

Legends of Kesmai

Version 0.55

Release Notes

14 October 1996

This release of *Legends of Kesmai* is a Beta release.
Some features are incomplete, or may not work completely as designed.

Welcome to Legends!

Thanks for installing this beta release of Legends of Kesmai! We'll see you out on the Island. If you have any bug reports, questions, or comments, please use the newsgroups available on the page you got this software from. If you are unable to post in the newsgroups, please send e-mail to Diana Eichman (lksupport@kesmai.com).

For instruction on how to connect to the game, visit our web site at WWW.KESMAI.COM.

New Features to 0.55

- Several graphic fixes to the front end.
- The host now skins creatures properly again.

New Features to 0.54

- There is an Options dialog for sound and title screen options.
- The titles screens should no longer hang the system.
- There is a new graphical conference room.
- You now have to hold down the shift key to target another player with an offensive action.
- If you hold down the Control key, you will target the map, and not creatures.
- The agate can no longer be ancestoried as a weapon.
- Thieves should find Axe Glacier much more playable.
- The persistent concussion graphic is gone.
- The peek spell has been fixed.
- The bug allowing two players into the same line counter hex has been fixed.
- Figurines have had their breaking logic tweaked slightly.
- Segment will auto-reset in the event of corruption. This should address Leng and Oakvael repeatedly going down.

New Features to 0.53

- The maps were updated for 0.52A FE and 0.53 host.
- Shopkeepers now parse speech
- Shopkeepers now are no longer telepathic and respond after questions, instead of before.
- In command mode, using / to talk is now a round length zero action.
- Time warping characters shouldn't occur anymore.

New Features to 0.52

- 0.50 had some more strange visual bugs that weren't corrected in 0.51. Now they are.
- The help button is now in place.
- The interface buttons now all have tooltips.

New Features to 0.51

- 0.50 had some strange visual bugs which we corrected in 0.51.

New Features to 0.50

- There are several sound options you can now set by either editing your LEGENDS.INI in Windows 3.11 or by editing the System Registry in Windows 95. For more information, please see the **Changing the System Options** header below. In a future version, configuring these options will become easier, but this should allow people with sound problems to re-enable their sound card.
- Yummy new title screens and version screens. Note that in this release, the conference now comes up not fully scrolled to the bottom. That will be fixed in a future release.
- The quick spell rack is more stable.
- There are some new cursors to help clarify targeting mode. Generally speaking, a crosshair on an angle means you are in targeting mode, but not currently over a valid target. A circle indicates that you are not ready to input another action yet. These can be combined.
- Doors and illusions no longer have unfortunate side effects with one another.

New Features to 0.49

- Character saving is back. If you crash, you will regress a maximum of five minutes, not back to your last trip to the conference room.
- Big rosters won't crash you.
- Scales should be working now.
- Djinn have been beefed up a bit.
- MP regain has been adjusted.
- The databases in general should be more stable.

New Features to 0.48

- There are new buttons under the secondary viewport for the various modes. Click these to switch views. You can also drop items on the sack or belt icons to place items there. You can drop edible items on the character portrait button to consume them.
- The active spell rack has been shortened by one icon. The extra space is the new "quick spell rack". This is a one-icon spell palette that is always available. Drag a spell icon into here. Now you can warm that spell, regardless of your second viewport.
- There is a new button to the right of the scroll at the bottom left. This switch toggles between a mouth and a sword. It switches the command line between talk and command modes. The slash has been removed by popular demand. You can also hit Alt-T to flip this button.
- The janitor has been disciplined after his recent shopping spree in Amethyst Kesmai.
- The bug limiting number of people entering the game has been fixed.
- It is now easier to die in Praesotoba. <G>
- Magic point regen has been accelerated.
- Phone slamming as a ghost will no longer send you to the Underworld. It will incur normal death penalties, however.
- Context sensitive help for Windows 3.11 users now works.
- In general, task switching under Windows 3.11 should work again.

New Features to 0.45

- The GUI read book and scroll now function.
- Show Prices brings up a GUI scroll now.
- Knights now have a spell palette
- The front end corrects the palette when it doesn't have the focus.
- Phantasms now work correctly in Leng.
- Locate and Peek now function correctly and have a GUI command.

- The conference room has numerous bug fixes.
- The popup creature names are now color-coded for alignment, like in the Creature view.
- Line counters have been improved.
- Shimmering doorways no longer explode.

New Features to 0.44

- 0.44 was a bug fix to the host to correct database corruption.

New Features to 0.43

- Context sensitive help is available in Windows 95. Hit F1 to get help on your current mouse location.
- The graphics cache is slightly larger.
- Recall rings now work correctly after portalling.
- Warmed spells can not be orphaned into other views.

New Features to 0.42

- The Show Prices and Show Locker Door graphical verbs have been implemented.

New Features to 0.41

- The Open Door and Close Door graphical verbs have been implemented.
- Numerous bug fixes on 0.40
- You can target yourself with spells now.

New Features to 0.40

- All graphical verbs are implemented except: Open Door, Close Door, Pick Lock, Sweep, Unlock, Show Prices, and Show Locker. The Locate spell requires the parser for casting
- Graphical spell casting is in place, except for Locate and Knight spells.
- Talking is now a free action. Speaking with shopkeepers or trainers still takes a round.
- The conference room now works.
- The conference displays the segment the active character is in.
- There is much less lag when entering the game.
- Alt-F4 now works, although we still recommend leaving the game with the exit game buttons whenever possible.

NOTE: Unlike previous versions, all parser commands must be preceded with a slash (/). If you don't enter a slash you will say the command instead of entering.

New Features to 0.33

- GUI balming and berry eating is now functional. Note that many other verbs will show up in the action indicator, however, no other verbs are yet in place.
- The text colors are now all in place.
- The dialog view is now operational.
- The spellbook is now operational. The full spell palette is now implemented, although casting GUI is not yet available. The spell palette can be rearranged as you desire.
- The 'character sash' feature is now operational.
- A sound card is now optional, instead of being required.
- The spell palette has a 'time of day' indicator on it. However, in this release it is not functional.

New Features to 0.3

- The game now has the full sound set in place.
- The spell palette is in place and partially functional.
- All Realms are now open for adventuring.

- Improved graphics system for lower memory usage.
- The active spell rack shows any active spell effects.
- Parallel worlds are now active.
- The full character portrait is in place.
- The creature list is in place.
- Numerous bug fixes.
- Thieves now can hide without causing fast creature regeneration.
- The hotkeys for many viewports have been changes. See the instructions below for a list of the new hotkeys.

New Features to 0.25

- Sounds for doors, spell effects, and some creatures are now playing.
- The movement line has been replaced with footprints.
- The game now runs under Windows 3.11 in 8 megabytes.
- There is now a look cursor indicating when you cannot input another command.

New Features to 0.24

- The movement GUI wasn't quite right, so we fixed it.
- The movement path line is now cyan if you cannot enter the move, and yellow if you can enter it.

New Features to 0.23

- The fight GUI now works. Double-clicking anyone in the map will produce the proper default action. For lawful or amoral NPC's, or any player, the default action is look. This is exactly the same as right clicking these creatures. If the creature meets none of these criteria, it is fair game. A creature in the same hex as you will have fight as the default action, one in a different hex will have jumpkick.
- The movement GUI now works. Double-clicking a hex on the map will move your character to that hex. **Note:** There is no guarantee that this will create a **safe** path to the destination. You can also single-click a hex to add it to a path. These methods may be combined, so if you need to go around a corner, single click next to the corner, then double-click around the corner. As you create a path, a yellow line will display the path. You can double-click your hex to clear the path, and clicking the end of the path will remove the last hex of movement from it. If you are unsure the auto-path will produce a safe path, single-click the destination and the front end will draw the path. If it is acceptable, double-click the destination to lock in the move. If you don't like the path, edit it before continuing.
- The default action indicator now works. There is a small rectangle under the lower left corner of the main viewport. This rectangle will display what command double-clicking the current mouse location will produce. The text color in the action indicator indicates whether you may enter another command. If the text is yellow, you may enter a command. If the text is cyan, your character is still processing your last action.
- Offering items to players now works. Next to the action indicator is the offered item location. If you drag an item onto another player, you will offer that item to the player. It will remain in the original location until the recipient accepts it. If someone offers you an item, it appears in the offered item location. Until the recipient accepts the item, the offerer may cancel the offer by double-clicking the grayed item they still possess. The recipient may accept the item by dragging it to a valid location or reject it by double-clicking it. **Note:** if you offer a pile of gold, you will offer all of it. The recipient may elect to take only some of it, but you must offer an entire pile. If you want to offer a smaller sum of gold, move the desired amount into your hand first.

New Features to 0.22

- Look around now gives the text description of your hex, instead of zooming the hex.
- All spells now function properly.

- Pulling a recall ring and recalling makes the ring vanish.
- You cannot pull a recall ring in a no recall zone, or to a no recall zone, it stays on your finger.
- The thief "makerecall" spell creates a recall ring in the right hand and no longer requires a plain gold ring.
- The screen still updates during gold drags
- Hitting Alt-V while in a game view will display version information about both the host and the front end.
- Maps and host art (transformation table) now have a version number.
- The game can now be launched from Microsoft Internet Explorer.
- If you sit idle for one round, an 'auto-rest' occurs.
- You no longer receive experience for just being in the game.
- The new command **users** will list all users currently in a Realm.
- The **act** command will now accept any action. Type act and the text you want, surrounded by quotes.
- The **return** command now causes the return from a Peek or Wizard's Eye spell.

New Features to 0.21

- The numeric keypad can now be used to issue movement commands. Turn NumLock off, and use the keypad arrows to enter the text move commands. Note that you have to use the keypad, since the normal arrows still allow text editing.
- You can now drag directly from one secondary viewport to another, by using the keyboard shortcuts.

New Features to 0.2

- Item manipulation is fully in place. You can drag and drop items between all item views.
- Right clicking a creature or an item will issue a look command.
- The front end now disallows command stacking. You may only enter a text command or drag an item when the round counter is zero. (Note that you can type a command into the buffer, you just will not be able to hit return to send it.)
- All of the Basic Game Realms (Kesmai, Leng, Axe Glacier, Oakrael, and Praesotoba) are available.
- A new spell graphic system allows spells to alter existing terrain, instead of merely replacing it.
- The front end now runs under Windows 3.1.

And now for some caveats...

- Legends of Kesmai Version 0.55 is a beta build, intended for testing only.
- Your video driver **MUST** be set for a palette of 256 colors.
- Note: If you are using Netscape 1.2, we have noticed that the launcher configuration for the helper app occasionally does not take. We have found that setting it from Options/Preferences/Helper Apps and then selecting Save Options usually works.
- The font will not be fully installed until you reboot Windows.

Known Bugs List

Please see the page where you downloaded this software for a complete list of known bugs.

Unimplemented Features in 0.55

Since this is still an early beta, some features that will be in the final product are not yet implemented. The following features are not yet available:

- The following graphical verbs: Pick Lock, Sweep, and Unlock.
- Graphical throwing of items into the map is not yet functional.

System Components

The following system components are installed by Legends of Kesmai:

- Microsoft's Open DataBase Connectivity system (ODBC), for reading the game data files.
- Microsoft's WinG graphics system for high performance graphics under Windows 3.11.
- Microsoft's Win32s 1.3c (on Windows 3.11 only) to allow operation of 32 bit programs in Windows 3.11.
- DirectX2 (on Windows 95) is being installed for better sound performance. A future version of the game will also use the video components of DirectX2.

Due to the fact that other applications installed after Legends may depend on these components, the uninstaller will not remove them.

Changing the System Options

Please use the Options dialog in this release for any option changes.

Introduction to the Text Parser

Legends Version 0.55 still uses the text parser for some commands. Below is a list of the most frequently used text parser commands. Note that all parser commands can be shortened to the least number of character's necessary to make the command unique. For example, "Fight" shortens to "f". For a complete list of commands, please refer the on-line manual on the web.

NOTE: Unlike previous versions, parser commands can only be entered if the "talk button" is in command mode (a sword.) Hit Alt-T to switch this button around.

The command line parser accepts standard Windows keyboard shortcuts for the clipboard (ie. Control-C for copy and Control-V for paste.)

Movement (Please see the **New Features to 0.23** heading, above, for information on how to move using the mouse.)

N, E, W, S - Movement commands. N moves the character north, E moves the character east. These commands can be strung together, up to three in a line. Example: "N NE" or "E SE S."

Up - Go upstairs.

Down - Go downstairs.

Climb Up - Climb up a climbable surface.

Climb Down - Climb down a climbable surface.

Combat (Please see the **New Features to 0.23** heading, above, for information on how to fight using the mouse.)

Fight <creature name> - Attack a creature using the weapon in you right hand.

Throw <item name> at <creature name> - Throw an item at a creature.

Throw <item name> <path> - Throw an item at a hex. Path is a set of up to three directions, same as movement. Example: Throw bottle e e e.

Jumpkick <creature name> - Make a jumpkick attack at a creature in your sight.

Using Items

Open <item name> - Open a bottle or a book.

Close <item name> - Close a bottle or a book.

Drink <item name> - Drink and open bottle.

Eat <item name> - Eat food.

Search Corpse - Search a dead creature for treasure.

Miscellaneous

Rest - Resting allows you to regain stamina. Resting when you have enough experience points to go up a level and are fully healed will cause you to go up a level. Notice that the game now "auto-rests" if you sit idle long enough.

Again - Repeat the last command entered.

Interface Notes

The game will start in the conference room view. There is no active conference room in this release. The buttons on the toolbar will allow you to: enter the game, exit the game, create a new character, and display the game's about box. The first drop-down listbox allows you to switch between your active characters. (You may have up to eight characters at once.) The second listbox shows all of the available "facets" or parallel universes. Each facet is a separate copy of all of the Realms. You may use this listbox to switch between facets. The first time you enter the game, it will automatically proceed to the character creation dialog. Select 'Unused' for the character name, then roll up the character. Once you have an active character, the enter game button will be available.

Once you have entered the game, you will see the game view. The game view has a large main viewport in the upper left hand corner, a smaller secondary viewport in the upper right hand corner. Below the secondary viewport, your left and right hands are displayed, and below the hand cubbies are your health, stamina, and magic point displays.

There are currently five different views that can be displayed in the main viewport: Map, Character Information, Zoomed Hex, History, and Spellbook. All views except Map will toggle back to map by hitting the shortcut key for that view again.

- Alt-Z will zoom your character's hex (allowing you to see the items in your hex)
- Alt-H will bring up the log view with the last 200 lines of text you have received. You can press Page Up or Page Down to scroll up and down, or click the top or bottom of the scroll graphic.
- Alt-I will bring up the character information scroll. This has the same interface as the log view, described above. The first page will list the your character's stats such as strength, hits, and experience points. (This is equivalent to the old show stats command.) The second page will list your character's skills (equivalent to the show skills command).
- Alt-M (for Magic) will bring up the spellbook. This allows you to flip through your spells, and drag icons onto your spell palette.
- Escape will always remove the above dialogues and set the viewport to the map view

Right clicking on the hex you are standing on, or any immediately adjacent hex will bring up that Hex's zoomed view. Note that you can only pick up items in your hex, even though you can look at adjacent hexes.

There are currently seven viewports active for the secondary viewport: Character Portrait, Sack, Belt, Ring, Creature List, Spell Palette (for spellcasters), and Dialog.

- Alt-C brings up the Character Portrait. This view shows what your character is

- wearing. Drag items to and from these labeled locations to wear or remove them.
- Alt-S brings up the sack view. Drag items to and from here to put or remove items in your sack.
- Alt-B brings up the belt view. The back slot is represented above the belt and the four 'normal' slots are at the bottom of the viewport.
- Alt-R brings up the ring view. The top row of cubbies is the left hand, fingers 1 through 4 from left to right, and the bottom row is the right hand, same order.
- Alt-L brings up the creature list. There are buttons on the list for scrolling up and down both one line and one screen at a time. You may perform default actions on creatures by selecting them in the list and double-clicking. There is a small gem in the lower left corner which is used to set your "character sash" color. Clicking this will change your character icon through the available color schemes.
- Alt-P brings up the spell palette. There are five palette pages available. Double-clicking a spell icon will warm it, or you can drag it to the warmed spell rack. You may switch between the pages with the buttons. Alt-1 through Alt-5 also directly switch to the proper page. The 'time-of-day indicator is on the left, showing what time it is. On the right is a spellbook. Clicking this will bring up your spellbook view. (**NOTE:** you don't need to have your spellbook in your possession to bring up the spellbook view.)
- Alt-D brings up the dialog view. All dialog and act commands are scrolled into here when they scroll off the main display.

Immediately below the secondary viewport are two buttons which allow cycling through the active secondary views. Right clicking on your character icon will change to the portrait view.

At the bottom of the screen is an input buffer where you can type commands and dialog. In the lower left hand corner is a scrollback indicator light which looks like a small scroll. Four lines of text are always displayed in the main viewport. If more than four lines of text come in during a single second, some text will be placed directly into the log. If this happens, the scroll will flash briefly.

To right of the scrollback indicator light is the command line toggle button. This button alternates between a talk mode (mouth) and a command mode (sword). You can hit Alt-T to switch these modes, or click it with the mouse.

Directly above the input buffer is the active spell rack. The active spell rack shows any spell effects currently on your character. If you have more spells active then can display, there are buttons below the rack to shift it left and right. Alt-< and Alt-> also shift this display.

Double clicking on the command buffer will switch the main viewport to the log view. Additionally, right clicking or double clicking the indicator light will also switch to the log view.