

Adventure Writer For Windows Map Viewer.

Version 1.0b

Introduction

Adventure Writer For Windows Map Viewer (AWWV) provides the ability to view and print any Adventure Writer For Windows (AWW) map. This viewer may be freely distributed allowing users of AWW to give detailed maps to friends and players of their games.

This program is fully functional for its designed purpose of printing and viewing maps created with Adventure Writer For Windows. Below are some of the highlights of the complete Adventure Writer For Windows Package.

- Windows MDI (Multiple Document Interface) program providing the ability to edit multiple maps and documents at the same time.
- BW and color printing on any Windows compatible printer, at a variety of scales including those suitable for 15mm and 25mm figures.
- Each map is 50x50 hexes/rectangles in size.
- Provides a text editor with full cut/paste/copy functions for use in detailing your maps.
- 32 Terrain types are provided to allow the creation of indoor, outdoor, and outer space maps.

System Requirements

To use the Adventure Writer For Windows Map Viewer (AWWV) you will need a system similar to that described below.

- Microsoft Windows graphical Environment version 3.0 or later.
- Personal computer using 80286, 80386SX, 80386DX, or higher microprocessor.
- 1MB of RAM (2MB Recommended)
- One 5.25" or 3.5" disk drive (Hard Disk Recommended).
- VGA, 8514/A, or compatible video graphics adapter and monitor.
- Microsoft Mouse or compatible pointing device.

Package Contents

Your Adventure Writer for Windows Map Viewer package contains the following components:

AWWV.EXE	Adventure Writer For Windows Map Viewer Program.
*.MAP	Sample Map Files.
AWWV.WRI	AWWV Documentation in Microsoft Windows Write Format.
README.TXT	Last minute documentation and information.

Installation

1. Unarchive the distribution ZIP file.
2. Use the MS Windows RUN command to execute the program AWWV.EXE.

Reference

Terrain

There are 30+ terrain types available from AWW. AWWV is capable of displaying all of these.

The Basic Terrain Styles Include:

Compass, Encounter/Sword, Water, Air, Earth, Fire, Walls, Doors, Up Stairway, Down Stairway, Pit, Trapdoor, Castle, Tower, Village, Archway/Dungeon Entrance, Mountain, Hill, Forest, Swamp, Planet, Star, Asteroid, Space Station, Pentagram, Slain Warrior, Debris, and Treasure.

File...

Open...

Choose Open... to open an existing map or document. When you choose Open... first you will be prompted for which type (Map or Document) to open, then a dialog box will allow you to select a file.

Print...

Choose the print option when you wish to print the current map or document. Depending on which type of window is active different options will be presented as detailed below.

Documents

Choosing the Print... option while a document is the current window, will cause the document to be printed to the currently selected printer. Minor formatting of the document is performed to provide for formfeeds between pages.

Maps

Choosing the Print... option while a map is the current window, will cause the Print Options Dialog box to appear. This dialog provides a number of scaling and selection options for use in printing maps.

Print Map

Choosing the Print Map button causes the entire map to be printed on a single piece of paper at a scale of approximately 1/4".

Print Map At Medium Scale

Choosing the Print Map At Medium Scale button causes the map to be printed at larger scale. 4 pages are required to print the entire map at this scale.

Print Map At Large Scale

Choosing the Print Map At Large Scale button causes the map to be printed at a large scale suitable for 25mm Figures. 25 pages are required to print the entire map at this scale.

Print Selected Pages

Choosing the Print Selected Pages Button causes the Print Selected Pages Dialog Box To Appear. This option allows you to select a single page of your map for printing.

X+- / Y+-

Choosing these four buttons allows you to display different pages of your map at the scale specified below.

Scale

This control provides radio buttons which allow the selection of 4 Page (Medium) or 25 Page (Large) scale.

Print Page

Choosing this button causes the current page as displayed within the Print Selected Pages Dialog box to be output to the printer.

Exit

Choosing this button of the Print Options dialog exits the Print Options dialog.

Printer Setup...

Displays a dialog box for selecting the printer you use to print maps and documents. Initially, the Windows default printer is selected (see your Windows documentation for information about specifying a default printer). All printers that have been installed in Windows appear in the Printer Setup dialog box.

Choose the Setup... button to change the selected printer's defaults. Another dialog box r appears where you can change settings such as paper size, orientation, resolution, and other printer specific options.

Exit

Closes all Adventure Writer Maps and open documents and returns you to the Windows Program Manager.

Edit...

Undo

Choose Undo to reverse the last Backspace or Delete key action. This command does not undo other actions such as cut, and is only available within documents.

Cut

Deletes the selected text from your document and places it on the Clipboard where it can later be pasted elsewhere in the document, or to a different document. When you cut text to the clipboard, the previous contents of the Clipboard are replaced. Adventure Writer text can be cut and pasted to other Windows applications such as Write or Notepad. This command is only available within documents. To cut text, Select the text to be cut using the text cursor. Choose cut from the Edit Menu. The selected text is removed from the document and placed on the Clipboard.

Copy

Choose the Copy command to place a duplicate of the selected text or graphic on the Clipboard where it can be pasted elsewhere in the document, or to a different document. Copy leaves the original text or graphic intact, but replaces the previous contents of the Clipboard. Using Copy while a map window is active copies the visible contents of that window to the clipboard.

Paste

Choose Paste to place the contents of the Clipboard (the last text cut or copied) back into the document. Paste is only available in documents.

Delete

Deletes the selected text from your document. Text removed in this way is permanently removed from your document. This command is only available within documents.

Delete All

Choose Delete All to clear the entire map or document. When used to clear a map options are provided for clearing to a particular terrain type.

Search...

Overview

Adventure Writer For Windows can search through documents and quickly find all occurrences of a word, phrase, or number. This feature is useful for quickly locating an encounter.

Find...

By choosing the Find... option the Search dialog box will appear.

In the Search For: box, type the text you want to find.

Choose the Case Sensitive check box if you want to find text that matches the exact combination of upper- and lowercase letters you typed in the Search For box. If you don't choose this option AWW will find all upper- and lowercase versions of the text.

Replace...

You can have AWW find text and replace it with text you specify throughout an entire document or in text you highlight. By choosing the Replace... option the following dialog box will appear.

In the Search For: box, type the text you want AWW to search for.

In the Replace With: box, type the replacement text. If you want to remove text from your document leave the Replace With box blank.

Choose the Case Sensitive box if you want to find text that matches the exact combination of upper- and lowercase letters you typed in the Search For: box. If you don't choose this option, AWW will find all upper- and lowercase version of the text.

Choose the All Occurrences box if you want the replacement to take place globally within your document. If you don't choose this option, only the next occurrence will be effected.

Choose the Prompt On Replace box if you want to confirm each replacement manually. If you don't choose this option, all replacements will be made without a confirmation dialog box.

Next

Choosing this option repeats the last Find... or Replace... operation. See Find... and Search... above for further details.

Terrain...

General Information

Describes the basic terrain features provided by AWW & AWWV.

Options...

General

The options menu provides a number of settings to customize the display and output of maps which are created.

Terrain Bar

Determines if the terrain bar should be displayed. Disabling the display of the terrain bar provides Adventure Writer with a larger workspace with which to display maps and documents, at the expense of the convenience the terrain bar provides.

Show Numbers

Determines if Hex/Square numbers should be displayed & printed.

Show Color

Determines if background colors should be displayed & printed. This can be useful to print color maps without color or shading.

Show Text

Determines if Hexagon/Rectangle descriptions should be displayed or printed. This is helpful to provide GM notes and information on the map which should not be visible on maps which are used by players.

Show Frames

Determines if the frame of each Hex/Square should be drawn.

Rectangular / Hexagonal Style

Selects the display mode for the map. Maps may be displayed, printed and edited in either hexagonal or rectangular style.

Zoom In

Choose this option to allow a smaller portion of the current map to be displayed in greater detail. Repeated selection of this option is possible.

Zoom Out

Choose this option to allow a larger portion of the current map to be displayed. Repeated selection of this option is possible.

Window...

Cascade

Arranges all open windows in an overlapping fashion such that the title bar of each window remains visible and the active window is on the top. Consult your Windows documentation for additional information.

Tile

The Tile command divides the available space in the Adventure Writer workspace into smaller windows of similar sizes for each map or document window that you have open.

Arrange Icons

You can move any map or document icon within the Adventure Writer workspace by dragging it with the mouse or by using the Move command from the windows control menu. Selecting this option will arrange all icons within the Adventure Writer workspace evenly across the bottom of the window.

Close All

Selecting This option closes all open map & document windows, thus clearing the Adventure Writer Workspace.

Help...

About

Choosing this option displays the programs about dialog box. This identifies the program and displays the programs icon and copyright information.

How To Register

Choosing this option displays the Shareware registration dialog box. Since you have this manual you should already be registered. If you have not registered or if a friend would like to register the necessary information is provided here.

Cancel

Choosing the Cancel button exits the dialog box and returns to Adventure Writer For Windows.

Print Registration Form

Choosing this option prints a registration form on the default windows printer. (Consult your Windows manual for information on defining printers within windows.)

