DeepSpace

COLLABORATORS

	TITLE : DeepSpace		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		October 23, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

DeepSpace

1.1   DeepSpace! Docs

> About DeepSpace
>
> Leagal Stuff
>
> Setting up DeepSpace
>
> Registering
>
> Known Bugs

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.

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 is allowed.

Enforcer & Mungwall has been used during development of this version. There  ←
    should
not be any hits. Unless I mist one.

DeepSpace
DeepHost
DeepSet
    Programed by Todd Neumiller
GameSetUp
```

```
        Programed by Todd & Darrell Neumiller
Ansi GFX
        Rod Whitney & Darren Campbell
```

1.3 Leagal Stuff

```
DeepSpace (c)

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
DeepSpace
Text (dir) w/ numerous text files
     Ones of interest for setting up DeepSpace are:
     1:
             AlienRaces
                    2:
             Sysop.txt
                    3:
             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.

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

Example:
     run dh0:deepspace/deephost <nil: >nil:
It runs DeepSet once to load 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

Name      The users name
             /A - Required
             /M - Multiple strings allowed
T=Time    The time allowed to play
             /A - Required
             /N - numbers
Echo      Echo keypress'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)
          This depends on the BBS you are using.
          During an attack sequence, numbers rangeing 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 alot 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
                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 from there..

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

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 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 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
26 names = 26 total aliens ect..
```

1.7 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 past 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.
```

```
To enter the Planet editor hit '!' at the main menu. The
Planet editor is self explanitory.  To access the user
editor hit '@' at the main prompt.
```

1.8 Config

```
Text/config
```

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

1.9 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
```

1.10 Known BUGS

```
I exchanged my Amiga 1200 with a Amiga 4000 a while. That allowed
me to use Enforcer & Mungwall. Found a few hits in that last version
but they have been fixed. There shouldn't be any more? Least I can
not find any more.
```