# Drangband

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# Drangband

## 1.1  DrAngband Documentation

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                    Author
                                      Written by Bablos, 29.04.2001

## 1.2  Introduction...

    Introduction
    ~~~~~~~~~~~~

    Angband
    ~~~~~~~
    Angband is a single player role playing game. You choose a race and a
    class, then roll up statistics to describe your various abilities. Then

you're unleashed upon the dungeons of Angband, ultimately dropping to
dungeon level 100 and trying your damndest to kill Morgoth, Lord of
Darkness.

Along the way you encounter a myriad of creatures and uniques to hinder
your progress, and objects and artifacts to help you achieve your goals.

Angband is loosely based on the works of JRR Tolkien, and had the game
Rogue as an ancestor, hence the term 'roguelike' that is encountered in
this guide and many other documents relating to Angband and it's variants.

Angband is constantly under development, and has been since it came out
in its most basic form back in 1985.

DrAngband
~~~~~~~~~~
DrAngband's primary difference is that you can play a dragon. It was one
of the earliest variants on Angband, and until it was recently
reincarnated by Tom Morton, had lain dormant for a number of years.
September 2000 saw Dr Andrew White take over as the maintainer, along
with his first release of 2.9.6.

For full details of all the changes made to DrAngband throughout it's
history, please consult the changes.txt file, either via the link in
the guide or by perusing the file itself which you will find in the
game directory.

## 1.3   Requirements...

Requirements
~~~~~~~~~~~~~

Absolute Minimum
~~~~~~~~~~~~~~~~~
You'll need at least this to run plain DrAngband.

o  Kickstart 1.3
o  4.5 Mb of memory
o  68000 – a faster processor is nice, but by no means necessary.


Recommended Level
~~~~~~~~~~~~~~~~~~
This is what is recommend to get the most out of DrAngband:

o  Kickstart 3.0 or better
o  6 Mb of memory
o  68020 or better.
o  A Hard drive.

Running Angband and it's variants under kickstart 1.3 is somewhat
restricted. Mark doesn't plan to support 1.3 further, and the assumption
will be made that everyone is using 2.04 or better. Don't worry though,
the game will still work under 1.3, it'll just do so without the bells,

whistles and shiny bits that Mark's put together for those of us that
aren't living in the stone age...

Machines that DrAngband have been tested on;

o  A1200, 68060/50, 603e/200, 32Mb FAST, AGA, OS 3.1 (Bablos)
o  A1200, 68060/50, 603e/200, 32Mb FAST, AGA, OS 3.9 (Bablos)

## 1.4  Installing DrAngband

Installing DrAngband
~~~~~~~~~~~~~~~~~~~~~

Installing to Hard disc
~~~~~~~~~~~~~~~~~~~~~~~~
Couldn't be easier – just unpack the archive to the directory of your
choice! Then it all depends on what kickstart your machine has;

o KS 2.0+
  If you're lucky enough to have a kickstart 2.0 or better machine, then
  all you need to do to get DrAngband up and running is to run the
  program DrAngband.

o KS 1.3
  If you only have Kickstart 1.3, you'll also need to place a few
  commands into your S:startup-sequence file, or make a script file if
  you're feeling particularly adventurous and execute it as and when you
  intend to play DrAngband. Anyway, the commands required are;

  assign DrAngband: DH1:Games/DrAngband
  path add DrAngband:

  Obviously, replace the DH1:Games/DrAngband with the path to the
  DrAngband directory on your system. Make sure that this new DrAngband:
  assignment points to the right place! It should point to the main
  directory containing all the file, data, apex, raw etc. directories.

Playing DrAngband
~~~~~~~~~~~~~~~~~~
If everything went well, and you successfully installed the game, then
all you need do is run the DrAngband executable. DrAngband automatically
loads in the previously saved character, but you can change this if needs
be using the –u command;

o DrAngband –u<char>

So, if you wanted to load up Sharon the Half-Troll Warrior, you'd type
the command DrAngband –uSharon. Simple, huh? Typing DrAngband –? will
give you a list of the options available.

## 1.5  Settings

```
Settings
~~~~~~~~
Angband and it's variants need to know how to set themselves up, what with
screenmode, graphics, sound, menus, windows – it's all user configurable.
The configuration for this is read from the settings.prf file, which can
be found in the /user directory. Below is a brief description of the
various settings available and how they can help to make your gaming
experience that little bit easier. All of the settings are optional, and
have their own default settings.

o ANGBAND.gfx
  Do you want graphics or just plain ASCII?  Rogue old timers and users
  that find the graphics version a tad slow on 68000 machines may well
  benefit from setting this to Y.  Set to N for ASCII, Y for 8x8 bitmap,
  or E for Adam Bolt's 16x16 tile set which can be scaled down for smaller
  screens.

o ANGBAND.sound
  Do you want to include sound in the game?  Floppy users will have no
  choice but to leave sounds out.  Individual sounds can be removed, see
  the section of the documentation on sound for that.  Set to Y or N.

o ANGBAND.version
  The version of the game that you're playing. A setting used by the
  AngMan program for determining the type of variant being played.
  Optional.

o SCREEN.blankmouse
  Blanks the mouse pointer as and when a key is pressed.  Saves mouse
  pointer getting in the way whilst you're playing the game. Set to Y or N.

o SCREEN.menus
  Use the pull down menus or not?  Set to Y or N.

o SCREEN.quick
  Quick graphics – can speed things up on 68020+/AGA machines. Set to Y/N.

o SCREEN.rtg
  Use RTG system for screen display? Set to Y or N.

o SCREEN.name
  If you've made a custom screen for Angband to display on, then you
  provide the name of the screen after this setting.

o SCREEN.mode
  Choose the screenmode that the Angband public screen will open under.
  Set to the mode value or ? to have a screenmode requester pop up.

o SCREEN.width
  Width of the public screen in pixels. Minimun default of 640.

o SCREEN.height
  Height of the public screen in pixels. Minimum default of 200.
```

o SCREEN.depth
  Depth of the public screen in bitplanes.

o SCREEN.overscan
  Screens overscan settings. Set to 1 for text size, 2 for graphics size,
  3 for extreme size and 4 for maximum size.

Window Options
~~~~~~~~~~~~~~
Angband and it's variants has the choice of using up to eight different
windows to display all of it's information. The use of MAIN is an
absolute necessity, but the use of CHOICE, RECALL, MIRROR, WIN5TH, WIN6TH,
WIN7TH and WIN8TH are all optional. They come into their own when used
with high screen resolutions, as they can be used to constantly display
information which you would otherwise have to access via options - keep
a list of your inventory in one, a list of your equipment in another, a
list of all past messages in a third - the choice is yours. What the
window actually displays is set from within Angband itself via the options
menu (= command). Their settings and positions can also be saved from the
pull down menus in Angband too.

MAIN Window
~~~~~~~~~~~
o MAIN.use
  Should the main window be displayed?  Should be set to Y at all times,
  otherwise you've no chance of seeing a single thing!

o MAIN.title
  The main windows title, to be displayed in the title bar if on a custom
  screen.

o MAIN.font
  Font to use with the main window. Defaults to topaz/8.

o MAIN.xpos
  X-axis offset for the main window from the top left of the screen. Set
  with number of pixels.

o MAIN.ypos
  Y-axis offset for the main window from the top left of the screen. Set
  with number of pixels.

o MAIN.cols
  Number of text columns that the main window has. Must be set to at
  least 80.

o MAIN.rows
  Number of text rows that the main window has. Has a default value of 25.

o MAIN.background
  Path to a file that is used as a background pattern for the main
  window. This option is only active in current versions of Angband and
  it's variants.

Other Windows
~~~~~~~~~~~~~
In the example below, I've used the window CHOICE, but this can be

substituted for any of the remaining windows as they're all defined in
exactly the same way.

o CHOICE.use
  Same as for MAIN. Should the window be used? Set to Y or N.

o CHOICE.show
  Should the window be displayed? Set to Y or N.

o CHOICE.title
  Same as for MAIN. The title of the window to be displayed.

o CHOICE.font
  Same as for MAIN. The choice of font that will be used in the window.

o CHOICE.scroll
  Should the window have a scroll bar? Set to Y or N.

o CHOICE.xpos
  Same as for MAIN. X-axis offset from the topleft of the screen.

o CHOICE.ypos
  Same as for MAIN. Y-axis offset from the topleft of the screen.

o CHOICE.cols
  Same as for MAIN. Number of columns of text to display.

o CHOICE.rows
  Same as for MAIN. Number of rows of text to display.

o CHOICE.background
  Same as for MAIN. Choose a background pattern.

## 1.6  Inscriptions

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Inscriptions
~~~~~~~~~~~~
```
Inscriptions are a pretty useful part of Angband and it's variants, so
long as you know how to make the most of them. Once you've been playing
the game for a bit, you'll be used to the standard inscriptions that
objects have – telling you when they're cursed or uncursed, your pseudo-id
kicking in to announce that an object is terrible, worthless, average,
good, excellent or special. Shopkeepers will inscribe items with any
special offers they might have going. You might even get imaginative
yourself and decide that Brian the Broadsword should have his name
enblazoned across his blade. Well, written in braces next to his
inventory slot!

```
Protecting Items
~~~~~~~~~~~~~~~~
```
Inscriptions can help you protect your items from any inadvertant
keypresses your impatient fingers may be capable of. Once you become adept
at the controls of Angband, and could guide a character with your eyes
closed, or in your sleep, you'll soon discover that it's all too easy to

destroy, drop, activate, fire, etc that one item that you just can't do
without. How do you get around this?  Use the following inscription;

o !X where X is the command to protect the item from.

So, if you inscribe an item with !d, you'll be asked if you really do want
to drop that particular object. If one check isn't enough, you can add
multiple inscriptions of the same type – inscribing !d!d!d will ask you
about dropping the object three times over. You may think it overkill, but
you don't want to go dropping plenty of things in the lower depths of the
dungeons of Angband.

You can combine the !X commands – if you inscribe !d!k, then you'll be
asked again if you try to either drop or destroy the item. If you need
FULL protection, you can use !*, which will ask for verification no matter
which command is used upon the item in question.

Roguelike Keyset Users – you'll have to inscribe the original commands, not
the roguelike ones, unfortunately.

Numbering Items
~~~~~~~~~~~~~~~~
Inscriptions of the following form are incredibly useful when combined
with macros. They assign a number to a particular item, thus;

o @n where n is a number between 0 and 9.

What use is this? Well, say you have a particular wand or staff that you
use all the time. Instead of having to check your inventory to see which
slot it's in when you want to use it, you could inscribe it with @1 which
would let you select it by using the number 1 in with your command. You
can also restrict what commands use the numbered item;

o @Xn where n is a number between 0 and 9, and X is a command.

This will cause the item to only be referred to as this particular number
by the command X. A fine example of this is the one macro that's
automatically defined in all Angband variants – if you inscribe your main
weapon as @0, and your shovel, pick or secondary weapon as @0 also, the
command X will swap between these two items for you.


## 1.7  Macros

Macros & Keymaps
~~~~~~~~~~~~~~~~~
Macros are mappings from a single logical keypress to a sequence of
keypresses, allowing you to use special keys on the keyboard such as
function keys or the keypad, to automate repetitive multi-keypress
commands that you use alot.

The macro system has changed between Angband 2.8.2 and 2.8.3, and some
older variants are still based on the 2.8.2 code. I shall concentrate on
the 2.8.3 code here, and direct users of the older system to the file
help/command.txt, which should contain details on the old macro system.

Macro and keymap definitons are kept in what are called user pref files,
which can be found in the user/ directory, funnily enough. Specific .prf
files are loaded in with each character – if you run a human priest called
Kenneth, then the files human.prf, priest.prf and Kenneth.prf would all be
loaded. You can thus have similar macros and keymaps together – spell
macros could be in priest.prf, and macros you wanted humans to have in
general could go in human.prf, and any specific to just this character –
say to activate a particularly good item they have – would go in
Kenneth.prf.

So, how do you define macros and keymaps? Both of them need an action;

o A:<action> – this is the definition of the action the keymap/macro
               will expand to.

To define a macro to perform the above action you would follow the action
definiton line with;

o P:<str> – str is the sequence of keypresses that would perform
            the action.

If, however, you wanted to define the above action as a keymap, then you'd
follow it's definition with the line;

o C:<mode>:<keystr> – mode is the keymap mode where the keymap will take
                      effect (0 for original and 1 for roguelike) and
                      keystr is a string that translates to one key. Note
                      that Ctrl-<char> is considered one key, but function
                      keys aren't.

So, a macro is defined by;

o A:<action>
  P:<str>

and a keymap by;

o A:<action>
  C:<mode>:<keystr>

Whenever macros need to contain special characters, they are represented
in a specific way, thus;

o \xHH – character number HH in hexadecimal
o \NNN – character number NNN in octal
o \e – ESC
o \n – newline
o \r – RETURN
o \s – space
o \ – backslash
o \^ – caret
o ^X – code for any control key "ctrl-X"

So, what's the difference between the two? Why choose a macro definition
over a keymap definition, or vice versa? There are three main differences;

o Keymaps don't get executed in stores, macros do. Imagine having 'u' set
  up as a macro, then trying to sell item 'u' in your inventory – as you
  hit u, up sprouts your macro string! You can't sell item u!

o Keymaps are defined as one key, but macros can be triggered by an
  arbitary number of keys. As function keys are considered more than one
  keypress, anything you bind to a function key has to be a macro.

o Keymaps can be different depending on the mode – original or roguelike.
  Macros use original commands.

Examples; well, ones that I use..

Activate light source – this is a macro which uses F1 for when I have the
Phial of Galadriel. It can't be defined as a keymap as the code for the
F1 key isn't a single key. Not that it stops anyone else using another
key, or course!

o A:\e\eAf\e
  P:\x9B0~

Kill top item on the floor – I played the 'bands for SO long without
knowing how useful this little one could be. If you've got a pile of stuff
on the floor, and you know the top three items are useless, just stand on
it and hammer the key three times, and they're destroyed. Very useful for
going through good sized treasure hoardes.

Macro;

o A:\e\e^d-yy\r
  P:'

Keymap;

o A:\e\e^d-yy\r
  C:0:'

I use a keymap in the above example, as a) it's simpler, and b) you don't
have to rely on the ' key in stores whatsoever. I map it to the ' key as I
use the roguelike command set, and so I can hit it with my left hand whilst
controlling the character with my right. If you use the original command
set, and you use the keypad, you might find it easier to maybe set up F10
as the macro. Why all the \e in the commands? It's to flush the output
buffer of any text it might display, and to get rid of any -more- messages.
Some people use \s too, as it performs the same task, so long as you have
quick messages activated in your options.

Example using numbered inscriptions;

Say you have a Rod of Trap Detection inscribed with @z1, and a Rod of
Detect Doors and Stairs inscribed with @z2. You could combine the
activation of the two by pressing F1 by setting up the macro;

o A:\e\ea1\ea2
  P:\x9B0~

\e\e will clear the output buffer of any existing messages that have yet

```
to be displayed, a1 will activate rod 1 (trap detection, irrespective of
it's location in the inventory), \e will clear the result of the
activation of rod 1, a2 will activate rod 2 (doors and stairs). Easy, huh?
```

## 1.8  Variants

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Variants
~~~~~~~~
Sure, Angband is a great game, but there are people out there who want
more. People who want to personalise the game, make their own alterations,
or take it in a completely new direction. If they're lucky enough to be
familiar with programming C, then all they need do is alter the source
code and a new variant is born.

What follows is an exhaustive list of the variants available. Unfortunately
(fortunately in some cases) they're not all available for the Amiga. Those
that are can be found in bold type. Check out the links section of the
documentation if you'd like to know more about any of the variants below.

o Amberband - Angband with a heavy Amber influence.

o Angband/64 - lots more traps, bigger dungeons, reformed spell system.

o AngbandTk - Angband with a swanky graphical system written in TCL.

o Bangband - Now defunct variant letting the player be dragons and monks.

o CathAngband - aiming to balance all classes in Angband.

o Cthangband - Zangband variant, replacing Zangband's Zelazny world with
  that of H.P. Lovecraft's Cthulhu mythos.

o Discband - Terry Pratchett's Discworld, in Angband form.

o Drangband - Ancient variant allowing various dragons as players.

o DvEband - Angband with Oangband influences.

o Easyband - For those who have trouble getting past 50'.

o EyAngband - Eytan Zweig's own Angband adaptation.

o Fangband - First variant to include targetting code for bows!

o FFVII Angband - Variant based on Squaresoft's excellent RPG.

o Goingband - Lots of patches written by various people.

o GSNband - Zangband variant, removing all Zelazny material in order to
  get back to the Tolkien feel of the game.

o GSN2band - Vanilla based GSN minus the Zangband elements.

o Gumband - Joseph Dixon's own adaptation of Zangband 2.1.1c.
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o GW-Angband – New magic system, balanced classes.

o Ingband – Ironman Angband – dive 'til you drop!

o Kamband – Kangband variant – religions, new races, alchemy, new spells.

o Kangband – New classes, bigger town, wilderness area around the town.

o KangbandTk – Kangband with the TCL graphical interface.

o Langband – Stig E. Sandø's Common Lisp re-write of Vanilla.

o Mangband – Multiplayer Angband, played via a TCP connection.

o MJBand – Angband variant with some interesting changes.

o NewAngband – PernAngband with updated class system.

o Oangband – Opinion Angband – changes right across the board.

o OangbandTk – Oangband with the TCL graphical interface.

o Pangband – Plot based Angband, uses RPL scripts to describe the plot.

o PernAngband – Zangband variant based on the novels on Anne McCaffrey.

o PernMangband – Fusion of PernAngband and Mangband.

o Psiband – Angband with psionic powers.

o Pziband – Zangband with psionic powers.

o QuestAngband – Variant based around a quest system.

o Rangband – Realistic Angband. Reality steps into Angband.

o Sangband – Skills based Angband. Develop various skills to advance.

o SBFband – Steve Fisher's own version of Zangband.

o Sillyband – Angband with ridiculous alterations.

o Tangband – TeamAngband, taking the traditional RPG approach to adventure.

o Terminal Angband – Beta of Angband using multiple term windows.

o TKKband – South Park derived variant.

o Yakband – bizarre variant, where you can play a Yak, of all things!

o Yin-Yangband – Various changes to classes, races etc.

o Zangband – Most played game, even moreso that Ang. Changes galore!

o ZangbandTk – Zangband with the TCL 8.0 graphical interface.

o Zceband - Eric Bock's own version of Zangband.


## 1.9 Links

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Links
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Here are a list of useful Angband related websites, along with a blatant
plug for my own site!

o Newsgroup
  rec.games.roguelike.angband

o Official Angband Page
  http://www.phial.com/angband

o Bablos' Angband Variants Page
  http://www.angband.pwp.blueyonder.co.uk

o Development FTP Site
  ftp://export.andrew.cmu.edu/angband

o Roguelike News
  http://www.skoardy.demon.co.uk/rlnews


Variant Homepages
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o Amberband
  http://members.xoom.com/Lord_Emrys/amber.htm

o Angband/64
  http://www.sx4all.nl/~thunder7/angband

o AngbandTk
  http://www.mypage.direct.ca/d/dbaker/angbandtk.html

o CathAngband
  http://dbox.victoly.com/~neko/cath

o Cthangband
  http://www.visi.com/~thornley/david/cthangband

o Drangband
  http://hercules.itctel.com/~apwhite/drang.html

o EyAngband
  http://eyangband.sourceforge.net

o GSNband
  http://ifg.amu.edu.pl/~naskrent

o GW-Angband
  http://www.kellnet.com/wooledge/angband.html
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o Kangband
  http://kangband.sourceforge.net

o Langband
  http://langband.sourceforge.net

o Mangband
  http://mangband.org

o MJBand
  http://www.litening.dircon.co.uk/mjband.html

o NewAngband
  http://members.nbci.com/variaz

o Oangband
  http://www.consume.org/Oangband

o Pangband
  http://www.umr.edu/~keldon/pangband

o PernAngband
  http://www.pernangband.org

o PernMangband
  http://pernmangband.pernangband.org

o Sangband
  http://www.fragment.com/~jl8e/sangband

o SBFband
  http://www.cs.unr.edu/~fisher_s/sbfband.html

o Sillyband
  http://www1.50megs.com/tarael

o Zangband
  http://www.zangband.org

## 1.10  History

Credits
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o Bablos <angband@blueyonder.co.uk>
  Me. I maintain every variant for the Amiga these days, apart from
  Richard Smith's Mangband and PernMangband. I wrote the Amiga specific
  documentation, I beta test all variants, I upload any Aminet archives
  that are ready, I run the Angband Variants Website, and I run lots of
  borgs on my machine!

o Mark Howson <markh@angband.org>
  Mark took over the Amiga specific Angband code from Lars Haugeths'
  2.7.9v6b code, and improved it alot up until 2.8.2. Since then Mark's

machine has died, and real life prevents him from developing and
compiling further, so I took on that part of things. Mark has moved
on from the Angband community now, but he still responds to any code
related questions I care to throw at him.

o Rob Reuhlmann <rr9@angband.org>
  Rob took over the Angband maintainership from Ben Harrison in April
  2000, and released 2.9.0 as his mark on the world of Angband. He
  also heads the Zangband development team, taking over it's development
  from Topi Ylinen.

o <variant author> <variant authors email address>
  <variant author> is responsible for creating <variant>

o Andrew Tait <antait@blueyonder.co.uk>
  Totty is the main beta tester besides myself, and might end up being
  the only other Amiga user to actually play some of the variants I knock
  out! He runs lots of borgs on his machine, too...

## 1.11  Contact

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Contact Information
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Got something to say? Like to buy Mark and I a pint or a Mars Bar for
our wonderful work? Head full of suggestions, questions, comments,
criticism, improvements or insults? If so, we want to hear it.

Start up your favourite email client and drop us a line at;

o Bablos
  angband@blueyonder.co.uk

o Mark
  markh@angband.org

Please remember however, that neither of us actually write any of the
variants that are currently available, we just convert them for use on
the Amiga. Any bugs that are obviously specific to the code and not the
Amiga version should be directed towards the original author via email
or the newsgroup.