

DUNGEON MAKER™

Support BBS - Fairmont, WV
(304)-363-2252
4 lines at 57600 - 24 Hrs  

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Dungeon Maker Version 3.0 for Windows

Name: _____

Address: _____

City: _____

State: _____ Zip: _____ Tele: (_____) _____

=====
 Disk format: 3.5" _____ 5.25"
 =====

[Click Here To See What You Get When You Register](#)

Please Make Any Helpful Suggestions or any special instructions Here.
 I May Include any changes or Add-ons that you Suggest in your
 Registered version of Dungeon Maker. If you have a discount number
 place it in the area below, only one discount number per registration please.
 If you have any Suggestions for Graphics that we might have forgot,
 please describe them below, we may add it in your registered version.

=====

Suggestions: _____

DUNGEON MAKER REGISTRATION

First Copy of Dungeon Maker v3.0.....\$30.00 1 X _____

Each Additional Dungeon Maker v3.0.....\$25.00 __ X _____

Shipping And Handling..... \$ 5.00 _____

GAMING 101 BBS ACCESS (304) 363 - 2252

Gaming 101 BBS Has many files that can be downloaded and used with dungeon Maker.
 There is also 7 CD on line that you can download from, and a total of 49 CDs that you can
 Request from. As a registered user of dungeon maker You will automatically be given
 access to download from some special areas on the BBS such as "Dungeon Maker updates".
 It is NOT REQUIRED to register with GAMING 101 BBS to get the access to the special
 areas, or to recieve the registered version of Dungeon Maker, if you do not wish to register with
 GAMING 101 BBS then please place an X in the level1 access line.

Level 1

Unpaid Has 1/5 Upload/Download Ratio.

Download access only to files on Hard Drive

30 Minutes a day\$ 0.00 _____

Level 2

Download access to Files on Hard Drive and Online

CDs. 45 Minutes a day\$10.00 _____

Level 3

Download access to Files on Hard Drive and Online

CDs. 60 Minutes a day.....\$15.00 _____

Level 4

Download access to Files on Hard Drive and Online

CDs. 75 Minutes a day\$20.00 _____

Level 5

Download Access to Files on Hard Drive, Online CDs
and Request CDs. 90 Minutes a day..... \$25.00 _____

Level 6

Download Access to Files on Hard Drive, Online CDs
and Request CDs. 2 1/2 hours a day.....\$45.00 _____

Please Add all the options checked above and place the total below.

TOTAL.....\$_____

6% Sales Tax Applies To WV Residents

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 Credit Card Type: VISA AMEX MASTER CARD
 Credit Card Number: _____
 Expiration Date: _____
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**All Checks and money orders must be drawn on US banks.

Please Make Checks, or Money orders out to:
 Dragon Software
 P.O. Box 299
 Lumberport, WV 26386
 =====

Thank you for registering Dungeon Maker v3.0

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Definition Of Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are required to register it (or purchase the licensed version as in the case of Dragon Software's Visual Accounting System). Copyright laws apply to both Shareware and retail software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like retail authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software, either to all or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their Shareware. Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's retail or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is lower, prices are lower also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

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On-Line Software Support

GAMING 101

BBS



Dragon Software Support
FileBar Software Support
4 Lines up to 57600
24 Hours A day
Fairmont, WV

(304)363-2252

Dragon Software is continuously Updating it's software and Art Librarys or adding options for Registered users.

Registered Users and Non Registered user alike can get SUPPORT at NO CHARGE. If you would

like to download the latest version, make suggestions, Report Bugs, or just simply Make a comment then you can call our Official Support BBS. Our support BBS has a large library of Fantasy Roleplaying files that you can use with Dungeon Maker. If you are having problems with Dungeon maker please make sure your video driver is set to 256 colors or less, this is generally the cause of most dungeon maker problems.

You May Reach Dragon Software At these Other Address:

GAMING 101: Shane Cupp

AOL: DSOFTWARE

INTERNET: DSOFTWARE@AOL.COM

Voice: (304) 584-4143

US. Mail: P.O. Box 299
Lumberport, WV 26386

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A Note About VBRUN300.DLL

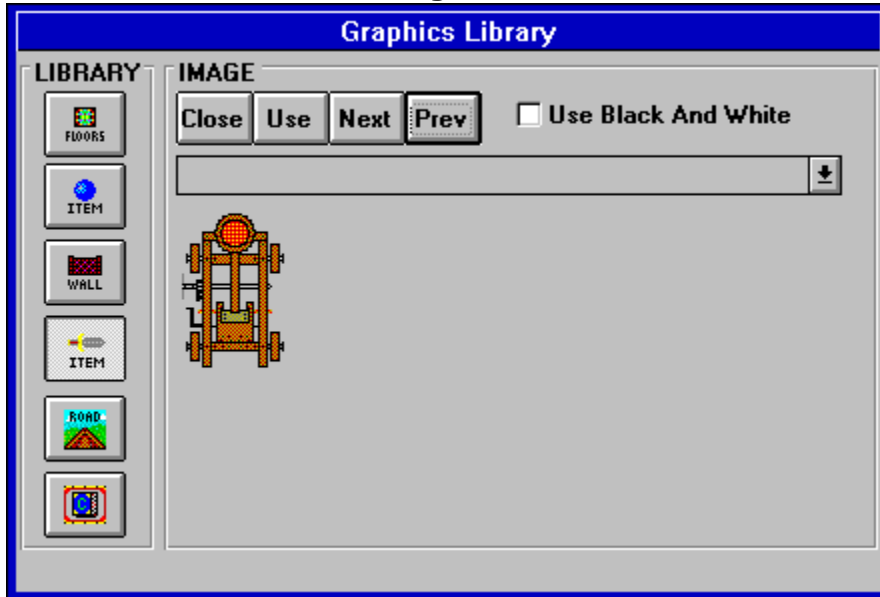
The Visual Basic Runtime library is not supplied with this program, however you may find it on almost all BBS's and Commercial Online Services. Before this Software will run Correctly, you will need to install this file in your windows system directory or the application directory.

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Shareware Version and Registered Version What You Get When You Register



A Very Large Graphic Library with over 180 items



Will Not Stamp "UNREGISTERED" on the Dungeon when Saving and Printing



Download Updated Libraries the latest version and Sample Dungeons From Dragon Software's Support BBS



Registration ensures future updates of this Software



Some of the Items in the Registered Version:

- Stairs Down Level
- Stairs Up Level
- Ladder Down
- Ladder Up and Down
- Ladder Up
- Pedestal Without Orb
- Pedestal With Orb
- Teleporter Tile In Only
- Teleporter Tile In and Out
- Teleporter Tile Out Only
- Teleporter Tile Secret
- Hay Pile
- Fountain
- Collapsed Floor or Pit
- Thrown Single
- Thrown Double
- Fireplace
- Table Make 1
- Table Make 2
- Desk
- Bedside Table or Lamp Table
- Chair
- Bucher Table

Stove Burner Table
Torture Table
Plain Table
Armor Table
Magic Items Table
Weapons Table
Throne Single
Throne Double
Bed Single
Bed Double
Cabinet
Book Shelf
Organ or Harpsicord
Grand Piano
Large Chest
Small Chest
Podium
Alter
Pue or Bench
Stauae or Guard
Statue or Guard Weapon and Shield
Stauae or Guard With Weapon
Blood Spill or Spot
Orb or Globe
Toilet
Bathing Tub
Animal Truf
Firewood Pile
Ale Barrel
Wagon with Oxen
Wagon
Tomb
Mine Cart
Track Streight Section
Track Deadend Section
Track Streight with Collapsed Floor Section
Track Curve Section
Track Cross Section
Track T Section
Dirt Road Streight Section
Dirt Road Curve Section
Dirt Road T Section
Dirt Road Cross Section
Brick Road Streight Section
Brick Road Curve Section
Brick Road T Section
Brick Road Cross Section
Small Streight Wall
Small Corner Wall
Cave Streight Wall
Cave Corner Wall
Cave Wall Deadend
Mediem Streight Wall
Mediem Corner Wall
Mediem Damaged Streight Wall
Mediem Damaged Corner Wall
Large Center Wall
Large Center Wall With Pedistol
Large Side Wall 1
Large Corner Wall 1
Large Corner Wall 2
Large Side Wall 2
Large Center Wall With Stairs Up/Down
Large Side Wall With Stairs Up/Down
Large Stairs Up/Down Wall
Large Archway Wall 1
Large Archway Wall 2
Large Damaged Side Wall
Large Door or Draw Bridge

Large Door Make 1
Large Door Make 2
Door
Double Door
Locked Door
Double Locked Door
Wizard Locked Door
Double Wizard Locked Door
Force or Magic Door
Double Force or Magic Door
Archway
Double Archway
Vault Door
Double Vault Door
Bar Door or Gate
Double Bar Door or Double Gate
Fence
Double Long Fence
or Harpoon
Arrows or Harpoons
Canon
Canon Balls
Catapult
Catapult Bullet or Small Bolder
Cross Bow
Bow
Arrow or Bolt
Two Handed Sword
Sword
Two Handed Hammer
Two Handed Axe or Helbard
Spear or Polearm
Staff,Rod or Mace
Morning Star or Fleil
Dagger or Dirk
Dart
Small Hammer or Throwing Hammer
Small Axe or Throwing Axe
Great Helmet
Helmet
Arm Guards
Breast Plate or Plate Armor
Mail Skirt
Belt
Plate Leg Guards
Shield
Large Body Shield
Necklace
Wand
Priest Holy Symble
Scroll
Potion Bottle or Jar



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This Limited Warranty shall be governed and construed in accordance with the laws of the State of West Virginia.

ACKNOWLEDGMENT

BY USING THE SHAREWARE VERSION OF DUNGEON MAKER YOU ACKNOWLEDGE THAT YOU HAVE READ THIS LIMITED WARRANTY, UNDERSTAND IT, AND AGREE TO BE BOUND BY ITS' TERMS AND CONDITIONS. YOU ALSO AGREE THAT THE LIMITED WARRANTY IS THE COMPLETE AND EXCLUSIVE STATEMENT OF AGREEMENT BETWEEN THE PARTIES AND SUPERSEDE ALL PROPOSALS OR PRIOR AGREEMENTS, ORAL OR WRITTEN, AND ANY OTHER COMMUNICATIONS BETWEEN THE PARTIES RELATING TO THE SUBJECT MATTER OF THE LIMITED WARRANTY.

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OVERVIEW

The Dungeon/Game Master's dream come true. Finally make graphical dungeons with extreme precision. Includes demo dungeon, 16 color and black and white graphic library, snap to grid, stamp, print, save, load, copy from clipboard, cut, draw, zoom, bomb, line sizes, rotate, mirror image, line draw, boxes, and circles. Dice Calc, Build Tables and Table Databases that can store bitmaps, Math and dice rolls, play sound files. Link events to dungeons, and perform them later, links include, display table, show results of table, play wav file, roll dice, display gif file, display bitmap, and display text file. Build Random adventure introductions with Adventure Maker, You can even create modules to pass around to your friends.

Minimum Requirements



386SX 16



2 MB of RAM



1.5 MB Hard Disk Space



Mouse is Highly Recommended



Windows 3.1 - in 256 color mode or less.



VBRUN300.DLL

Tool Box



This Option Will Allow you to Create Another Dungeon



This Option Give you Access To the Graphic Library Window



Selects Stamp Tool For Dungeon Design Window. You may also press **SHIFT** and the First Mouse button to stamp an item on the screen this this option is selected in toolbox window.



Allows User to Draw Lines in the Dungeon Design Window



Allows User to Draw Pixels in the Dungeon Design Window



Fill Items in the Dungeon Design Window, With Fillstyles or Colors Selected. Make Sure the boundies of the areas you wish to fill are Completely solid



Cut will Allow to Cut Images from the Dungeon Design Window and select it as the current Stamp Item. Warning: If you Cut an item, you will not be able to stamp transparently.



Allows User To Erase Items in a 10 X 10 pixel Square in the Dungeon Design Window



Allows User Draw a box in the Dungeon Design Window



Cut Will Allow to Copy Images from the Dungeon Design Window and select it as the current Stamp Item. Warning: If you copy an item, you will not be able to stamp transparently



Allows User To Draw a Circle in the Dungeon Design Window



Allows User To Enter Text in the Dungeon Design Window, however you can not use the backspace You can remove unwanted letters by using Cut or Erase



Allows the user select a font to use in the dungeon design window.



Similar to the spray can, only more configurable, to configure the bomb function, press the last mouse button on the bomb button, or use the setup menu.



Clicking this button will allow the user to move a box around the dungeon design screen and when the left mouse button is press will zoom the selected area. Once in the zoom you will only be allowed to paint. you may also move the zoom window around by holding down the first mouse button on the blue border and moving the mouse.



Loads the Table Maker part of Dungeon Maker.



Loads the DICE CALC program in Dungeon Maker.



Loads the ADVENTURE MAKER part of Dungeon Maker.



Allows User to mark off areas on the dungeon map that will be linked to an event. Once you have marked an area, you can select the event marker by pressing the first mousebuton on it, to bring up options for the particular event marker you can press the last mousebutton.

Dungeon Design Window

File Menu

New - Will open a new Dungeon Design Window.

Regrid - Will Draw A Grid in the Current Window

OctGrid - Will grid using Octagons.

Clear - Will Clear The Current Dungeon

Save Dungeon - Will Save The Current Window. You also have the option of creating directories or Making a module. You select module, all the files that are linked to your dungeon, including files that are linked to any tables, will be copied to the directory specified in the dialog box.

You can then ZIP up the directory and upload it to BBS for people to load into their copy of Dungeon Maker. Dungeon Maker will know that the dungeon is a module and handle all the files for you when you load it.

Load Dungeon - Will Load a File Into the Current Window

Print - Will Print the Current Window using Paint Brush

Exit - Unloads the Current Window

Image Menu

Stamp Will Stamp the Current Image on the Dungeon Design Window

Copy From Clipboard will copy an item from the clipboard into the current selected Item box to be stamped, Note: This option will not stamp items transparently.

Snap to Grid toggles the snap to grid options.

Update will allow you to update the undo image, this is useful when the Undo count is turned off or is set at a high number

Rotate - Rotates the Current Selected Item by 90 Degrees

Mirror Image - Will mirror the current selected item

Undo - Will Undo the last Command

Window

Tool - shows the tool box

Fill/Line - shows the Fill/Line box

Color - shows the Color Box

LINK

Preform Link - Once you have selected an event Marker and it is blinking, selecting this Option will execute the link that you have programmed for the event marker.

Delete Link - This option will delete the selected event marker.

Setup Link - This is menu option that will allow you to program the link for the currently selected event marker. The menu options are

explained below.

TABLE - Display Table

This option will allow you to view a table when the event is executed. You will be asked the filename of the table you wish to display.

Show Results of Table

This option will allow you to view on a portion of a table when the event is executed, you will be prompted for the file name and then how you wish to select the part of the grid you wish to display. In the case of a Database table or a one table chart you will only be prompted to supply a row value.

Roll Dice - The Dice Calc will be displayed and you can enter the formula you wish to roll when the event is executed. When you have finished entering the dice roll, you must press the done button.

Show Bitmap- You will be prompted for the name of the bitmap to display when the event is executed. While in the dialog box you may double click on the filename to preview the bitmap before choosing. When Finished preview, click the image and the dialog box will be restored. All dialog boxes for the following events work this way.

Show GIF - You will be prompted for the name of the GIF to display when the event is executed.

Play Wav - You will be prompted for the name of the WAV to play when the event is executed.

Jump to Dungeon - You will be prompted for the name of the Dungeon that you wish to jump to when this event is executed. You will not be able to preview the dungeon in this dialog box.

Display Text File - You will be prompted for the filename of the text file that you wish to display during the event.

Setup

General - Shows general setup window

Bomb - Shows bomb setup window

Help - shows this file

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Graphics Library Window

Close

Closes the Library Window

Use

Selects the Current displayed object for stamping

Next

Moves To Next Item in Library

Prev

Moves To the Previous Item in the Library

Use Black and White

Allows use of the Black and White portions of the Graphics library

Drop Down Box

Allows Quick Access to Graphics Library items



Setup Window

The Setup Menu option may be selected when the tool Box is activated.

Width - Sets the Page Width
Height - Sets the Page Height

Note: If you change the page width and height while dungeons are loaded, Dungeon Maker will cut the page size down automatically, cutting all graphics stored on the page.

Grid Offset - Starting position of Grid, Valid parameters are -8 to 30

Grid Spacing - the distance between each Grid, this also effects the snap to grid. The eraser size is set to this value also.

Grid Steps - the distance the grid will draw before placing a horizontal and vertical line.

Print Scaling - the default is 80% in this field, 80% will reduce the printed dungeon by 20%. If you place a 1 in this field, the dungeon will print at full scale.

Undo Count - this setup option will speed up the stamp process. The undo count configures how many times an item is stamped before the undo feature is updated.

Placing a -1 in this field will turn the Undo features off, you can use the update menu option in the image menu to update the undo image if you wish. Placing a 0 in this field will update the undo feature each time an item is stamped. Any other number from 1 to 32000 will force the undo feature to update when you have stamped that many items.

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Fill/Line Box

Fill Styles

Selecting one of these items will change the fill style in the dungeon design window. this option will effect box, circle and the fill features.

Line Width

Clicking one of these items will change the width that the line is drawn in the dungeon design window.

Draw Styles

Clicking on one of these items will change the style of the line that is created in the dungeon design window.

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Color Window

Selecting A Color

To Select a forecolor for all the dungeon design windows press the left mouse button on the desired color. To select a back color to be used in the zoom box press the right mouse button on the desired color.

Custom Colors

To create a custom color double click on the white color boxes at the end of the color dialog. A color dialog box will appear, create the custom color and press ok.

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Bomb Setup Window

Radius

Sets the size of the area you wish to effect

Fragment Size

Sets the size of the fragments you wish to paint.

Duration

Sets the amount of time that bomb paints the fragments

Random Colors

When the box is check the fragments will be painted using random colors, otherwise the fragments will be the color you have selected for the forecolor in the color window.

DICE CALC



The dice calc is an excellent tool for DMs and GMs. It will allow you to do any normal math functions with the ability to add dice rolls with it. The top display box shows the results of any formulas entered in it, the bottom box show the formula that you have entered. Enter the dice roll exactly how you see it into the Dice calc and you will see the results. to reroll the results click the recal key, the little red number in the upper right hand corner of the formula box will display how many times the formula has been rerolled. You can copy and paste formula from the clipboard to the dice calc The Dice calc will calculate any formulas that you paste in it. You can not however place more (in side of each other.

This is valid: $1D6 + (2x6)$

This is not: $1D6 + (2x(6+2))$

You will get an invalid answer.

TABLE MAKER

C:\DMAKER20\TBL\TEST2.TBL			
0	Rolls	2	3
1	+2+(5x2)	+2+5x2	~intro.txt
2	+6+(5+3+2)	+1D6+(2x6)+1D100	+12D9
3	+2x(2x4)	+1D6+(2x6)+(1D100)	+12x9
4	+2+(6x2)	+100+100	~c:\dmaker20\am\intro.txt
5	+2+(6x2)+3+(3x2)	+6000+300	'e:\bitmaps\add.bm
6	'e:\bitmaps\vbite	@d:\audio\2_ae35.v	+1D6

click the items you wish to find more information about.

This Table design system was developed to allow many type of gaming systems to be used so instead of hard coding the tables in the program, the users has the most flexibility to create their own custom tables.

Dungeon Maker does not supply any useful tables as examples for the gaming system that you may be currently using, because they may infringe on someone's copyright or trademark. However if you create a table feel free to distribute it everywhere so other Dungeon Maker users can have access to it. We do not recommend that you sell tables that may infringe on someone's copyright or trademark, but that is entirely up to you. You may find some useful tables on our Support BBS(304)363-2252 that we have collected from Dungeon Maker users, BBSs, and online services.

Select this when you wish to make a 1 colum chart.

Select this when you wish to create a table that has more than 1 column

Place the number of columns you want your table to have in this box.

[Click here if you wish to make the new table a database table.](#)

Click this option if you want the default column with to be 50 characters

[Click here if you want to have the column width other than default.](#)

Enter the width in characters that you wish to make the column width on the new table.

Click this button when you are ready to create the new table.

[Click here if you change your mind and don't want to create a new table.](#)



New Table Window

New Table

1 Colum Chart

Colum Table

A Database Table

Colum Width

Default

Characters

Ok Cancel

Click the items to the left that you want to find more information on.

This Tool Bar Option will allow you to save your table when you are ready. If you wish to make this table a module so you can upload it or pass it along to your friends then select the make module box to the left. When making a module, Table Maker will copy all the files linked to the table to the directory that you have saved the table to. a create directory button is provided to allow quick creation of directories for this.

This option will allow you to open a table or module that has been previously save. If the table is a module, Table Maker will know this and default all linked files to directory that the table was loaded from.

This option will allow you to rename the currently selected column

This will delete the contents of the currently selected grid location.

This option will allow you to link a bitmap to the currently selected grid area. You can accomplish this by typing a ' and then the path and filename of the bitmap, however the bitmap will not show in the grid until you save and load the table. All Bitmaps will be shown in the table. We recommend that you place your bitmaps in the last column of your table because some bitmaps can be rather large.

This option will allow you to link a wav files to the currently selected grid area. You can accomplish this by typing a @ and then the path and filename of the wav file, you can play the wav file back by double clicking on the grid area.

This option will allow you to link a math function to the currently selected grid area. You can also accomplish this by typing a + and then the formula, you can recalculate the formula by double clicking on the grid area.

This option will allow you to link a text file to the currently selected grid area. You can also accomplish this by typing a ~ and then the path and filename of the text file, you can display the text file by double clicking on the grid area.

these options will allow you to cut and paste text from the clipboard to the currently selected grid area.

Clicking this button will exit you from The Table Maker area of dungeon maker

Placing your mouse here and clicking will allow you to enter text, once you have entered the desired text you can press enter, the text you have entered will appear in the currently selected grid area. You can also select the grid area with your mouse and then start typing you desired text, once you have completed you can press enter to display your text in the selected grid area. to edit text already in a grid area, select it with the mouse, then place the mouse on this box, you can edit it, the press enter to update the grid area.

These are the rows of the grid, you can resize the height of them by placing your mouse on the line between the rows, press the first mouse button and move to desired size.

These are the columns of the grid, you can resize the height of them by placing your mouse on the line between the columns press the first mouse button and move to desired size.

This is the horizontal scroll bar, you can quickly change the column you are on by clicking on it.

This is the vertical scroll bar, you can quickly change the row you are on by clicking on it.

The Title bar will display the name of the file you have currently open.

this is a linked text file

This is a linked bitmap

this will maximize and minimize the window.

this is a linked math formula

this is a linked wav file

Adventure Maker

Adventure Maker will allow you to create or generate introductions to dungeons, it will also give you good ideas for an adventure. The supplied texts for dungeon Maker are limited, everthing is programmable. You can create your own set of texts and distribute them, you can even sell them if you like, as long as you didn't copy some one else's work.

In the choices box you can select a line of text by double clicking on it, if you want to randomly select this line, press the random button to the right. If there are any variables that need to be filled in that portion of the story, then you will be prompted to put a value for that variable, for more information on this you should look below. Keep following the process until the options box is empty, when you are finished, the text box will have the adventure you have created in it. You can edit this story and change it. Once you have finished editing the adventure you can save it as a text file and link it to a table or dungeon event.

Buttons on the Main Adventure Maker Window.



Random - will randomly pick an item out of the choices box.

View - Will allow you to view the text you have selected from the options box.

variable control - You can program the variables that your Adventure maker uses.

load - Load a text file into the Text box

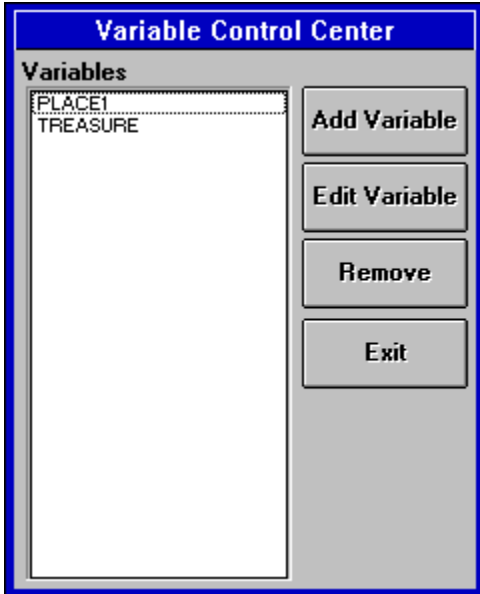
Save - Save a text file into the text box

Clear - Clear the text in the text box

Reset - Reset Adventure Maker and start from scratch

Quit - Quit Adventure Maker portion of Dungeon Maker.

Variable Control Center



Add Variable - Will allow you to add a variable that is reconized by AM

Edit Variable - Will allow you to edit a variable that is reconized by AM
When Adventure Maker reconizes the variable in one of your scripts, you will be prompted to enter a value for that variable, In the dialog box that is asking for the value, you can have AM randomly pick a value or you can list the values. To create this list, you need to edit each variable and enter the values you wish AM to store.

Remove - Will allow you to remove a variable from AM's list

Exit - Will exit the variable Control Center

Editing Variables

add to list - allows you to add a value for the variable you are editing

Remove - Allows you to remove a value from the variable you are editing

Done - will take you back to the main menu of the variable control center.

Editing the scripts, Inserting variables, and How Adventure Maker works.

You can use any editor to edit the scripts, however you can load and save text files with Adventure maker. Adventure Maker will always load INTRO.TXT from your /DMAKER30/AM directory when it starts up. this is your starting point. the file might link like this:

```
FIRST LINE
* THIS IS THE SECOND LINE OF TEXTFOR THE PREVIOUS LINE >LINKED.TXT<
SECOND LINE
* THIS IS THE SECOND LINE OF TEXT FOR THE PREVIOUS LINE >LINKED.TXT<
```

Each line of text without an * in front of it will be the line of text that will be displayed in the Choices window. Lines with an * in front of them is the previous line of text continuing. At the very end to the last line of text you should put a >FILENAME.TXT<

Filename being the text file you want Adventure maker to jump to and load into the choices window after the users selects a line. If this is not placed at the end of the last line of text, Adventure maker will end the process, allowing the users to save what text has been built. There is no set limit of the text files that can be linked, however you should not loop them back to each other, this could be disturbing. Below is an example of linking text files, intro.txt is required:

Intro.txt.....quest.txt.....failure.txt.....reward.txt.....fairwell.txt.....end.

Each text portion in the script texts can be linked to a different text file. here is an example:

FIRST LINE

* THIS IS MORE TEXT FOR THE PREVIOUS LINE OF TEXT

* THIS IS MORE TEXT FOR THE PREVIOUS LINE OF TEXT>C:\txt\L1.TXT<

SECOND LINE

* THIS IS MORE TEXT FOR THE PREVIOUS LINE OF TEXT

* THIS IS MORE TEXT FOR THE PREVIOUS LINE OF TEXT

* THIS IS MORE TEXT FOR THE PREVIOUS LINE OF TEXT

* THIS IS MORE TEXT FOR THE PREVIOUS LINE OF TEXT >C:\TXT2\L2.TXT<

To see a better example of this you should look at the text scripts that are provided as an example with Adventure maker, they can be found in the /DMAKER30/AM directory. To get more complicated, you could build a tree of text files to build your adventure texts.

VARIABLES:

You can insert Variables into the Adventure Maker scripts as shown below:

FIRST LINE

* YOU WALK INTO THE DUNGEON AND SEE [PERSON1] ,

* HE TELLS YOU TO TAKE HIS [ITEM] AND HIT HIM WITH IT. >JUNK.TXT

[PERSON1] Is the variable, You can put PERSON1 in your Variable list, The Variable list in Adventure maker IS CASE SENSITIVE, if you enter the variable into the Variable list as all caps you must place the variable in your scripts as all caps. Adventure Maker will see the variable and prompt the users to enter a value for it.

There are a lot of creative things you can build with Adventure Maker, let your imagination run wild...

DISTRIBUTION OF ADVENTURE MAKER FILES.

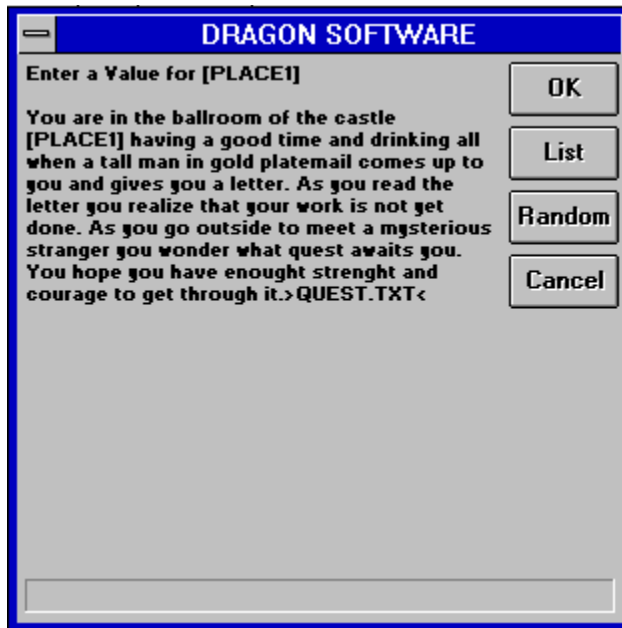
You can obviously distribute the text files that was created, but if you would like to distribute the Variable lists and Script files, here are the files you need to include.

To distribute the Variable lists.....All the files ending with .DAT in the /DMAKER30/AM directory.

SCRIPTS.....The Intro.txt and all other Text files you have linked in your scripts.....

Please Distribute the files you create like crazy....

Variable prompt



Once you have selected a line from the option box, if there is a variable in it that is reconized by Adventure maker you will see a window like this. in this case [PLACE1] was found in the script. The context that the variable was found in will be displayed. It is up to you to enter a value for the variable. here is the discriptions for the buttons found in this window:

OK - after you have entered a value you can click this option to continue.

LIST - List the avaiiable values for this variable.

Random - Randomly select a value from the variable value list.

Cancel - Cancel, if you press this, no value you will be entered for the variable.

