

DeepSpace

COLLABORATORS

	<i>TITLE :</i> DeepSpace		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

DeepSpace

1.1 DeepSpace! Docs

- About DeepSpace
- Legal Stuff
- Setting up DeepSpace
- Registering
- Known Bugs
- History
- Future

1.2 About DeepSpace

DeepSpace is a Multi-Player, Multi-Node Space Role Playing ↔
Game.
BBS's that can run DOS doors (programs that use stdin & stdout) can
run this game.

*Note a Paragon Version is also available.
DeepSpaceP will allow only one node at a time to run.

Twenty nodes can play at one time, this has never been actually
tested though. Up to 100 users can join the game if

```
REGISTERED
    If it isn't
REGISTERED
    only 5 players are allowed.
```

Enforcer & Mungwall have been used during development of this version.
There should not be any hits, unless I missed one. I have also

setup a 10 minute inactivity timer in the game. This means that if a user playing the game doesn't press a key for 10 minutes the game will automatically clean up and exit.

```
DeepSpaceP (Paragon Version)
# DeepSpace
# DeepHost
# DeepSet

    Programmed by Todd Neumiller

GameSetUp
    Programmed by Todd & Darrell Neumiller
Ansi GFX
    Darren Campbell & Rod Whitney
# = only in Dos version
```

1.3 Legal Stuff

DeepSpace (c) Copyright 1994

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1.4 Setting up DeepSpace

WorkBench 2.0 or greater is required.

In the directory you unarced the DeepSpace archive, you will have

GameSetUp

DeepHost

DeepSet - This is used by the DeepHost program.

DeepSpace

DeepSpace.guide (the file your reading)

Text (dir) w/ numerous text files

Ones of interest for setting up the config for DeepSpace are:

1:

Text/AlienRaces

2:

Text/Sysop.txt

3:

Text/Remarks.txt

4:

Text/Defaults.txt

ENV:

5:

ENV:config

After the above mentioned files are edited to your liking run

GameSetup. This program will generate all the files needed to run DeepSpace. GameSetup should also be ran when you wish to re-roll the game.

* NEW V1.0 *

Also the path to which you have set up DeepSpace in can be saved into your config file. It is optional. If the files can not be found by DeepSpace fill in this option. Give it the path you are running Gamesetup in.

Example: Dh0:Doors/Deepspace/

DeepHost

This program is a background server for the DeepSpace game. After gamesetup has been ran you can now start DeepHost. I suggest you run it from your S:User-Startup file.
NOTE: It must remain in the same directory as the other files.
Do not copy it to another directory.

Example:

```
run dh0:doors/deepspace/deephost <nil: >nil:
```

It runs DeepSet, which loads all the data needed for the game. This allows DeepHost to become somewhat smaller in size. To shut down DeepHost just simply run DeepHost again. It will signal the original DeepHost program to shut down. A requester will pop up showing you that it is shutting down. If you do not want a requester to pop up (via remote or ??) Give DeepHost an argument.

Example:

```
DeepHost quiet
```

This will force the requester to stay off.

NOTE: Do not give an argument unless shutting DeepHost off!!!!
If any games are being played when you shut off the DeepHost program they also will be signaled to stop.

You are ready to go! The program has only been tested on a Excelsior BBS as of late. If you have ran it on any-other BBS please add a comment on the bottom of this file giving directions if anything different in the setup was required.
Also please let us know!

If you are able to adjust the priority DON'T. Just run DeepSpace at 0.

DeepSpace Arguments:

Usage:

```
DeepSpace Name/A/M,T=Time/A/N,Echo/S,D=Delay/N,A=Delay/N,CNET/S,LOCAL/S
```

Name	The users name /A - Required /M - Multiple strings allowed
T=Time	The time allowed to play /A - Required /N - numbers
Echo	Echo key press's /S - switch
D=Delay	Fight delay instead of default (40000) /N - numbers (1 to 200000000)

NOTE: If D is set to 0 it forces all players have the Auto-Attack on. Do NOT set to a negative number.

A=Delay An alternate delay method. (1 - 200)
(ticks 50 = one second)

Don't use this option unless you have to.
This depends on the BBS you are using.
During an attack sequence, numbers that range from 1 to 10 will be printed. The object is to hit a key as close as possible to 10. This is the percent power used during that fight wave. If all the numbers flash by with out a delay you have to use this option. If this occurs and you do not use this option the game, the program will eat up a lot of CPU time. Have this set even if you want Auto-Attack on. (none interaction fight)

Set d to 0 if you want Auto-Attack on.
Set a to a min of 6.

Testing setup delays

CNET A flag for CNET BBS only!!!!

To use %7 for passing time left you have to use this switch. I was told that this pass's time in tenths of a minute. This switch tells DeepSpace to convert the time.

LOCAL flag to turn off RIP auto-sensing. For BBS's that can have RIP GFX played local use this.

NOTE: Name & Time are REQUIRED!

Replace name(s) ,time with the proper BBS codes which are applicable.

An example:

```
DeepSpace John Doe T=120 Echo D=60000
Name is John Doe, Time allowed 120 minutes, Echo on, Delay set to 60000
* for most BBS's
```

Other examples:

```
DeepSpace John Doe T=120 (Min arguments)
Echo off using default delay of 40000 for the Attack delay.
```

```
DeepSpace John Doe T=120 d=0
Auto-Attack always on: Which will take away this option for the player
to toggle themselves.
```

```
DeepSpace John Doe t=30 echo a=8
Alternate delay method. Since d is at the default (40000) Auto-Attack off
(which will make it optional to the player). Delay of 8 ticks for the
attack delay & echo on.
```

```
DeepSpace John Doe t=30 echo d=0 a=8
Alternate delay method. Auto-Attack always on. Delay of 8 ticks
for the attack delay & echo on.
```

1.5 Testing setup delays

If you are using the D option for the attack delay set it very high at first. (~ 100000) Or the A option set at ~ 20. Have someone attack an alien via remote (to find the Alien use the sysop editor & check which sector they are in or move them to your sector). Check the speed during the fight. Change the attacking ship to a Sprite (only 1 on offense) against Fed ship (5 defense). This will be the fastest speed at which the fight sequence will go, and adjust it from there..

*NOTE: if you are using the D option for the delay (at 100000) and the fighting sequence flies by before you can push a key this indicates that you have to use the A option.

On our Excelsior BBS we use D=70000;

1.6 AlienRaces

Text/AlienRaces

AlienRaces is a simple text file. It can be edited with any type of text editor. It is a list of Alien race names that will be given to the generated alien's in the game. Example: Klingon

You must have this file in the text directory or the GameSetup program will fail. (you will read about GameSetup later).

The maximum number of alien race names that can be used is 50. If you have 25 or less names in the text file, 2 aliens will be generated for each race.

13 names = 26 total aliens,
25 names = 50 total aliens,
26 names = 26 total aliens etc..

1.7 Text/Sysop.txt

Text/sysop.txt

sysop.txt is a list of names that DeepSpace can access for getting the sysop(s) name(s). The names in this simple text file should match the name that will be passed to DeepSpace for the players name.

For example you and your Co-Sysop's handle's were 'Roentgen' & 'Big Byte' the text file would just contain these 2 names. Do not have trailing spaces behind these names. Hit enter right after the full name is typed.

This file can also be edited while in the user editor under defaults.

EDITORS:

To enter the Planet/Port editor hit '!' at the main menu. The Planet/Port editor is self explanatory. To access the user editor hit '@' at the main prompt.

To add a Planet is very simple through the planet editor. At the start of the game you will notice that in the planet editor, the numbers of the planets start at about 135. To be GOD and create a planet just select a number from 0 to 134 & fill in all the information for the planet you wish to create.

To create Aliens is about the same as stated above but through the user editor. You will notice that all Aliens are over 99 in the list of users. 100 to 149. (50 Aliens MAX)
To create a Alien just select a number from 100 to 149 that is not used and fill out all the info in the editor.

1.8 Text/Remarks.txt

Text/Remarks.txt

Remarks.txt is a list of strings that DeepSpace uses for insults. When a player attacks someone and destroys their ship they will insult the attacker. This file can be edited inside the user editor under defaults. The user editor can be entered at the main menu by hitting @ at the main prompt.

The strings you enter are used with the names of the attacker & the attacked. These strings can only be 32 characters long!

Example:

If Roentgen attacked Big Byte & destroyed his ship. Your string would be inserted like this...

Big Bytes says Roentgen 'your string here'

The format of Text/Remarks.txt

line 1 'has the number of strings in the text file'
line 2 'first string'
line 3 'second string'
ect..

If you edit this file with in the user editor you won't even have to worry about the format of the text file.

1.9 Text/Defaults.txt

Text/Defaults.txt

Defaults.txt is a list of variable's that the Sysop can Edit.

1: What ship the first time player will get.
2: How much cash the first time player will get.

- 3: How many ExaWatts the first time player will get.
- 4: How many turns the ships get.
This is based on a ratio. The default is 100.
- 5: How much Shields the first time player will get.

These can be edited through the player editor. '@' at the main prompt. You will see 'D' for defaults as one of your available selections.

1.10 Config

ENV:DeepSpaceD/config

This is a file that GameSetup will create. If you are registered you have to make sure this file is not distributed.

1.11 Registering DeepSpace

Registering DeepSpace can be done by sending \$20 US dollars to:

Todd Neumiller
P.O. Box 18591
Spokane, WA 99208 USA

Info needed:

- 1: Your FULL name
- 2: Handle if used
- 3: BBS name (BBS phone #)
- 4: Mailing address

You can also get more information by calling or sending e-mail to:

Internet: (Darrell Neumiller) neumille@spk.hp.com

Primary Support BBS: Fragmented BBS 509-926-5507
FIDONET 1:346/47
C-Link 911:6420/6.0
AmigaNet 40:414/12.0

Sysop Darrell Neumiller (AKA Big Byte)
CoSysop ME! Todd Neumiller (AKA Roentgen)

Alternate Support BBS's: Ami-Tech BBS 509-838-6490
Sysop Rod Whitney (AKA Spark Chaser)
Stormfront BBS 509-533-2747 (CNET)
Sysop Joe Kowtko (see CNET.docs)

(You can also subscribe to DEEP_SPACE, DEEP_SYSOP, and DEEP_FILES to)
(receive the latest info, contact Darrell at the internet address listed
above if interested.)

1.12 Known BUGS

I fix em as I find em! Or when someone else finds em.
Thanks for all the bug reports!

1.13 History

V.6 First working version.

V.7 Found Mungwall hit & fixed it. Fixed the bug that only allowed a player to e-mail someone with a user # with 1 digit.
*Note: Paragon version of DeepSpace created.

V1.0 Big changes to timing method in DeepSpace. Herman Stevens from Laukensstraat Belgium deserves all the credit. Informed me about it and also told me how to fix it! (THANKS!)
In showing known/unknown/avoided sectors could crash. This was fixed.
Spelling fixes - Yah I can't Spel
Other small odds and ends....
GameSetup changed. Added the ability for the path to be saved into the config file. The config file is saved in ENV: ENVARC:
This was done to hopefully fix the problem DLG BBS's have running DeepSpace in a directory besides the assigned DLG: directory.

V1.2 /* NOTE you do not have to re-roll your game if you were running the last version (V1.0) */
MORE spelling fixes!
Are you sure (Y/n) prompts fixed so you really can change your mind.
Sysop editor: Can now move someone to sector 1001
ANSI files re-worked a little.
A switch for CNET to convert the time argument.
Some problems around porting at sector 1.
You can't make a fortune selling your ship over & over.
GameSetup was changed so you do not have to re-roll to add registration.

V1.3 Added contraband.
Fixed radio silence, now the command match's the menu

V1.4 We have heard a rumor that it was possible to get the program hung on a disconnect during the game. I Found two routines using Flush() and took them out. Instead of just using ^C to abort the game, I have added ^D, & ^E also. DeepSpace has always had a 10 minute inactivity time-out.

A 'default' editor added. This can be accessed from the user editor. '@' at the main prompt. (see Text/Sysop.txt)
The sysop can now select which ship, & how much \$\$ a player will start with when they first enter the game.

Text/Remarks.txt
added. Can edit through the default editor.

Text/Sysop.txt
can also be edited through the default editor.

V1.6 Ooops! Forgot about 1.5.

The planet editor '!' from the main menu now also has a port editor. RE_ROLL is required! Ports have been changed a bit. The creator of a port can now make \$\$ from a share of its profits. The percentage of the ports profits that a player can receive is 10 by default. This can be changed in the port editor. 0-100%

When porting one turn gets used. Players that were able to steal/rob ect. were getting rich with hardly any moves at all.

BUGS fixed. Kicking player off a planet. (only 1 character was allowed to be entered). Torpedoes can now be purchased fairly.

Added to Text:Defaults.txt

In the player editor '@' from the main menu. You will get an option 'D' for defaults.txt. It is pretty straight forward. You can edit how many turns a player can have.

Text/Defaults.txt
V 1.9

RIP Gfx is fully functional. More ships. More bug fixes. New ANSI options. Just alot of different additions!
Non-Registered version only can have 5 players now. Also only 2 players will be able to play at the same time.

1.14 Future

I have had a lot of GREAT suggestions. I am keeping a list of them. I wanted to get rid of all the problems I can find before adding a lot more features to the game.

Possible new features for phase II:

Planet Praxis:

If you go through the BlackHole when it is un-stable (and make it through) you probably have seen the planet 'Praxis'. I plan on making this a 'second' phase of the game. The player could beam to the planet from his ship. Hostile Mutants & Aliens would be populated on the planet, along with running into other players from another bbs-node. Different objects could be obtained there. Weapons? Better Scanners? Crystals? etc.. An example that's being considered is: A VERY VERY RARE weapon that can be left at the DeepSpace Port. The weapon could be programmed (via DNA scan) to detonate when a certain Explorer arrived. It would shoot a projectile at the head of the player. This would be for your very best Explorer friends! - NOT!

Gambling:

A lot more ways to win \$\$. Possibly against other players as well.

Security:

The Shape Shifter could be anywhere! Selling illegal stuff from planet Praxis? You could end up in jail with no way out, or will there be a way out?

RIPGfx ?
