0032ce70-0

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COLLABORATORS

	TITLE : 0032ce70-0		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

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1.1   Traveller Mapper AmigaGuide Documentation

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                              Traveller Mapper v1.16 Documentation
                  copyright Pierre-Louis Constantin 1995



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1.2   1. Introduction

```
              TravellerMapper (abbreviated to TM) is a small program used to  ←
                 display

          subsectors
           on a
          high-res~screen
          .  It uses the standard
          sector~files
           found on
Sunbane and other Traveller FTP sites.  These files have been created by

          Digest~Group~Publishing
```

and have been made freely distributable.

   The resulting color picture is much like the Spinward Marches color map
found in the
                MegaTraveller
                 boxed set, except that only one
                subsector
                 is
displayed at any one time. The picture can then be
                grabbed
                 and printed
using other programs or commodities.

1.3   2. Public Domain Information

                    Traveller Mapper is shareware, or three-way-ware. You can ←↩
                     freely
distribute this archive and use the program itself provided no modifications
are made to it or the archive without the author's consent. We are not
responsible for any damage, loss of data, loss of hair, loss of social life,
etc.

   In exchange for using this program, the
                author
                 would like to receive
source code, Traveller material, letters, firstborn clones, anything that
might brighten my day. In this case, I will add your name to my mailing
list so that you will be notified of upgrades and new software.

   You can also decide to completely skip this part. I wouldn't be too
surprised not to get any feedback. But a simple letter saying you used,
liked/hated the program and some suggestions will do. If I get enough
feedback I'll probably improve the program or write other utilities.

   Why is it shareware then? Because I think it's cool enough to be so. :)
You can use the program quite well as it is. However I did spend a few days
writing it instead of actively pursuing my Master's degree. So if you
REALLY like it send me 10$ Can. and I will automatically send you a
registered version of this program, and an upgrade, automatically!

   What's in the registered version? A few more goodies – if you use this
version you'll notice that a few menu items are 'ghosted'. The registered
version un-ghosts these. You will be able to save the screen as an IFF file
(instead of having to grab it), maybe print it to printer directly. There
will be at least 2 more scripts/menu items, one that allows you to add
note/comments to any system you like and the other to draw up the XBoat
routes. These will be saved in a special file. Finally a command shell and
the complete manual to the ARexx port and commands will be included. Of
course if you send me 10$ and a good suggestion you never know, it might
just be included in the upgrade. :) (No, I'm not desperate for a buck :)
but I'd like to at least pay for my programming manuals. :) Oh – and a
french version is possible too, but not using locale.library, since I don't
have that.

    Traveller Mapper v1.16, its software, documentation and associated files
are copyright Pierre-Louis Constantin 1995. All other rights Reserved.

    Traveller and MegaTraveller are trademarks of Game Designers' Workshop.
    The Spinward Marches and related materials are copyright Game Designers'
Workshop.

1.4   3. Installation

                      Traveller Mapper v1.16 requires OS 2.0+.

    Simply copy the files:
     TM   ; The main program
     Grid   ; IFF hex grid file
     UWP.Rexx ; ARexx script to display UWP's
     TM.guide ; This manual
    to your
                  sector
                    data directory.

    You also need to have the Helvetica/9 and digit/8 fonts in your FONTS:
directory.

1.5   4. Usage

                    Simply invoke TM from the Workbench by double-clicking.

    It takes a second to set up and read the Grid file. You should see the
hexagonal grid appear, empty. Use Open to read in a sector file.

    This should be one of the standard Traveller sector files published by
DGP in their standard format. This program doesn't support the .vmp files,
only the format used by DGP in their freely-distributable files. TM has been
tested on most of these sector files and works without a glitch.

    Open a sector (.sec) file, say, the Spinward Marches. (spinward.sec)
    The grid should now display the A subsector of the read sector.

    In the lower right corner of the screen there is a tiny grid
representation of the whole sector. You can click on other squares in the
grid to move to these subsectors. The whole hex grid will be updated,
complete with system names and planet colors.

    This is easy to see using the Spinward Marches sector, you can see in the

J subsector the odd reversed-k shape of the Sword Worlds. Click on this and
you will see it appear in the hex grid.

   The correct graphical elements should be used most of the time. The
symbols are correct for the Marches at least (including Zhodani bases).

   For example, asteroid belts will be shown as asteroids, wet worlds will
be blue, scout bases will be triangles, etc. The Bases indicator unknown to
the program will be displayed as a red letter next to the system.

   The only other graphical elements not displayed currently are the hex
numbers and the borders.

   You cannot print or save pictures using
                     unregistered
                      TM. Since the
display will be on until you click on the screen, you can start a commodity
or other program to grab the screen or send it to the printer.

   'Help' displays the AmigaGuide database. The program will be frozen
while the database is open.

   The program is set up so that when you click on one of the systems in the
hex grid, an ARexx script (UWP.Rexx) is called to display the stats of this
planet. This can be useful to quickly evaluate a group of planets that
would be placed very far if the sector file was printed on a page. You can
open as many windows using this function as you want.

   The density indicator simply shows the ratio of systems to empty space in
this sector.

   In any case, I hope it is all easy and intuitive enough to use.

1.6 5. Tricks

                     You can slightly alter the behaviour of the program in the ←
                        following
ways:

                Fonts
                 :
   If you don't like the fonts used in the display, you can rename them. The
helvetica/9 font is used for the planet names and such. The digit/8 font is
used for the information display on the right.

   If the program doesn't find those fonts it will use Topaz/8.

   The Grid
                background
                 :
   If you don't like the background, you can load the Grid file into a paint
program and modify it. However be careful not to mess up the white, red,
yellow and blue that the program uses.

```
   Grabbing the display:
   The unregistered program only displays the subsector, it doesn't print it
or it to disk.  You can grab it using certain commodities or programs.  Be
careful though, since the background (transparent) color is black, some
programs might print that as black too, which takes a lot of ink.

   Public Screen:
   TM opens its own public screen called Mapper.  You can open your own
visitor windows on it without problems.

   ARexx Port:
   TM opens its own ARexx port, for those strange batch printing of sectors
or something... :) The manual with TM's script command comes with the
registered version.  Currently you can program your own rexx script.  Call
it Macro1.rexx and place it in TM's directory.  You can call it by pressing
F1.
```

1.7 6. History

```
 Version   Release Date   Comments
 1.0       24/02/95       First submission to the evil picky Traveller
crowd.

 1.01      18/04/95       Forgot to skip header/end of file.
                          Uses overlays for graphics now.

 1.16      27/04/95       Second release, first as shareware.
                          Added ARexx port, menus, mouse interface,
                          micro sector display, public screen, requesters,
                          UWP.rexx script, lots of other goodies.
                          I suppose I might have squashed a few bugs by
                          accident, in any case, Enforcer has not reported
                          anything.
```

```
Traveller Mapper version 1.16 has been completely tested using Enforcer and
Mungwall and no hits have been reported.
```

1.8 7. Future

```
                                        Future

   Here are some of the things I might add in the future... If I get some

           feedback
           .

 - Real font support (pick your own fonts)
 - Save & Print subsector (registered version)
 - ARexx manual
 - More scripts;
    Add Notes
    Draw Xboat route
```

      Draw borders?
   - Display allegiances by coloring borders

   - whatever else springs to mind or e-mail... :)

   - Eventually, I'd like to be able to select a system and get its data and
addendum thru amigaguide or something. It would be interesting to be able
to access all the stuff written on any system through point-and-click. For
example it'd be cool if you could just point on a planet and get an
explanation for its name... New Rome?? Tee-Tee-Tee? Jinx?
                l'oeul~d'Dieu
                ?

   In any case, I welcome suggestions/comments. (Have I said that before? :)

1.9   8. About the Author

                Traveller Mapper was compiled using SAS/C 6.3 by the following:

   Pierre-Louis Constantin
   688 de Vimy
   Sherbrooke, Québec
   J1J 3N6

   can also be reached for the moment at:
   constanp@dmi.usherb.ca

   Please feel free to send me bug reports (what??) or registration.
   Include your full name, address and a check in Canadian $ preferably,
   if not, in US $.

   I have a baccalaureate in computer science and am currently doing a
masters on artificial intelligence, neural networks and image processing at
the Université de Sherbrooke.

Other (PD/Shareware) programs written by me are:
   Convol: An image processing program with adaptive filters.
                    Late Fall 95.
   Gest: A modular store inventory/account management program.
                 Summer 1994. Was sold to the
             Griffon~Feerique
              .
   Snark: An inference engine based on the Snark language.
                 Summer 1993. Runs on UNIX, no date set for Amiga.
   Carnet: A scheduler/log book program with graphics.
                    Early Fall 1995.
   HyperZ: A dynamic hypertext program with script language.
                    Concurrent with Carnet.

Thank you for your time and comments.

1.10   l'oeul d'Dieu

```
l'oeul d'Dieu?  The Eye of God?

Is this by any chance a refence to the book "Mote in God's Eye"?

How about these other cool and mysterious names:
Cipango: Spanish name for China I think.
Narval: A Narwhal?  I thought the Domain's emblem was the Unicorn,
   but I didn't know it was also a marine mammal. :)
Lewis:  Who is this Lewis guy?
Aramis: Seems like a common name.
Sansibar: Zanzibar?
Asmodeus: Cool name... Bright star I hope. :)
Entrope: Kind of a chaotic place.

etc, etc...
```

1.11   Le Griffon Féerique

```
Le Griffon Féerique is a gaming store in Sherbrooke, Quebec, Canada.
97 King Ouest, 819-566-0036
```

```
   They have the best prices in Québec so if you're in the area, come give a
holler - I happen to be a partner in this venture. :)
```

```
   Don't expect to find old collectibles though, except in our Used games
area, because the store is fairly new.
```

```
   Our goal is to teach the local natives the finer points of Traveller, but
so far we are hideously outnumbered.  ":)
```

1.12   Index

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8. About the Author

l'oeul d'Dieu

Le Griffon Féerique

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author

background

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feedback

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grabbed

Griffon~Feerique

high-res~screen

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