WinWorlds v0.2a
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Note: these docs are a bit out of date. I'm working on windows help file
style docs, watch for that next version.

Disclaimer: Feel free to use this program in any fashion you wish. But, I'm
not responsible for anything that happens, related to this program or other-
wise. :) (How's THAT for a blanket disclaimer?)
Note that this is ALPHA software. It works pretty well on my system, but
I make no guarantees at all!!!

Features currently implemented
 - auto-login
 - multiple simultaneous worlds
 - only one world displayed at a time (no window clutter!)
 - scrollback for all worlds, displayed or not, configurable # of lines
   per world
 - Command history, configurable size
 - TELNET protocol support (kicks in only if connected to port 23)
 - accepts ANSI ESC-sequence color codes (mostly works)
 - ultra nifty "world-button-bar" for quick world switching.
 - handles MUD-style partial line prompts (who thought THAT up?)
 - "Windows-based" configuration file (WinWorlds.ini)
 - full logging (by world, colours stripped)
 - definable function keys
 - built in bug report mailer (doesn't require any other software!)

Known bugs:
 - black text on a colored background doesn't quite work

Future features:
 - triggers (highlight, macro or gag)
 - full macro language
 - full color text box (so you can select text on the screen)
 - online help
 - tool bar for common commands (I'll only do this if demand is high)
   (personally, I'm not sure how useful it would actually be)
 - separate (static) display areas for current room description, inventory,
   WHO list, etc.
 - on-the-fly command translation
   (This one is cute. I always have trouble remembering the exact commands
   for certain things (like checking mail) between MU*'s. Set up one mail
   command (say 'checkmail')...WW would grab this as you enter it and look
   up the appropriate command for the current world, then send it.This would
   call for quite a bit of inital configuration, but I think it'd be worth it.)

Installation

Unzip into your favorite directory. Move the .vbx files from
the zip files to your \windows\system directory. If vbrun300.dll isn't in
your \windows\system directory, you better go get it and put it there.
Add the icon to Program Manager as needed.

The Screen Layout

The screen consists of, top to bottom, the menu bar, display area, status

bar, input area, and WorldBar.

1) Menu Bar
File.Exit   You figure it out.
Configure.Worlds   Brings up the World window
Configure.Options   Brings up the options window
Commands   List currently valid text commands.
(Selecting one will put the command w/proper syntax in the input area)
About   Left as an experiment for the user.

2) Display area
This area shows the incoming text from the active world. Not much else
goes on here. Well, you can click on the scroll bar on the right of the
screen to scroll back through text. It retains as many lines as you have
configured it to. Defaults to 50 lines. If any text comes in while you are
scrolled back, it will pop out of scroll mode.

3) Status bar
A status bar, go fig. It shows the current world, the number of active
worlds, some debugging info, and status messages.

4) Input area
This is a standard windows combo box. Typing will cause text to appear in the
box. Hitting enter will cause that text to be sent to the active world.
If you hit the button on the right, you will be presented with the last few
commands you entered. The number of commands it keeps is configurable. It
defaults to 20. You can also use the up/down and pgup/pgdn keys to scroll back
through these commands. This is also where you can enter text commands. A
command always starts with a "/", ala Tinyfugue. In fact, many of the commands
are similar or identical to Tinyfugue's.
Note you can now use shift-up/down to scroll the screen up/down by line, and
shift-pgup/pgdn to scroll up and down by pages.

Command reference:
/addworld <worldname> <address> <port> [<login name>] [<passworld>]
  This is just like Tinyfugue's /addworld except that the login name and
  passworld go at the end of the line instead of the middle. Its a quick
  and easy way of adding new worlds.

/world <worldname>
  Go to the named world. If the world is not connected, it connects it,
  otherwise it just makes it active.

/listworlds
  Brings up the World window. Included for Tinyfugue compatability.

/saveworlds
  Write the current worlds to disk in "worlds.win". Tinyfugue compat.

/closeworld <worldname>
  Closes the named world. Not included in Tinyfugue, I always thought it
  should have been.

/quit
  Quits WinWorlds. Just like using File.Exit. Included for Tinyfugue
  compatability.

5) The WorldBar
I LOVE this thing. It may seem a simple concept, but I'm immensely proud of

it. It shows you the names of all the currently open worlds. It starts off
as one big button, and starts dividing itself up as you open more worlds.
If something happens in one of the non-active worlds, the text on its button
will turn green. (Neat, eh?) You can click on each button to go to that world.

Written completely in Microsoft Visual Basic v3.0Pro. Winsock services
provided by Gent Hito's excellent IPPort VBX.

The latest version of WinWorlds is always available via anonymous FTP from
ftp.mgl.ca in /pub/winworld.

Feel free to send comments/suggestions. I appreciate any help at all with
this. BTW, something I could REALLY use is a decent textbox VBX. The one with
VB3/PRO is good, but doesn't allow different background colors. A textbox VBX
that has wordwrap, auto-scroll, flicker-free updates, and full fore/background
color would be wonderful!! If it understood ANSI color sequences then it
would be absolutely orgasmic! If anyone knows of such a beast, or is maybe
willing to actually write one, please let me know.

Donationware! Yes, I'm begging for money. Its the standard deal. I have
invested some money and ALOT of hours into this program, and if you like it,
sending me some cash would be a nice way to say "Way to go, and keep working
on it." Note I'm not demanding cash (thats why its Donationware, not
shareware), I'm just saying it would be a nice gesture if you sent me, say
$10-$20. It doesn't get you anything other than a nice warm feeling in your
middle, and first shot at new versions. :)
BTW, I mean "cash" figuratively of course. NEVER send cash in the mail!
Cheque or money order, and the amount is up to you!

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