# RMMud

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| | *TITLE* :<br><br>RMMud | | |
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# Contents

# Chapter 1

# RMMud

## 1.1  RMMud Guide

```
              RMMud Public Beta
  Version 0 (Build 21)

  This guide file is in the process of being built, and so may not contain much
useful information yet!

  - Introduction


             * Features

             * System requirements

             * Installation

             * Running RMMud for the first time

             - The Startup Wizard

             * The main GUI

             * Using the command line

             * The Character Editor

             * Creating new characters

             * Creating server profiles

             * Triggers

             * Known Bugs

             * Program History

             * Future

             * The Author
```

```
                      * Thanks and Greetings
                      * = changed since last public release
  - = section not written yet
```

## 1.2   [incomplete] features list

```
                      * System Friendly
  * Runs on it's own public screen at a custotomizable resolution
  * Supports ANSI display (8 colour)
  * Uses standard console windows for display (
                  KingCon compatible
                  )
  * Uses a system of profiles for storing servers and characters
  * Allows autologin to save having to type your username and password
  * Has a customizable trigger system allowing sounds to be played at key moments
    and important messages to be echoed to the message window
  * Command history
  * Multiple copies can be run symultaneously
  * Much more...
```

## 1.3   System requirements

```
                      * An Amiga with enough memory (Minimum required unsure as of yet ←
                  )
  * A TCP/IP Internet Stack (Miami, AmiTCP, Genesis...) [note1]
  * AmigaOS V37+ [note2]
  * tabs.gadget in SYS:Classes/Gadgets/ [note3]
  * asyncio.library in LIBS: [note3]
  * iffparse.library in LIBS: [note4]

  * OpenUrl will be used if present to allow opening of web pages

note1: RMMud has tested with:
      - Miami 3 demo
      - bsdsocket emulation under WinUAE

note2: Has only been tested on V40
note3: This is included and will be installed automatically - see
                  Installation
                note4: This is a standard part of AmigaOS
```

## 1.4   Installation

Simply double-click on the 'InstallRMMud' icon and follow the instructions

## 1.5 Running RMMud for the first time

The first time you start RMMud you will be presented by a welcome message followed by a screenmode requester. It is reccomended that you choose a mode that is at least 640 pixels wide as most MUDs assume the screen is capable of displaying 80 characters on a line.

After the mode requester you will be presented by the Startup Wizard .

## 1.6 The Startup Wizard

## 1.7 The Main GUI - Auto Page

```
                Click on a gadget for a description

 +-+--------------------------+-+-+
 | | RMMud Connection Window  | | |
 +-+--------------------------+-+-+
 |__
                Auto
                __
                Manual
                __
                 Misc
                _____|
 |                              |
 |
                Char >

                character.server

                Wizard
                 |
 |                              |
 |
                 Quit

                 Save

                 » Connect
                 |
 +-----------------------------+-+
 |                          | |
 +-----------------------------+-+

 This is the Automatic Connection page - if you have created a character using
            CharEd
            then you can use this page to automatically connect and login.
```
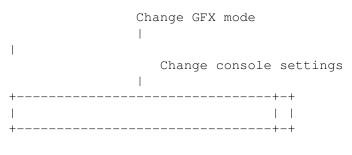
## 1.8 The Main GUI - Manual Page

```
                Click on a gadget for a description
```

```
+-+---------------------------+-+-+
| | RMMud Connection Window   | | |
+-+---------------------------+-+-+
|__
                  Auto
                  __
                  Manual
                  __
                   Misc
                  _____|
|                                    |
|
                  Serv >

                    server address

                  port
                   |
|                                    |
|
                  Quit

                  » Connect
                   |
  +------------------------------+-+
  |                              | |
  +------------------------------+-+
```

 This is the Manual Connection page – this allows you to manually connect to a
server without automatically logging in (mainly used when
                 creating new characters
                 or connecting to a server which RMMud cannot autologin to)


## 1.9   The Main GUI - Misc Page

                  Click on a gadget for a description

```
+-+---------------------------+-+-+
| | RMMud Connection Window   | | |
+-+---------------------------+-+-+
|__
                  Auto
                  __
                  Manual
                  __
                   Misc
                  _____|
|                                    |
|
                  Restart RMMud

                  Public Shanghai
                   |
|
                   Open Notes
```

```
            Change GFX mode
                |
  |
                Change console settings
                |
  +-----------------------------+-+
  |                             | |
  +-----------------------------+-+

 This page contains miscellaneous options.
```

## 1.10  'Char >' button

This button will bring up a requester containing all available character profiles (character profiles are created using the CharEd program.)

## 1.11  'character.server' string gadget

This displays the current profile selected (choose one using the Char > button)

## 1.12  'Wizard' button

This button brings up the Character Wizard .

## 1.13  'Quit/Exit' button

This button will quit RMMud if not connected.

If you are connected to a server then the button will read "Exit" and will close the GUI when pressed.

## 1.14  'Save' button

This button will save the current program settings.

## 1.15  'Quit/Exit' button

This connect to a server if not connected.

If you are connected to a server then the button will read "Disconnect" and will disconnect from the server when pressed.

## 1.16  'Serv >' button

This button will bring up a requester containing all available server profiles (see Creating server profiles for more details.}

## 1.17  'server address' string gadget

You can type the address of a server to connect to here ( this is automatically filled when you select a server using the Serv > button

## 1.18  'port' string gadget

You can type the port of the server to connect to here ( this is automatically filled when you select a server using the Serv > button

## 1.19  'Restart RMMud' button

This makes RMMud restart (i.e. quit and reload)

## 1.20  'Public Shanghai' button

When you click on this button it makes RMMud's screen the default public screen, meaning that any program to open a window that supports opening on pubscreens will automatically appear on the RMMud screen.

Click on the "Finished" button when you have opened all the windows you want.

## 1.21  'Open Notes' button

This opens up the notepad ( RMMud:notes.txt )

## 1.22  'Change GFX mode' button

This allows you to select a screenmode for RMMud to run at.

## 1.23  'Change console settings' button

Use this to select an alternative console handler for the input and output windows (if you use KingCon, you can enter KCON: for input and KRAW: for output)

RMMud has to be restarted for these settings to take effect.

## 1.24  The command line

Once you are online, (see the section about the GUI ) the command line is the main interface between you and the game.

The command line (also known as the input window) is the bottom window on screen, which, when online will display a prompt (' :> ') to show that it is ready to input.

Any text you type here will be sent straight to the server, with a few exceptions:

SLASH COMMANDS:

Slash commands are inputs starting with the forward slash character ("/") These tell RMMud to perform special operations:

/D = Disconnect from the server, and return to the GUI

/N = Open the notepad (brings up a text editor window to allow you to save vital information)

/G = Open the GUI, but stay connected

Slash commands are not case sensitive, but must be alone on the line

HINTS FOR USING THE COMMAND LINE:

You can separate multiple commands on a single line by typing the "¶" character between commands (¶ is Alt-P on a GB keymap)

e.g.:

remove all¶flee <enter>

would remove all items of clothing (and weapons) and flee from the current room. This is handy in muds where you would lose your weapon if you fled normally. In this form the two commands stay together on the input history buffer.

You can also type multiple commands separated by control-enter which will put the commands as separate entries in the history, but will execute all commands in one go when you press enter finally

e.g.:

cast stun guard <control-enter>

kill guard <control-enter>

cast crush guard <enter>

This would stun the guard, and leave the kill and crush commands as the last two items in the command history.

You can now simply continue to press the up arrow twice followed by enter to alternate between attacking with magic and attacking with your weapon.

This method is safer than simply typing the three commands individually as the attack will not begin until the final enter (the one withot control) is pressed, thus giving you time to type carefully ;-)

## 1.25   The Character Editor

The character editor (The CharEd icon) allows you to create character profiles to allow RMMud to automatically connect to a mud server and login as one of your characters.

This section assumes that you already have an existing character on a Mud, and wish to use RMMud to play as that character. If you wish to create a new character then see the creating a new character section.

The interface is simple - on the top line is a button marked "Server >" click on this button and a file requester will appear listing all the available server profiles. (If there isn't one for the particular server that you wish to use then see the creating server profiles section.)

Once selected, the server's name will appear in the window.

Below the server line are two string gadgets into which you can enter the character's name and password, exactly as you would type it when logging into the mud (the password will be displayed as a series of '*' characters)

Once this is done you can click on the Save button to store the profile ready for RMMud to use.

N.B. The character passwords are stored in an encrypted form within the character file to prevent anyone sneakily finding out your password ;)

## 1.26   Creating a new character

To create a new character, click on the "Manual" tab in the connection window.

Next click on the server button, and select the server on which you wish to create a new character

You can now click on connect. This will allow you to manually login, and so create a new character (you should see the web pages of the specific mud for details for how to create a new character.)

Once the character is created, disconnect (/d). You can then enter the character name and password into CharEd to allow auto login for this character.

## 1.27   Creating server profiles

to create a new server profile, create a text file in the servers directory using the following template:

--- snip here ---

Name of the Mud

mud.server.address

port

web address

--- snip here ---

i.e. the text file should have the mud's name on the first line, it's address on the second line, the port number to connect to on the third line, and the game's web page address on the 4th line, if available (no more lines should be added, as extra lines may in future be used for server specific configuration information.)

The filename should be a shortened form of the name of the particular mud.

If you edit a server profile (if for example a mud changes to a new server) all characters that use that profile will automatically use the new address when you use them

A large list of muds can be found in the mudlist.txt

(NB: The web address field is currently ignored by RMMud, but is there for future expandabilty

## 1.28   Triggers

Sorry, I haven't got round to writing this properly, but here's a quick overview of the file format:

The top line of the file is the file comment. This line will be displayed when the trigger file is parsed, so you can put a credit to yourself here - along with the mud the file is designed to work with.

The second line is the number of triggers in the file (note that there is currently no validation that this number is correct. If you set it too low then the triggers at the end of the list will get ignored, too high and it will probably make RMMud crash (!)

after that you can define the individual triggers as follows

-- 1) Comment line

2) Start match

3) End match

4) Contains match

5) Sound to play

6) Echo to msg window

7) Blank line (this will be used for command triggers eventually)

--

What the lines mean:

1) This is a comment line - it is ignored by the parser, so put anything you like here (I start my comments with "--" to help break up the triggers in the file

2) Start match: This should contain the start of the text that RMMud should look out for

3) End match: This should contain the end of the text

4) Contains match: The block must contain the text here to be accepted

NB: if line 3 is left blank then RMMud will perform the trigger if it finds an occurrence of the Start match text, if line 4 is left blank then it will perform the trigger if text beginning with start and ending with end is found.

5) Play a sound when this trigger is performed (no path should be included, just the name - sounds should be put in the RM-Mud:Data/Sounds directory, and there are already example sounds included). Leave this line empty if you don't want a sound to play

6) Echo to msg line - put either 0 or -1 here (0 means don't echo, -1 means echo the entire string matched to the message window)

7) command line - currently command triggers are unsupported, so leave this line blank

NB: you can represent an enter character in the match strings by typing ¶ (control-p on a UK keymap)

There is an example trigger file for the Lands of Stone (the Mud I prefer) in Data/Triggers/LandsOfStone

If you login to LOS then this trigger file will be used automatically.

## 1.29  Known Bugs

```
* Sometimes crashes if you quit from the GUI whilst still connected to a Mud
  (disconnecting first then quitting bypasses this)

* Colours on screen aren't properly locked, so visitor programs might mess up
  the ANSI colours

* You can only type text in the INPUT window, text typed in the other windows
  is ignored (I cannot think of a sollution to this)

* Some control characters get displayed (such as ÿ and ù)

* Triggers get detected in the order they appear in the trigger file, rather
  than the order in which the events that caused them happen

* RMMud can only autologin to a server if the first two lines of user input
  expected are the username followed by the password (A proper autologin
  detector will be created soon...}
```

## 1.30   history

```
                  - = Internal beta version
+ = Public beta version
* = Offical release version

- V0 (Build 21) - "Stupid bugfix" version
  - Due to one too many optimisations, saving options didn't work in b20! - this  ←
    is fixed now
  - Hopefully there shouldn't be problems with the input window task failing to  ←
    work now
    (thanks to Marz for his patience with this one...)

+ V0 (Build 20) - Second Public Release
  - Added more functionality into CharEd (like a server info window which, thanks  ←
     to OpenUrl
    can open the mud's web page)
  - Optimised string handling function calls
  - RMMud will now intelligently pick a pubscreen name when it is launched, which  ←
      allows
    you to launch multiple copies of the program.
```

+ V0 (Build 19) – First Public Release
  - CharEd didn't have it's executable bit set, so the startup wizard couldn't  ↩
    run it!
  - Screenmode requester now opens correctly during the startup wizard (It was  ↩
    trying to open
    on the RMMud pubscreen before the screen was opened!!)
  - Fixed some silly errors in the Trigger parser
  - Improved the startup wizard
  - You can now start the wizard from the main window
  - Added option to change the console devices used for input / output windows
  - Directory structure shuffle – all the main program files are held in the Data ↩
      directory.
  - Added Installer Script

- V0 (Build 18)
  - Redrew Icon graphics (based upon icons from Lyle Zapato's Archæologicons)
  - Included mudlist.txt (from www.mudconnect.com)
  - Assorted code fixes

- V0 (Build 17)
  - Socket code appears to be stable..
  - Trigger definitions are now stored in a separate (per server) text file
    (in RMMud:Triggers/) (see
              Triggers
              )

- V0 (Build 16)
  - Now uses bsdsocket.library for it's server io functions so works more  ↩
      friendly
    (work in progress, lots of hangs and crashes atm...)

- V0 (Build 15)
  - Rewrote the string finder code (which handles stuff like grabbing text for
    the message window, and deciding when to play trigger sounds.

- V0 (Build 14)
  - Now waits for all visitor windows to close before closing the screen.

- V0 (Build 13 and earlier)
  - uses TCP: to connect to the server rather than bsdsocket calls
  - sends continual enters to check for sent text and so creates unneccessary
    excess bandwidth, and causes problems with creating new characters, sending
    mudmail and anything else that has the server waiting for the user to hit
    enter, but otherwise works (I leveled my Mage on Stone from lv9 to lv10 using
    pre b13 versions of RMMud)

## 1.31  Future development

The following is a list of features that may get added as RMMud develops

* Improved GUI
* Arexx support
* Allow triggers to perform commands / scripts

```
  * Graphical editor for triggers
  * Bigger database of muds - automatic parsing of the mudlist.txt file
  * Some kind of autodownload mechanism to get the latest mudlist.txt
  * Make autologin more intelligent
```

## 1.32  The Author

```
  RMMud is the product of RAMTronics Software
    - http://come.to/ramtronics

  Main programming by Richard Munn
    - richard.munn@bigfoot.com (or benjymous on the Lands of Stone)

  TCP/IP code derived from code by Chris Young
```

## 1.33  Thanks and Greetings

```
Thanks must go to the following people:

 * Shihan and Hara for creating the Lands of Stone Mud

 * Chris Young for his assistance with socket programming

The betatester crew: (if you use a public demo, contact me and tell me how it  ←
   works,
and I'll include you here!)

Mark "Marz" V. Fusco
```

## 1.34  Index

```
                    Index not written yet


                  Go to the Contents page
```