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Chat Display

The Chat Display is where you send and receive messages, and receive system information and error notices before starting a multiplayer game.

To Send a Chat Message:

1. Type a message.
2. Press **Enter** on your keyboard.
3. Your message will appear in the Chat Display.

To Send a Private Message to specified players:

1. Type a message.
2. Select player(s) who will receive this message by selecting the player name(s). (Multiple recipients can be selected by shift-clicking to select multiple players in the list.)
3. Click **Public** (it will toggle to **Private**).
4. Press **Enter** on your keyboard.
5. Your message is transmitted to the selected player(s).
6. To make your messages public once again, simply click **Private** (which toggles to **Public**).

To Send the Away or Return message:

1. Click the **Away/Return** button.

Command Line Options

You can accomplish several of the chat functions by typing commands in the chat area.

```
/help  
/away <message>  
/join {[room/game]} <room/games> <password>  
/create [room/game] <room> <password>  
/msg <player> <message>  
/mute <player>  
/unmute <player>  
/kick <player>  
/info <player>
```

Create a New Character

To create a new character, use the following three steps:

1. Click the **New** tab at the bottom of the Character list.
2. Type a character name in the dialog box.
3. Click **Create** to approve the Character name or click **Cancel** to return to the Connection/Character Screen.

Games Display

The Games Display on a game's [Pre-Game Screen](#) allows users to join or create games. To activate the Games Display click **Games**.

To Join a Game:

1. Select a game name.
2. Click **Join**. (You can also right-click the game name and select **Join** from the drop-down menu or double-click the game name).
3. Joining a game takes you to the [Multi-Player Setup Screen](#).

To Create a Game:

1. Click **Create**.
2. In the dialog box type a game name and password (if desired).
3. Click **Create** to create the game or **Cancel** to return to the Pre-Game Screen without creating a game.
4. Creating a game takes you to the Multi-Player Setup Screen.

IPX

I start the game, select IPX, and the screen says "Network driver not available". What should I do?

You might have left another copy of the game running in the background. You can only run one copy of the game at a time. If this isn't the case, you probably need to load an IPX driver.

To load an IPX driver in Windows 95, go to the **Start** menu and choose **Settings**→**Control Panel**. Click on **Networking** and make sure that you have an IPX or IPX-compatible driver listed. If you don't have one loaded, try the following: Double-click on **Add**, then double-click on **Protocol**. Click on **Microsoft**, and finally double-click on **IPX/SPX-compatible Protocol**.

Technically inclined people who want to connect an IPX driver to a modem instead of an Ethernet card may be able to do so in the Protocol control panel in Windows 95.

Internet

I have both a Network adapter card and Modem installed on my machine and I can't join a game or room when I use my modem to play. What is wrong?

You may have to remove the TCP/IP protocol for your network adapter card before you will be able to use your dial up connection. To do this, go to **Start»Settings»Control Panel»Network** and check to see if you have a "TCP/IP Dial-up Adapter" and a "TCP/IP Adapter (for your network card)". If you do, select the adapter for your network card and click **Remove**. Then select **OK** and restart your computer.

My computer is behind a firewall, and I'm having trouble connecting with computers outside the firewall.

ActivLink does not currently support play from behind firewalls.

Options Display

The Options Display allows users to customize their interface and character description.

Character Information

If you enter information in these fields, they will be available to all other players with the **Info** right-click command.

Sounds and Messages

You can turn the following sounds and/or messages "On" or "Off":

- Error Notification (sound only)
- Private Message (sound only)
- System Message (sound and/or message)
- Enter/Leave Notification (sound and/or message)

Full Screen

If you set Full Screen to **On**, it will be displayed at full screen. Setting Full Screen to **Off** returns the display to a resizable window.

Please Note: The minimum size window is 640x480. If your computer resolution is set to 640x480, the program will default to full screen mode, and it should not be turned "off".

Players Display

The Players Display allows users to find out information about other players participating.

To Get Information on a player:

1. Select a player name.
2. Either right-click the player's name and choose **Info** from the drop-down menu, or select a player and click **Info**.
3. The Chat Display shows user information about the selected player (name, city) from the player's Options Display. This information is only shown if the selected player has entered information in their Options Display.

To Mute or Unmute a player:

1. Select the player's name.
2. Right-click the player's name and choose **Mute** or **Unmute** from the drop-down menu, or click on the **Mute/Unmute** toggle button.
3. All of a muted player's chat messages are eliminated from your Chat Display. A red "X" is placed next to the player name notifying you of their muted status.

To Ping a player:

1. Select the player's name.
2. Right-click the player's name and select **Ping**.
3. Ping information will be displayed in the Chat Display.

Quick Start

1. Select a transport (connection) type from the list (e.g. **Internet** or **IPX**).
2. Click **New**, type a character name, click **Create**.
3. Click the **Next** button on the bottom right to enter the Chat Display.
4. Start typing messages and press **Enter** to send messages.
5. To join a game, click **Games** on the left side of the screen, select a game from the list, then click **Join**. If the game is locked you may have to enter a password.
6. To create a game, click **Games** on the left side of the screen, then click **Create** to join an existing game
7. Wait for another player to enter, set options if necessary, then click **Launch** to start your multiplayer game.

Rooms Display

The Rooms Display allows users to find out how many rooms are available, and allows users to join, create or change rooms. To activate the Rooms Display click **Rooms**.

To Join a room:

1. Click a room name.
2. Click **Join** or double-click on the room name.

To Create a room:

1. Click **Create**.
2. In the dialog box, type a room name and password (if desired).
3. Click **Create** to create the room or **Cancel** to return to the [Pre-Game Screen](#) without creating a room.

To Kick a player from the room:

1. Hosts are the only players in a room that can Kick.
2. Right-click a player name and select **Kick** from the drop-down menu.

Servers Display (*Internet Only*)

The Servers Display allows you to identify and select servers on which you can play the game in a multiplayer environment. To activate the Server Display, click **Servers**.

To Join a Server:

1. Click a server name.
Please Note: a green dot indicates fast connection, two yellow dots a satisfactory connection, and three red dots an unacceptable connection. Generally, the server that is geographically closest to you is the best.
2. Click **Join** or double-click on the server.
3. You will be taken to the ActivLink lobby for the server you selected.

