DeepSpace

COLLABORATORS			
	TITLE : DeepSpace		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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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 10 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

    These Files and their related documentation are provided "AS-IS" and
    are subject to change without notice, no warranties are made.  All
    use, is at your own risk.  No liability or responsibility is assumed.
```

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

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.

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: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: (Todd Neumiller) LT@planet.spk.wa.us
                              or LT@mulligan.spk.wa.us
                              or todd.neumiller@f31.n346.z1.fidonet.org

            (Darrell Neumiller)   neumille@spk.hp.com

FIDOnet: Todd Neumiller@1:346/31
          Darrell Neumiller@1:346/31
          Soon 1:346/31.10

Primary Support BBS: Fragmented BBS 509-926-5507
                              Sysop Darrell Neumiller (AKA Big Byte)
                              CoSysop ME! Todd Neumiller (AKA Roentgen)

Alternate Support BBS's: Planet Praxis 509-244-0336 (IBM Board)
                              Sysop Darren Cambpell (AKA General Chang)
                              Internet Address: planet.spk.wa.us
                              FIDOnet Address: 1:346/31

                           Ami-Tech 509-838-6490
                              Sysop Rod Whitney (AKA Spark Chaser)

(Updates are freqable from FIDOnet: 1:346/31 using the magic name DEEP)

(You can also subscribe to DEEP_SPACE, DEEP_SYSOP, and DEEP_FILES to)
/* NOTE might not be correct echo names? Contack Darren */
(receive the latest info, contact   general@planet.spk.wa.us or
Darren Campbell@1:346/31) (for more info. Yes, you will have to call
Planet Praxis to pick up files and echomail) (soon, alt.amiga.deepspace
will be on the internet, so make sure you subscribe)

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 creater of a
    port can now make $$ from a share of its profits. The percentage
    of the ports profits that a player can recieve 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
```

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 ?