another Magic Stack. It will present you with a list of all the spells in that stack, and you can choose the ones you wish to import.

Import Stack

The *Import Stack* button (the one with the stack icon) imports *all* of the spells in a Magic Stack. This will be useful when you download someone else's Magic Stack with all-new spells. You'll be able to import them into your personal Magic Stack without losing any of your spells. This allows you to keep all of your spells in a single stack.

Delete All

The *Delete All* button (the one with a blank page icon) deletes *all* of the spells in the Magic Stack. It gives you the option of saving a copy of the Magic Stack before deleting.

Copy Stack

The *Copy Stack* button (the left one with a disk icon) saves a copy of the Magic Stack.

Save List

The *Save List* button (the right one with a disk icon) writes the current list of spells viewable to a file. You can then open and edit this file using a word processor. It saves the Spell Name, the classes that use the spell, and the spell's level, all separated by tabs.

Re-Sort

The *Re-Sort* button (the one with the sort icon) resets the Magic Stack's internal spell list. Hopefully, you'll never have to use this, but if the Magic Stack's internal spell list gets corrupted for some reason, and you haven't got a backup, this will restore the internal spell list. Be patient, though. It takes a long time.

The Spells

Click on one of the spell names, and let's go over what you can do with each spell.

The Name

The spell name is in the upper left hand corner. If you need to change a spell's name, you can click on the old name. The Magic Stack will ask you for the new name.

The Class

You can add or delete classes to the list of classes that can use the spell. Hold the mouse button down over the list of classes, and choose the class you wish to add or delete. If the spell is already in the list, it asks you if you wish to delete it. If the spell isn't already in the list, it asks if you wish to *Add* it or *Replace* it. If you choose *Add*, the spell is simply appended on to the end of the list. If you choose *Replace*, the new spell replaces all of the old ones.

The Level

If you need to change a spell's level, you can click on the current level. The Magic Stack will ask you for the new level, and replace it.

Range, Components, Duration, Casting Time, Area of Effect, and Saving Throw

All of these parts of the spell description can be edited directly.

Created By and Used By

These are the boxes that the corresponding buttons on the control screen use to determine who created and who uses each spell. If you want to list a different creator for each culture that uses the spell, try to put the creator and culture on the same line in each box. Then, clicking on *Created By* will align the *Created By* box with the *Used By* box. Clicking on *Used By* will align the *Used By* box with the *Created By* box.

Schools and Spheres

These are the boxes that the corresponding buttons on the control screen use to know whether or not a spell is part of a particular school or sphere. To add a school or sphere, hold the mouse button down over the appropriate box. A list of all the schools/spheres will pop up underneath the mouse, and you can choose the one you wish to add. If you want to delete a school or sphere, do the same, and select the school or sphere you wish to delete.

The Spell Description

At the bottom left hand side of the screen is the spell's description. You can edit the text in this box directly.

The Copyright Notice

The copyright notice is to the right of the spell description, above the *Controls* and *Viewer* buttons, and below the *Used By* box. If you wish to place a copyright notice on your spells, you can put it here. Simply click in the area and edit it.

The Controls

Click on the *Controls* button, and a dialog box comes up with buttons similar to those on the control screen. These allow you to *create* a new spell, *copy* the current spell, *delete* the current spell, *create* a new *school* or *sphere*, or make the current spell *reversible*. Reversible simply means that the word *Reversible* appears in the upper right hand corner of the spell.

The Viewer

The *Viewer* allows you to move to any other spell in the current spell list. When using the *Viewer* to navigate the Magic Stack, you can always return to the *last* spell with the down arrow in the spell's control panel, in the lower right hand side of the screen.

The Help Button

The help button here works the same as the help button on the control screen.

The End

Well, that's it for now. I'm sure I'll be adding more to the Magic Stack. And, I hope this facilitates easy distribution of new spells, at least among Macintosh users. Every give a hand to Thor for his work on the graphics. And \$5.00, too, don't forget that -- he gets half of it.

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