

Room Editor

COLLABORATORS

	<i>TITLE :</i> Room Editor		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Room Editor

1.1 Room Editor

This program is fairly simple. In fact that was the idea, to make being able to edit rooms on CircleMUD v2.2 simpler. In fact with this program you don't have to worry about knowing how to add bits to get the proper flags. Everything should come out in perfect format.

The program consists of 3 basic editors. An main, exit, and extra editor. The latter two are launched from main editor.

This program is slightly limited however in that it can not edit the entire mud. It allows for only one world file to be open at a time.

What's New

Installation

Functions

ShareWare

Bugs

Future Improvements

1.2 What is new with RoomEditor

Not much really has changed. Mostly a bug fix with extras and the added feature of producing the room descriptions to be word-wrapped. Though the wrapping may cause some other formatting quarks.

1.3 Installation of Room Editor

Installing this editor is very simple.

If you have AmigaDOS 2.x place the .gadget files in a directory called Gadgets in the working directory of the program.

For AmigaDOS 3.x move the .gadget files to SYS:Classes/Gadgets directory.

You will need to have AmigaDos 2.4 or higher and MUI 2.2 (version 9) or higher.

1.4 Main Editor

The Main window for Room Editor. It is where all of the current rooms information is displayed.

```
Zone #  
Room #  
Description Editor  
Room Flags  
Sector Type  
Usable Exits  
Compass
```

1.5 Zone number

This is for the current zone number. For the most part will stay the same for the entire world file, but not always. For the most part the zone number is equal to the first digits of the world file, that is zone 30 for room number 3001.

1.6 Room

This is the current room number of the room. It can not be changed. Instead when a room number is typed into it the program will switch that room to the current room to be edited. If the room does not exist then the editor will prompt the user if that room should be inserted into the list of rooms.

1.7 Room Name

This is a simple string for the name of the current room that is being edited.

Remember this is a room name, not a description of a room.

1.8 Description Editor

This is a simple test editor with cut and paste functions, as well as an undo function. These functions work exactly like a normal text editor.

```
Right Amiga V for Paste.  
Right Amiga C for Copy.  
Right Amiga X for Cut.  
Right Amiga U for Undo.  
Del to delete current highlight.
```

For this I would like to thank Mark Thomas (mthomas@zilker.net) for the textfield BOOPSI gadget that work so well with MUI. The full archive is available on Aminet dev/gui/textfield.lha.

1.9 Room Flags

These are the different room flags for the room. They set the attributes for how the room effects characters and mobs. ↔

Dark

Death

No Mob

Indoors

Private

God Room

1.10 Dark Flag

This room is dark and always requires a light source for any characters to be able to see in or into this room.

1.11 Death Flag

This room will instantly kill any normal player character that steps into it. They will lose all of there equipment.

Use this flag as little as possible.

1.12 No Mob Flag

No mobiles are allowed in this room making it a very calm place.

1.13 Indoors Flag

This room is indoors, which means that certain mud messages will not be displayed.

1.14 Private Flag

A nice way to keep a room from people telporting in on you.

1.15 God Room Flag

With this flag set only gods (level 31+) can enter this room.

1.16 Sector Type

These are the various sector types for a room. It is the sector type that determines how much movement is taken away from a character.

1.17 Usable Exits

These are the exits that are current being used. If an exit direction is not checked here then the exit will not exist on the mud, or will it be allowed to be edited.

1.18 Navigation Compass

This is a direction compass for walking around the mud. It will change the current room being edited to what ever room that exit goes to.

The single letter direction n, e, s, w, u, d also activate the buttons.

All exits are shown even if they are not in the world file. Thus you may receive an error message telling you that the room does not exist.

1.19 Extras Editor

This is the editor for editing the extras which are used in the each room. There is a maximum number of 8 extra descriptions for a room.

Key List

Extra Description

1.20 Exit Editor

This is the editor for editing the attributes of an exit.

Remember that only an exit that is checked in the Usable Exits group will be allowed to be edited.

1.21 System Message

This window is used to produce error or other system messages for the Room Editor program.

1.22 Key list

This is a simple string list of all of the possible descriptions that can be used by a player to look at an extra. Remember to use these key words in the description of the room, other wise no one will be able to see your work.

1.23 Extra Description

This is a simple text editor for the description of what the player sees when he looks at the extra.

1.24 Shareware

Yes this program is shareware, not public domain. Please make sure that you keep the whole archive intact in any form of distribution.

As a final disclaimer, this program presents no warranty of any kind. So if it turns your hard drive into scrambled eggs, or makes your computer start to toast, don't come back to me unless it's for salt.

I do the best that I can to check for all bugs before releasing a product, but it is really up to you to tell me what I did wrong.

To register this program, please post me a check, or money order for \$5 US or anything else of value for my computer to...

C. Andrews
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Saginaw, MI 48604 USA

Even if you don't register, e-mail me and tell me that you've tried my program.
email: ceandrew@ALPHA.DELTA.EDU

Those who do let me know, I can let you in on the other programs I'm currently

working on. ObjEdit, MobEdit, ZoneEdit, and Social/MessageEdit.

I must also thank Mark Thomas (mthomas@zilker.net) for the textfield.gadget, which is available on Aminet. Saved me a lot of work.

1.25 Quick kill it! It's a BUUGGGG!

OK people are going to find bugs. So tell me about them.

- 1) If your is if your computer runs out of memory, while either loading a file or adding to an existing room there is no error message.
- 2) Compass buttons lock in their selected state if you move into a new room where there isn't an exit in the same direction that you just came in. This has no effect on the program.
- 3) The editor may have some problems with loading in files that have mistakes in them. It may either lock in a loop, or just have bad data. If this happens on a particular file, edit it by hand and see if you can find the problem. The 'Loading Room #' counter should give you an approximated idea where it is.
- 4) Doesn't seem to open any windows on a AmigaDOS 3.x machine. I think this ← because of the textfield.gadget and it's placement. At first I said to put the files in a directory called Gadgets, but AmigaDOS 3.x uses a different ← directory.
I have no way at this time to test the program under with AmigaDOS 3.x so I will have to depend on bug reports.

This program has been tested on a A600 2Chip 2Fast, and yes the MUD runs under the same conditions.

1.26 Future Improvements

There are a lot of ideas that I have for this program.

- 1) Faster loading of rooms.
- 2) Having more than one world open at a time.
 - a) list view of all open files.
 - b) save only current wld file or save all.
 - c) open the needed world files when trying to navigate.
- 3) Linklist of extra objects. Right now limited to an array of 8. This change will save memory as well as allow for as many extras a person could want. I already have the code for it, but haven't done it yet.
- 4) Remove MUI, I don't really want to, but I may have to. If the split libraries ever come about then this may be enough. Memory usage is always a big item.
- 5) Hypertext version using forms, so it can be accessed across a network connection. This I would have done right away, but my machine doesn't have AmigaDos 3 so I can't test the stuff out yet Amosaic :(.

6) Finishing the other editors and cross-linking them into one or two programs.

Any other ideas send them to me.
