

Genewic 32 bit MUD Client for Winsock

Version 1.9b

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(Please note that the online help file is more up to date than this document)

Bug Reports / Enhancement requests to: Entropy@infobahn.icubed.com

Overview

Genewic Mud Client for Winsock is designed to facilitate interaction with a MUD server, and can be used in place of the standard telnet command.

This program requires Windows 3.1 with Win32s 1.25 or later or Windows NT or Windows 95, and Winsock to run. Under Win-95, a 32 bit winsock implementation is required. (i.e. your 16 bit trumpet won't work!)

Features

- Separate input and output windows, avoiding the most annoying aspect of using telnet, in which the incoming text is interspersed with what you type.
- Multiple hosts in different windows active simultaneously, allowing you to "lurk" on several hosts at the same time.
- Easy to use, remembers mud host names, ports, and optionally passwords, and other logon text.
- Scroll back buffer, eliminating the need for page pausing on the mud server side.
- Advanced Triggers that support sound events, allowing you to wait for your favorite person to log on, and be notified by sound, eliminating the need to watch over the computer screen.
- Macros, and a dockable/floating macro bar.
- ANSI color support. (not vt100 or ANSI cursor positioning).
- Multiple Macro / Trigger / Alias sets for using multiple muds / logins.
- Active hosts window, which allows you to see which hosts you are connected to, and which have new activity since you last viewed that window. You may also switch between them by clicking on the hosts.
- Fully asynchronous sockets programming model, not locking up your computer while waiting for a network event to occur.
- User selectable fonts. (Courier or other non-proportional fonts only to allow for proper positioning of on-line ASCII art.)
- Several word wrapping options including 80 columns / window size, and character or word wrapping.
- Floating / dockable toolbar allowing easy access to common commands.
- Win32 programming model for added robustness.
- User selectable colors foreground / background.
- Pause. Pauses text display.
- Log Files - Allows all text to be written to a file.
- Copy from Output window. Select text with left mouse button, release left mouse button to copy to clipboard.
- Paste File Option. Sends text file out to MUD.

- Aliases - Allowing you to create your own commands / shortcuts
- Command Stacking - execute multiple commands at one time.
- Speed Walking - A popular feature that allows you to get from point a to point b quickly.

Installation / Setup

Setup of **GMUD** is fairly easy.

1. Copy GMUD to it's own directory, or unzip the archive there to start with.
2. Add the executable to a program group, or in Win95 drag the executable from the explorer and drop it on the desktop.
3. Ensure that you Winsock connection is active.
4. Double click on the Icon to Run **GMUD**.

How to use Auto login:

In the Edit World dialog box there is an edit control titled "Text to output upon connect". To have the client automatically log you in upon connect, insert the appropriate connect string, i.e.













```
connect username password  
(where username and password are YOUR username and password :))
```

or on diku/merc type MUDS, just enter

```
username  
password
```

Multiple lines are allowed, with carriage returns, enabling you to login, then automatically execute mud commands. (like having a list of who's on-line printed out, etc.)

The GMUD Toolbar

	Connect	<i>Connect to a MUD Server. Add New Muds.</i>
	Disconnect	<i>.Disconnect from the MUD Server.</i>
	Pause	<i>Pause the window. Stopping receiving from the MUD server..</i>
	Edit World List	<i>Edit the list of mud servers.</i>
	Screen Wrap	<i>Changes screen wrapping for all windows.</i>
	Change Font	<i>Changes the fonts for all windows..</i>
	New Window	<i>Opens a new window.</i>
	Colors/ANSI	<i>Change the foreground/background color and toggle ANSI support.</i>
	Sounds	<i>Options for controlling when GMUD makes sounds.</i>
	Edit Triggers	<i>Edit the list of triggers.</i>
	Log to Disk File	<i>Turn On / Off Disk logging.</i>
	About	<i>Display program information, version number and copyright.</i>

Macros

A macro is a string of user-specified text that will be sent to the mud when you hit a function key (F1-F10). To edit them, hit the Macro button on the toolbar, or use the Edit/Macros menu combination. their usage is fairly straight forward. You may have multiple sets of macros for different muds/ characters.

Aliases

Aliases give you the power to create your own commands, or just shortcuts to lengthy commands. You enter your alias text to name the command shortcut you are making, this is the text you will type to activate the alias. in the "Alias Translation" field, you enter the resultant text that will be sent to the mud.

Example:

If you often had to type in the *cast 'cure light' player*
following :
You might set your alias text to : *cure*
and your alias translation to : *cast 'cure light'*

then every time you typed : *cure player*
the client would send to the mud: *cast 'cure light' player*

Be careful that you don't set aliases for commonly typed words... for instance, you wouldn't want to set an alias text to '*sleep*', because every time you tried to sleep, your alias would get executed instead.

Triggers

A trigger is an action by the client (GMUD) that is triggered by text that is received from the mud server. You have to enter in the trigger text box the text that you want GMUD to look for to initiate the event. When the mud client receives this text, it will send the text that you have entered in the output text box to the mud server, and play the sound file you have selected. Please note that both the output text and sound file are optional.

You may select a small sound file (small enough to fit into memory all at once) to play when GMUD detects the trigger string. The uses of this are enormous... you can use it to wait for people to log on, or notify you when someone pages you, or when you receive mail, or to just spice up the game on combat muds by having different sounds play for different combat hits (kicks, deaths, backstabs, DECIMATE vs. ANIHHILATE, etc.) with a little creativity, it can start to sound like you're playing DOOM or something :)

You can have multiple sets of triggers, mostly useful for having one set for each type of MUD... the same set can be used in multiple muds if you wish. To change the trigger set that you are using for a particular MUD, use the *Connect* Dialog, or the *Edit World List* dialog

Advanced Triggers

Advanced triggers let you create a trigger that will respond to the mud in the context of the triggered text. To indicate a match on any word in the trigger text, use an *. To then place that word in the text that is sent back to the mud, use %n, where n represents the specific number (1-9) of the matched word you wish to send back to the mud. you can use up to 9 parameters this way.

Example:

If the mud sent you the text: *bill slaps sally*

And your advanced trigger text was: ** slaps **

And your mud output was: *tell %1 It's not nice to slap %2*

Your trigger would respond: *tell Bill It's not nice to slap sally*

A trigger can only span one line of input text, but can have multiple output lines of text. On combat muds, allot of times monsters will flee from you, and you will have to chase after them. If you wanted to automate it, you could do something as follows:

Example:

If the text you received was something like: *The Monster wimps out and flees east.*

You might set your trigger to: ** wimps out and flees **

And your mud output to: *%1*

kill %2

And the trigger would send to the mud: *east*

kill Monster

Obviously, triggers are a very powerful way to automate your mud sessions, and can add allot of spice to your game.

Command stacking:

Command stacking allows you to enter multiple commands in one line of text. The command separator character is the semicolon. Command stacking works in macros, aliases, and triggers as well as from the keyboard.

Example:

If you typed : *stand;n;e;s;u;kill baddie*
The client would send : *stand*
n
e
s
u
kill baddie

Command stacking may be disabled (in case the mud requires you to enter a semicolon character) Under the Options menu.

Speed Walking

Speed walking (a highly requested feature) is used to get from point a. to point b. quickly. It is activated by typing the speed walk prefix followed by a string of directional commands. You can also use numbers to move a number of times in a specified direction.

Example:

If your speed walk prefix was : */w*

And you typed : */wes2nu2w1d*

The client would output to the mud : *east*

south

north
north
up
west
west
down

Care must be taken when setting the speed walk prefix. If you were to use say 'w' as your speed walk prefix, then whenever you typed 'who', it would get misinterpreted as a speed walk, and the client would complain about a bad speedwalk string, and you wouldn't see who was on...

Troubleshooting problems

I get a GPF when GMUD starts

You are probably using windows 3.1(1) and an old version of Win32s. Upgrade to at least Win32s version 1.25. In the future, GMUD will require Win32s 1.3, so it's best to upgrade to that.

I can't connect to any host under Windows95 or Windows NT or

I get a DNS Lookup failure.

Are you running a 16 bit Winsock driver?

Windows 3.1(1) with Win32s will convert 32 bit apps to use the 16 bit Winsock, and Win95 won't : (... you have to upgrade to a 32 bit Winsock program. If you are having problems installing a 32 bit Winsock program, you might want to try installing the internet support in the Microsoft plus pack for Windows 95, or the Remote Access internet support under Windows NT.

If that doesn't work, make sure you have the Hostname in the appropriate field in the connect dialog. Don't just put it in the field for the mud's name.

None of the sounds work (Trigger sounds don't work)

They might be disabled under the edit/sounds settings dialog.

ANSI colors look weird in scroll-back or when another window is moved over the GMUD window.

This is a known problem, the effect is of minor cosmetic inconvenience, and the programming effort required to fix it is major... it will be a while before I get around to this one.

The ANSI logon picture on my mud looks messed up.

The picture requires ANSI Cursor positioning support which GMUD does not (yet) support .The program should work fine once you are in the mud.

Background color is different from text background.

The ANSI standard requires the text background to be black by default.

If you select a non-black background in the color dialog, things will look funny. either disable ANSI, or select a black background.

Keyboard Commands

(This list is by no means complete, mostly just the ones I get asked about)

CTL-TAB	Switch windows (worlds).
CTL-F4	Close the currently active window.
ALT-F4	Exit the program.
CTL-V	Paste text into the input window.
CTL-C	Copy text from the input window.
Up-Arrow	Show the previous command(s) (may be used multiple times).

Down-Arrow	Show the next command(s) (may be used multiple times).
Page-Up	Scroll backwards in scroll-back buffer.
Page-Down	Scroll forwards in scroll-back buffer

Notable MISSING features to be implemented in a possible future version include :

- Scripting
- A version of GMUD designed exclusively for Win95
- VT100 support. This version will be much slower, and will be limited to 80x25 columns

Known Bugs:

- While the display is scrolling, the input window is inactive.
- When a Maximized child window is in the background, and text is set to wrap to the screen width, it will wrap to the non-maximized size.
- Triggers may not be activated when the trigger text spans the size of a packet. Rarely happens though.
- ANSI colors may be off slightly in the scroll-back buffer.
- Problems with the alpha version of NT351's Chicago style shell, think it's the shell's fault...

This program is Share-Ware.

If you use this program regularly, and wish to see it's features expand, or wish to see similar quality software developed in the future,

Send \$20 to :

Dan Kelly
1136 Mellon Street Apt #1
Pittsburgh, PA 15206-1526

Thank you for your continued support.

Distribution

This program is freely distributable, and a small copying fee may be charged. For Site licenses, or if you wish to include this program as part of your internet software suite, or purchase the source, with our without ownership of the product, please contact me, prices are reasonable. If you have a Win-32 based program that you need constructed, please contact me for a price quote.

Send bug reports / feature enhancement requests / Ideas to
Entropy@infobahn.icubed.com.

You don't have to register to receive support.

Get the latest version at: <ftp://papa.indstate.edu/winsock-l/mud>

This is an excellent FTP site, with just about everything that's out there for winsock.