

Role Playing Database

3.1.0b

Generated by Doxygen 1.8.13

Contents

1	Preface	1
1.1	Addendum to the V2.1 manual	1
1.2	Addendum to the V3.0 manual	2
2	Introduction	3
2.1	What Is the Role Playing Database?	3
2.2	How this Manual Is Organized	3
3	Tutorial	5
3.1	Creating a Template Bundle	5
3.1.1	Adding heading text to a container	9
3.1.2	Adding a field to a container	11
3.1.3	Adding a container to a container	14
3.2	Creating a character sheet	16
3.3	Creating a map	19
3.3.1	Creating a new level	22
3.3.2	Creating a space	25
3.3.2.1	Adding items and exits to a space	31

4	Reference	33
4.1	Main Window	33
4.2	Configuration Editor	34
4.3	Sheet Template Editor Window	34
4.4	Sheet Editor Windows	38
4.5	Map Editing Windows	39
4.5.1	Main map editing window	40
4.5.2	Level editing window	41
4.5.3	Space editing window	42
4.6	Printing	43
5	Help	45
6	Version	47
7	GNU GENERAL PUBLIC LICENSE	49
	Bibliography	55
	Index	55

Chapter 1

Preface

RPGs ¹ are a popular pastime among many people these days. Maybe they are a form of escape from the rather mundane lives many people live, at least during the workday. A RPG allows the players to escape into a world where some things are simpler, and some things more complex, in interesting ways.

I have played AD&D a few times and was dismayed at the amount of paperwork needed to keep track of everything. Being a computer person, it seemed to me that most of this paperwork could be replaced by a computer and the information managed by a clever database system. Given that now there are high-powered laptop computers business people use to keep track of and manage large corporations, it should be possible to manage the odd imaginary universe on such a machine. So I wrote the Role Playing Database System to manage all of the information that goes with an RPG.

The Role Playing Database System maintains a database describing an RPG "universe". This "universe" contains a group of "characters", some player and some non-player, a collection of "monsters", and one or more "places" (dungeons usually) where the "monsters" reside, generally guarding some treasure. The Role Playing Database System helps game masters and players keep track of the various things in the make-believe universe in which the RPG takes place.

If you have **any** comments about this package, please let me know. My electronic mail addresses are listed on the back side of the title page. I would be very interested in any comments users of the Role Playing Database System package might have.

Robert Heller
Deepwoods Software
Wendell, MA, USA
January 1999

1.1 Addendum to the V2.1 manual

After to talking to various people, I have made a number of upgrades to the Role Playing Database System, mostly colorful graphics. I have also written in more details into this user manual.

¹RPG: Role Playing Game, a game where the players take on the roles of persons who might have lived (or may yet live) in a different time and place. See [? ?].

1.2 Addendum to the V3.0 manual

This is a complete rewrite of the system. Character, monster, spell, treasure, trick/trap, and dressing "sheets" can be customized using a template editor. This allows the system to be used with any table-top RPG system. The data files are all "bundled" up as Zip archives containing an XML file with the sheet information, plus any associated media (graphics files or documents). Template files are also Zip archives containing an XML files that describe the various sheets. Each of these files is self-contained and can be carried from computer to computer on the media of your choice (eg CD/DVD-Rs, thumb drives, flash cards, etc.). Map files are also Zip archives containing an XML files along with any associated media (graphics files or documents).

Robert Heller
Deepwoods Software
Wendell, MA, USA
October 2000

Chapter 2

Introduction

2.1 What Is the Role Playing Database?

The Role Playing Database is a specialized database system with a GUI front end designed to aid people who play RPGs. Both the players and the masters can find uses for this package, to manage the information that describes the players' characters and the game environment and its contents.

The system consists of a collection of Tcl/Tk ([?]) script files that implement a GUI-based program that maintains data files that describe the various elements used in table-top role playing games. The main elements consist of characters, both those played by the players and those "played" by the game master. Additional elements consist of monsters, spells, treasure, tricks / traps, random additional objects, plus the maps and descriptive information of the game playing locale. See [?] for a detailed description of these script files.

2.2 How this Manual Is Organized

Chapter Reference is a basic reference manual, describing the nine main top level GUI windows:

1. The **Main** window. This is the main window and it is described in detail in Section Main. The main window is the main start up screen and contains the means to navigate to other parts of the program.
2. The **Sheet Template Editor** window. This window is used to edit the structure and contents of a "sheet" (Character, Monster, Spell, Treasure, Trick / Trap, or Dressing). This window is described in detail in Section Template.
3. The **Character Editing** window. This window is used to create and edit Character Object data files and it is described in detail in Section SheetEditor.
4. The **Monster Editing** window. This window is used to create and edit Monster Object data files and it is described in detail in Section SheetEditor.
5. The **Spell Editing** window. This window is used to create and edit Spell Object data files and it is described in detail in Section SheetEditor.
6. The **Treasure Editing** window. This window is used to create and edit Treasure Object data files and it is described in detail in Section SheetEditor.

7. The **Trick / Trap Editing** window. This window is used to create and edit Trick or Trap Object data files and it is described in detail in Section SheetEditor.
8. The **Dressing Editing** window. This window is used to create and edit Dressing Object data files and it is described in detail in Section SheetEditor.
9. The **Map Editing** window. This window is used to create and edit Map Object data files and it is described in detail in Section Map.

Chapter Tutorial is a step-by-step tutorial that takes the reader through the process of creating a game system template, informational sheets for characters, monsters, etc. and the creation of a map of the game playing realm.

Chapter 3

Tutorial

3.1 Creating a Template Bundle

To create information sheets for your game elements, you will need to create templates ¹. To create a template bundle, select "Create or edit a template file" from the Options menu:

¹A pre-built template bundle for *Advanced Dungeond and Dragons*, `dnd.rpgtmpl`, is included, so if you play using the *Advanced Dungeond and Dragons* system, you are all set to go.

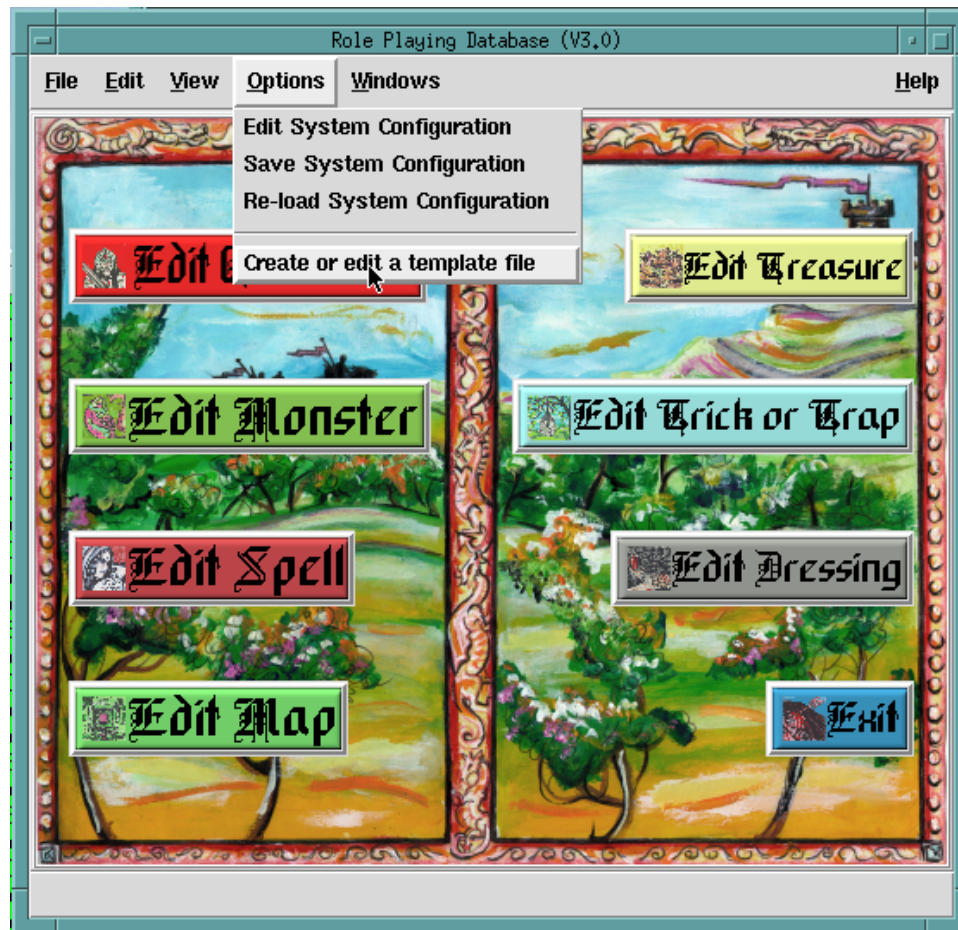


Figure 3.1 Selecting {Create or edit a template file}

This will display this dialog box:

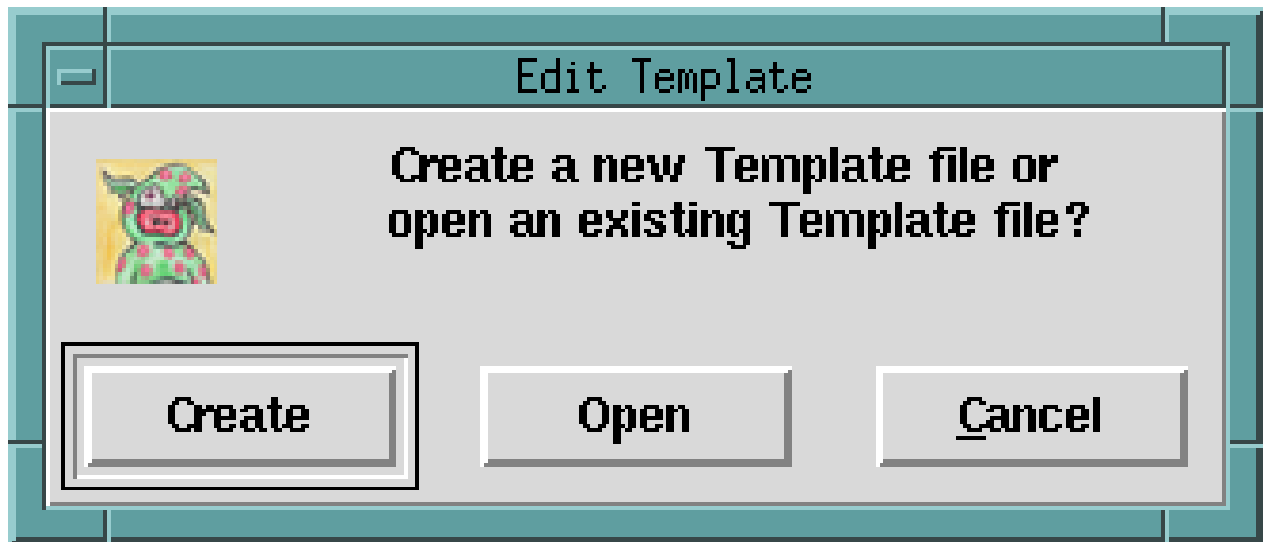


Figure 3.2 The Create Or Edit Template Dialog

And an empty template editor window

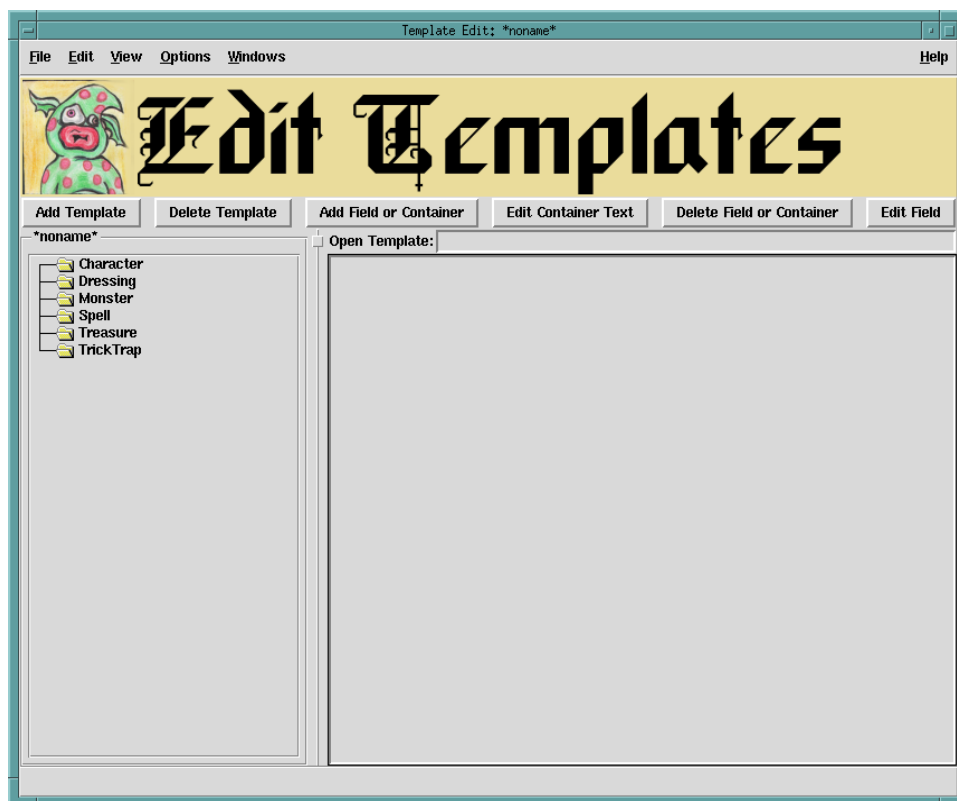


Figure 3.3 Empty Template Editor Window

will be opened up. You can now start to create templates for your game system. We will create a simple Character class template. First, click on "Add Template". This will open up the "Add New Template" dialog box, as shown here:

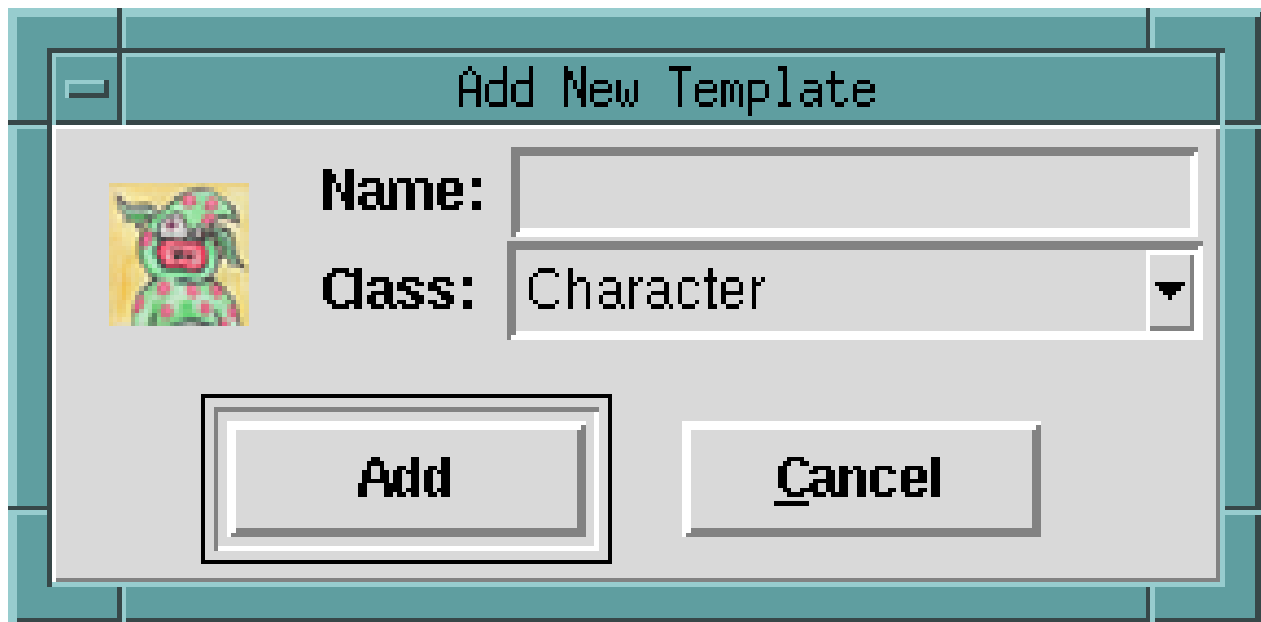


Figure 3.4 Add New Template Dialog Box

Type "Player" in the name field, as shown here:

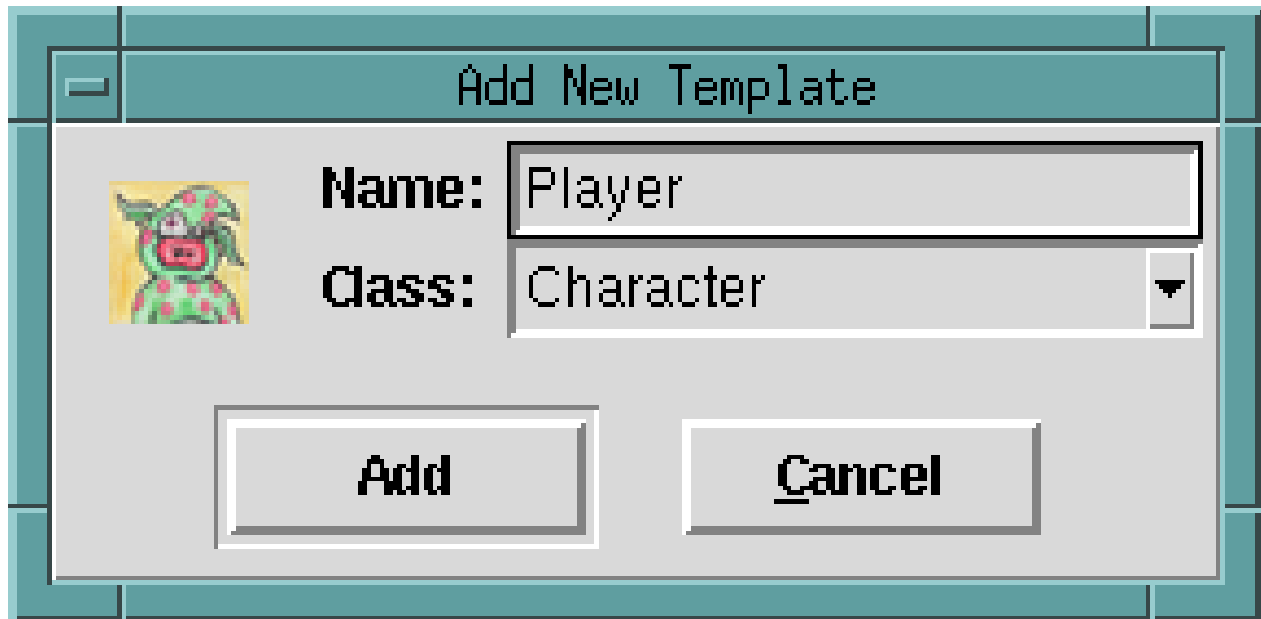


Figure 3.5 Add New Template Dialog Box, with "Player" filled in

and click "Add". This will create an entry under the "Character" folder named "Player". Double click on this entry now. The template editor will will now look like this:

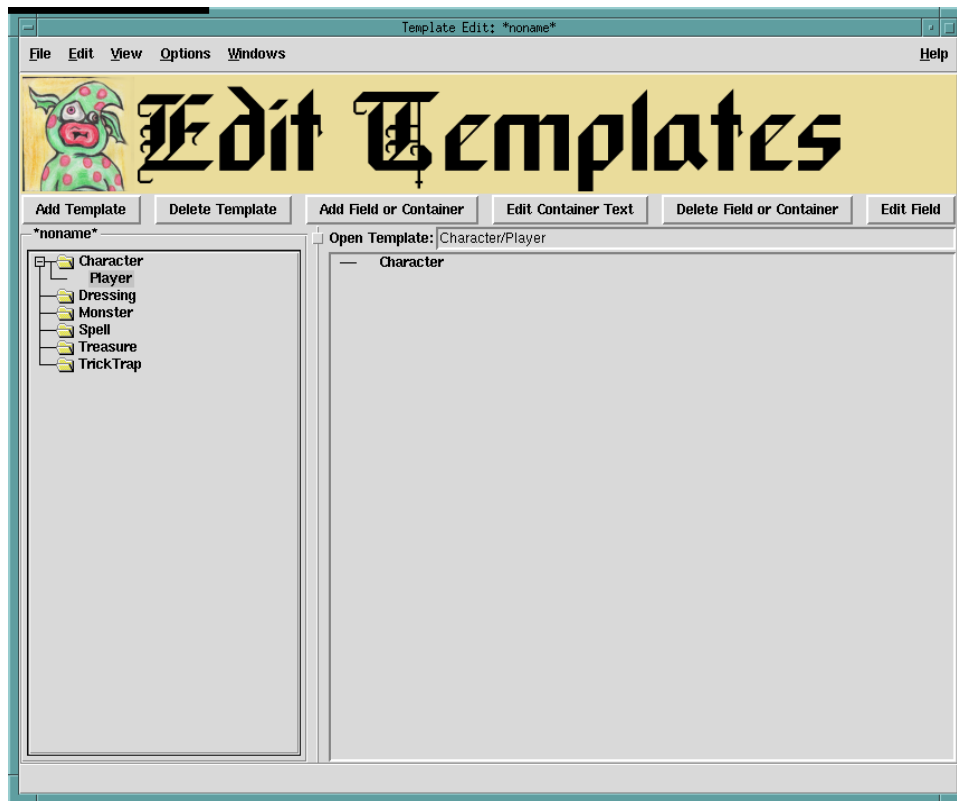


Figure 3.6 Template Editor, with empty "Player" template

3.1.1 Adding heading text to a container

At first, all that is in a sheet template is an empty toplevel container, named for the class of sheet (Character) in this case. The first thing you will want to do is add a heading for this container. Highlight the container name by clicking on it, then click the "Edit Container Text" button on the tool bar. This will display the "Edit Container Text" dialog box, as shown here:

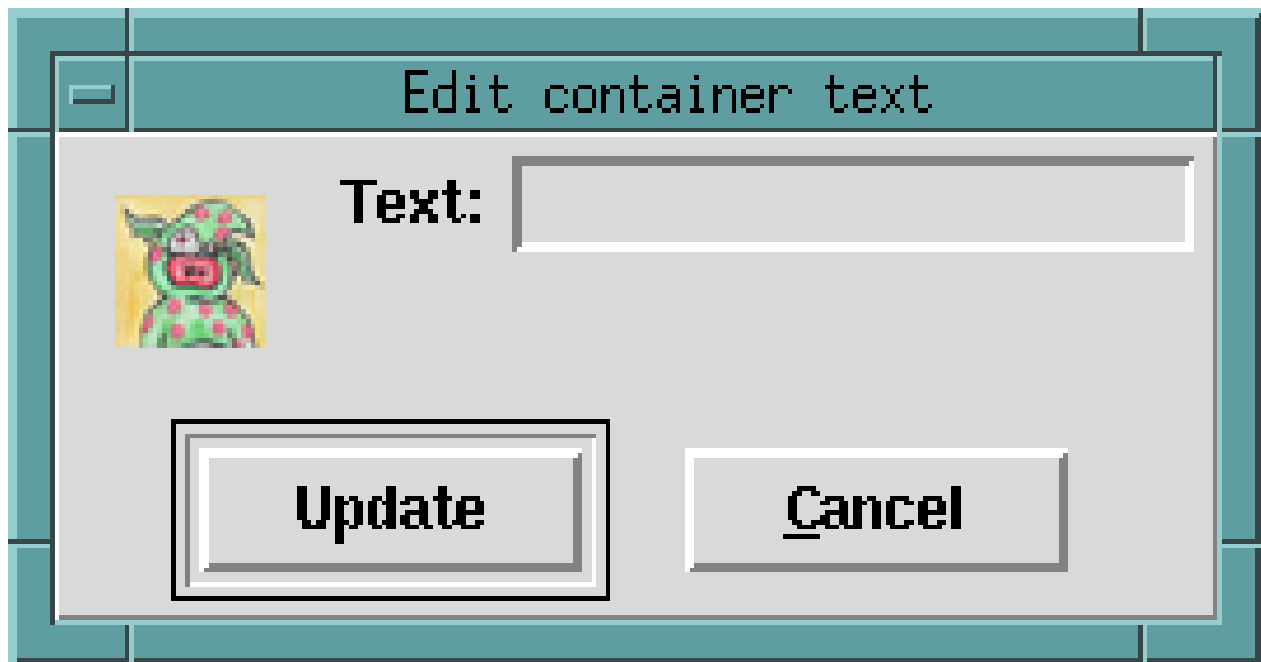


Figure 3.7 Empty "Edit Container Text" dialog box

Fill in the text field with "This is a player character". The dialog box will now look like this:



Figure 3.8 "Edit Container Text" dialog box with text added

Click "Update". The template editor window will now look like

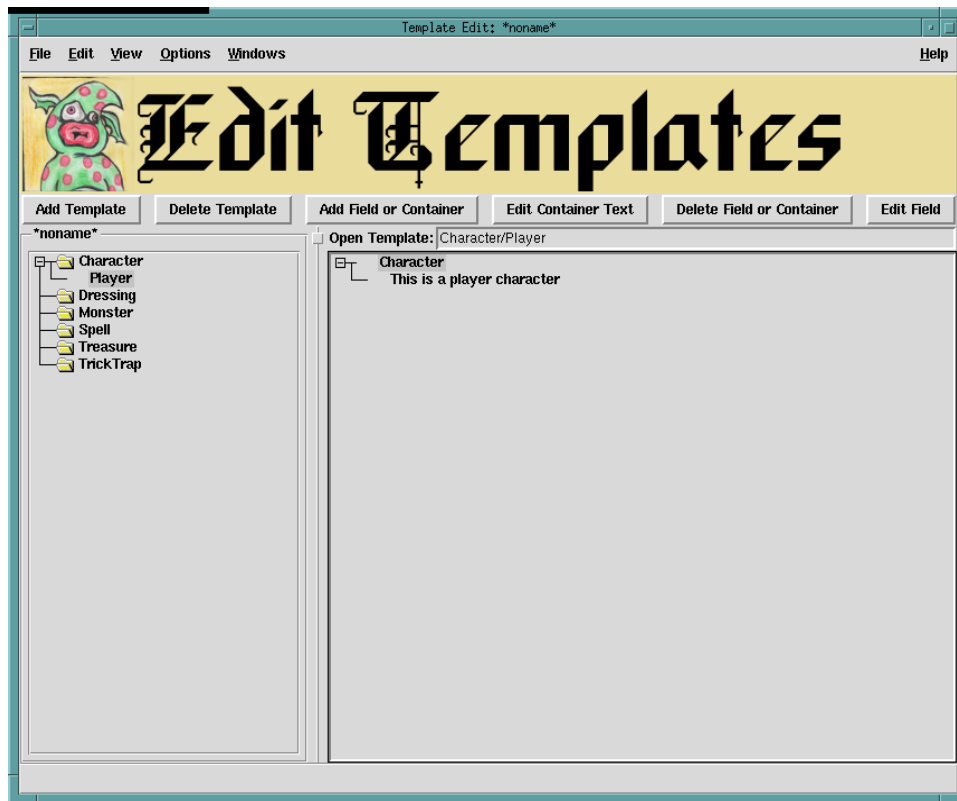


Figure 3.9 Template Editor, with "Player" template, with a heading added

3.1.2 Adding a field to a container

To add a field to the toplevel container, make sure the container name is highlighter (click on the name to be sure), and click on the "Add Field or Container". This will display the "Add New Field" dialog box, shown here:



The image shows a dialog box titled "Add New Field". On the left side, there is a small icon of a green, multi-eyed creature. To the right of the icon are four labels: "Name:", "Type:", "Generator:", and "Updatable:". Each label is followed by a text input field. The "Type:" field has a dropdown arrow on its right and currently displays "Whole Number". The "Updatable:" field also has a dropdown arrow and currently displays "yes". At the bottom of the dialog box, there are two buttons: "Add" and "Cancel".

Figure 3.10 "Add New Field" dialog box

Fill in the "Name" field with "Character Name", select "Word / Short Phrase" from the "Type" menu, and set "Updatable" to "no". The dialog box should now look like this:



Figure 3.11 "Add New Field" dialog box with field values filled in

Click the "Add" button on the dialog box. The template editor window should now look like this:

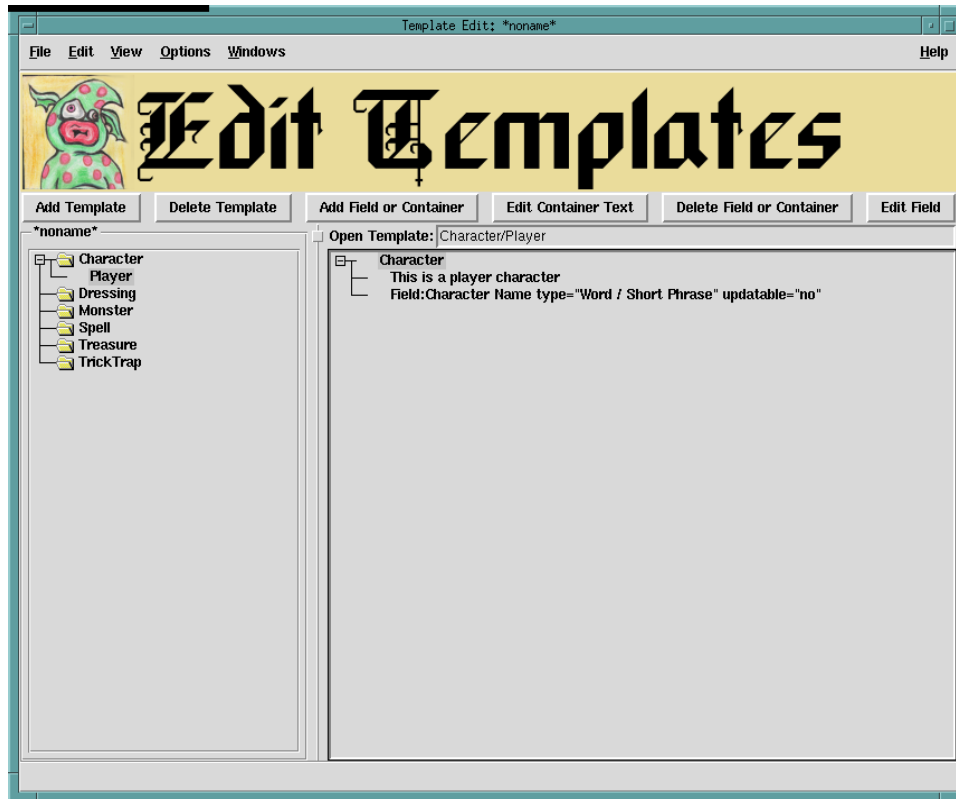


Figure 3.12 Template Editor, with "Player" template, with a field added

3.1.3 Adding a container to a container

To add a container to the toplevel container, make sure the container name is highlighter (click on the name to be sure), and click on the "Add Field or Container". This will display the "Add New Field" dialog box, shown above. Fill in the "Name" field with "Attributes", select "Container" from the "Type" menu, and set "Updatable" to "yes". The dialog box should now look like this:

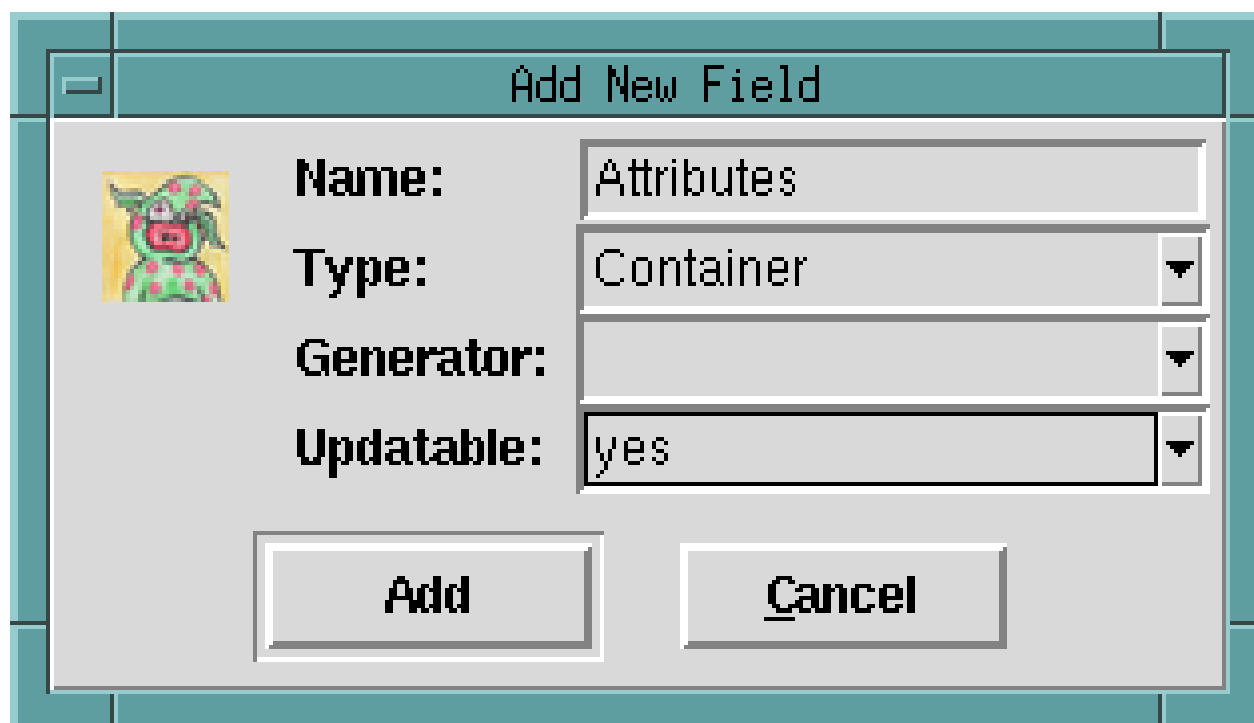


Figure 3.13 "Add New Field" dialog box with container

Click the "Add" button on the dialog box. The template editor window should now look like this:

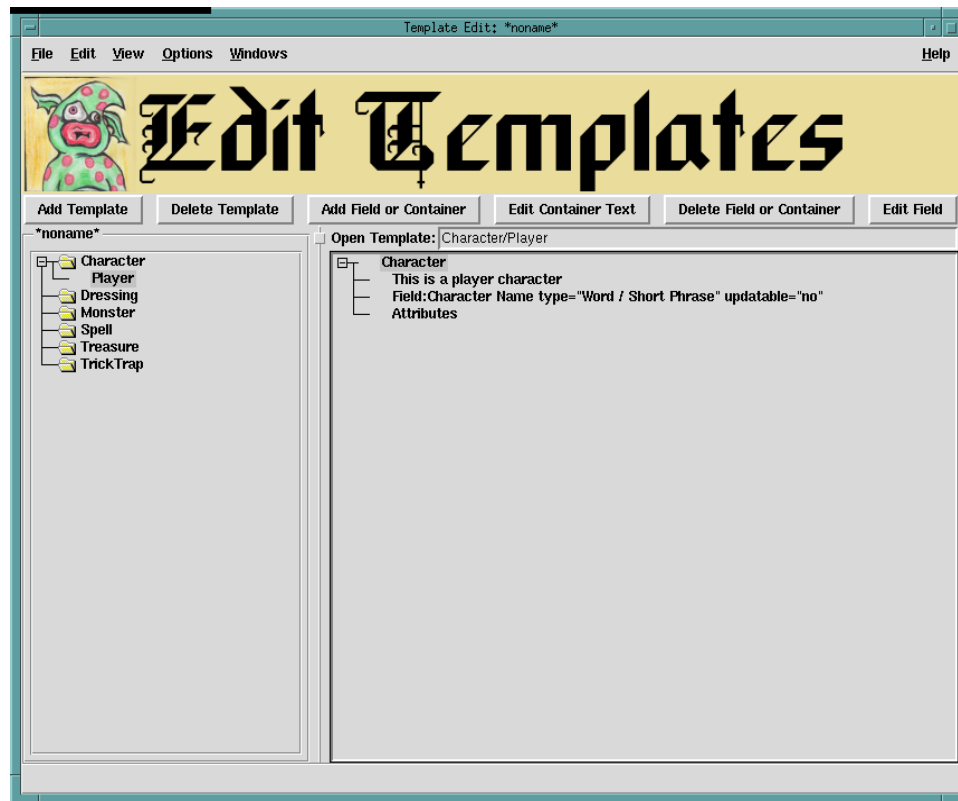


Figure 3.14 Template Editor, with "Player" template, with a container added

3.2 Creating a character sheet

To create a character sheet, we first need to be sure that there is an available template bundle. Go to the `Options` menu and select `Edit System Configuration`, as shown here:

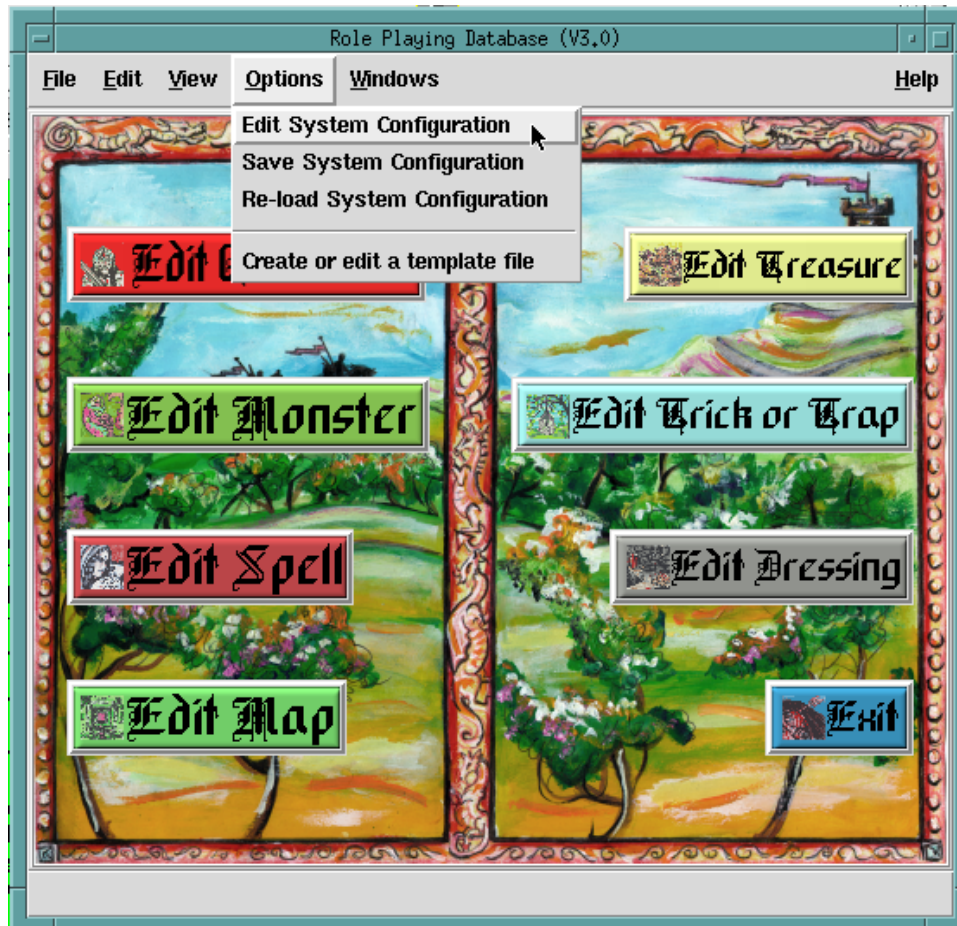


Figure 3.15 Selecting "Edit System Configuration" from the "Options" menu

Click on the file folder button to the right of the "Template File" field and navigate to the location of the `dnd.rpgtmpl` file included with the Role Playing Database System. Click "Open" on the file select dialog and then "OK" on the configuration editor window. You might want then go to the Options menu and select Save System Configuration to write out this configuration.

Next, click on the `Edit Character` button. This will open the "Open or Create Character" dialog box, shown here:

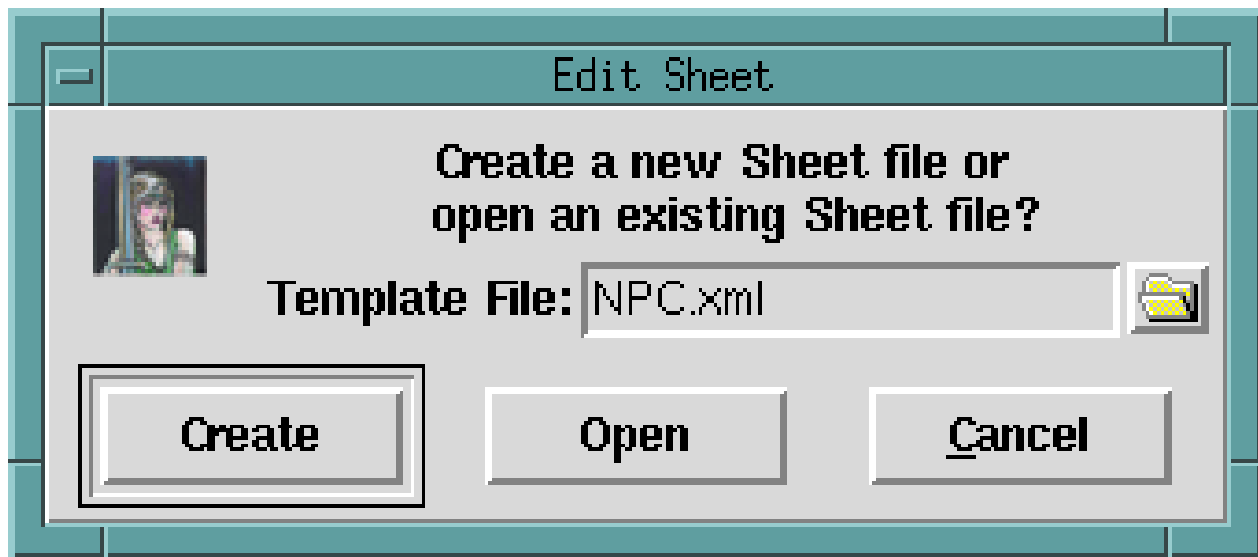


Figure 3.16 The Open or Create Character dialog box

Click on the file folder button. This will open the "Select Template File" dialog, shown here:

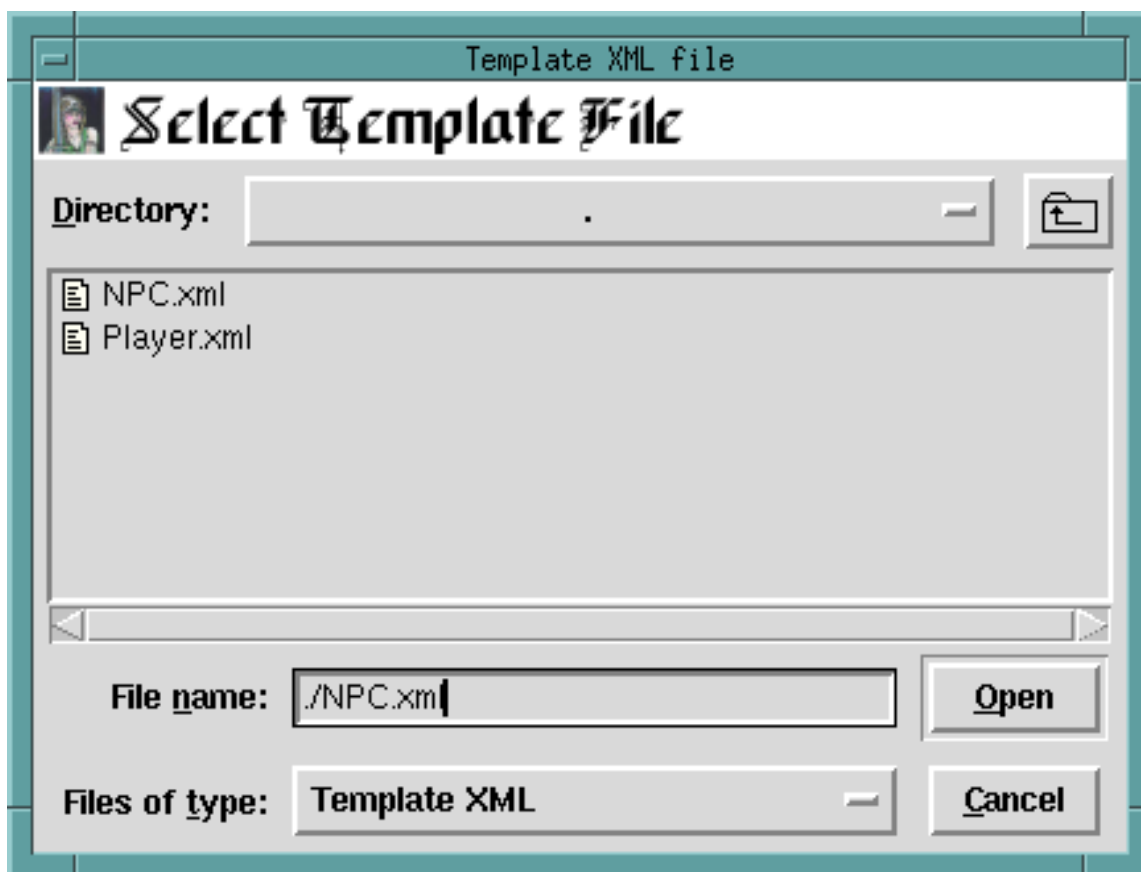


Figure 3.17 The "Select Template File" dialog

Double click on "Player.xml". This will select the player template, rather than the default non-player character (NPC) template. Now click on the "Create" button on the "Open or Create Character" dialog box. You should now have an empty character sheet much like that shown in

Figure 3.18 An empty player character sheet

You are now ready to create a player character sheet! The process is much like filling in a form. Each piece of information is filled into a labeled space. Numeric values have small up and down arrows at the right end of the field and you can either type in the numbers or use these arrows to increase or decrease the value in the field. Fields which take file names have a folder button at the right end. These buttons can be clicked on to open a file browser to select the file.² Text areas will display a scroll bar once the amount of text grows to be long enough to need it. The sheet is broken up into sections. First there is the character's full name and his or her nickname(s). The next section is the character's basic attributes: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Then comes the character's demographics, which includes the characters race, class, gender, age, and alignment. Then the character's wealth and health: gold pieces, hit points, experience points, and level. Then comes the extra detail, which includes a picture, a short bio, and a full bio. Finally there is information about the player, including the player's name, address, phone number and E-Mail address. Some of these fields will be filled out with the help of your game master and some fields will be filled in from dice rolls.³

3.3 Creating a map

To create a map you need to click on the "Edit Map" button. A dialog box, shown will be displayed:

²External files are copied into the sheet bundle to allow for easy transport and sharing.

³The Role Playing Database System does not include a dice roll function, since it is expected that most players would prefer to use their own dice or other source of random numbers.

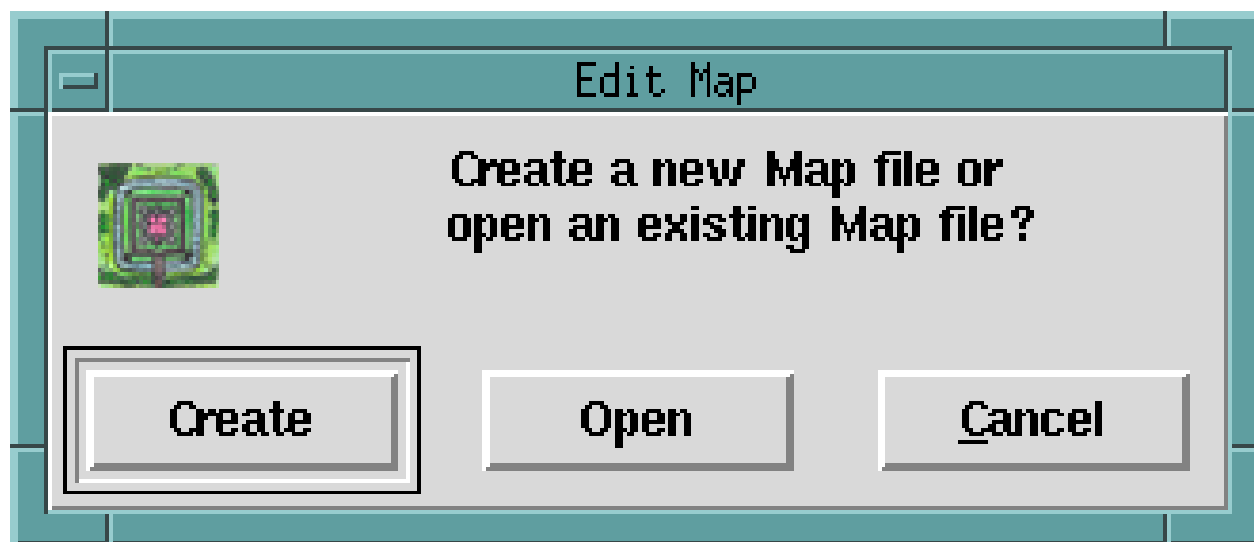


Figure 3.19 "Create or open a Map file" dialog box

Click the "Create" button. You should now have an empty "Edit Map" window, as shown here:



Figure 3.20 Empty "Edit Map" window

You can now fill * in the basic map information, which includes the Name (enter "Test Map"), the Campaign (enter "None"), the Game Master (enter your name), and the Space Shape (select "Hexigonal"). You can leave the Short and Long Descriptions blank for now, but for a real map it is probably a good idea to write a paragraph or two for the Short Description, if only to remind you of what this map is for. The map editor should now look something like this:



Figure 3.21 Test “Edit Map” window, after entering the basic map information

3.3.1 Creating a new level

To create a new level, click the “New Level” button on the map editor tool bar. This will display the “Create New Level” dialog box, shown here:

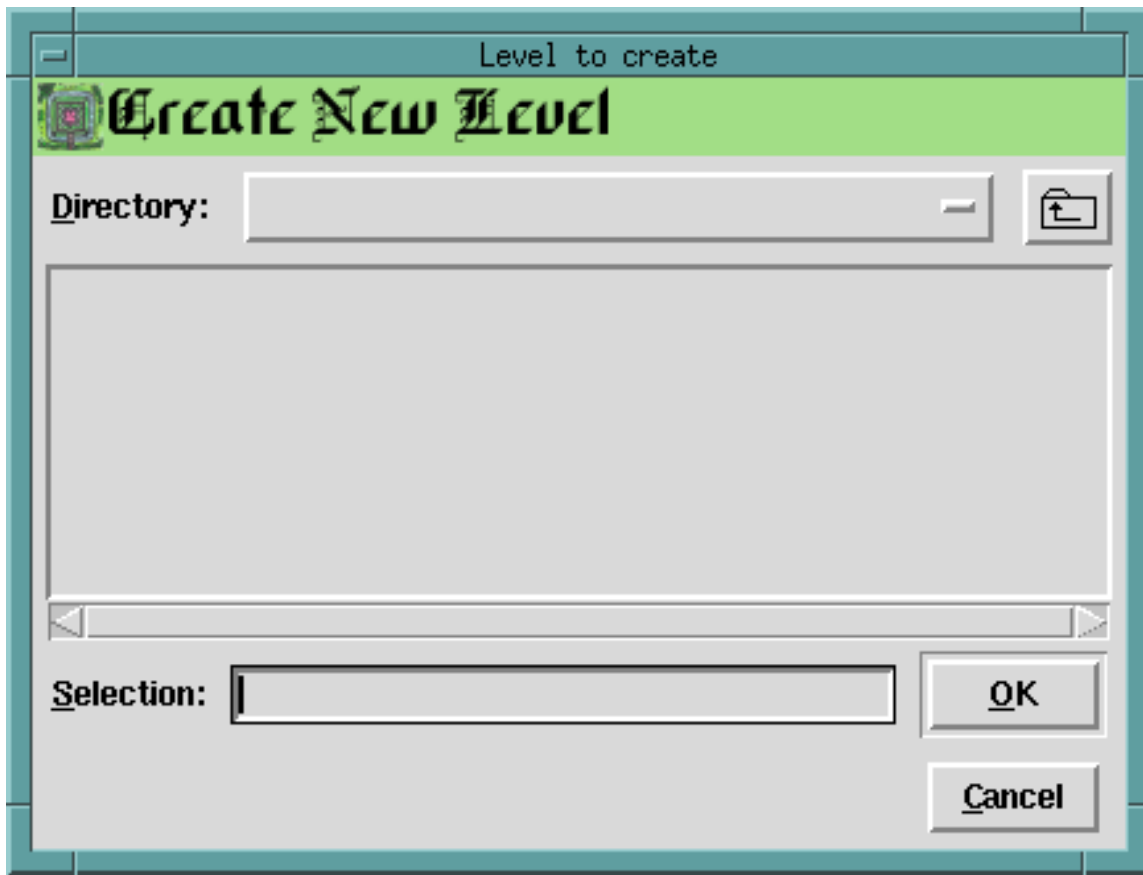


Figure 3.22 "Create New Level" dialog box

Enter "Ground Level" in the Selection entry and click "Open" twice. You should now have an empty "Edit Level" window, as shown here:

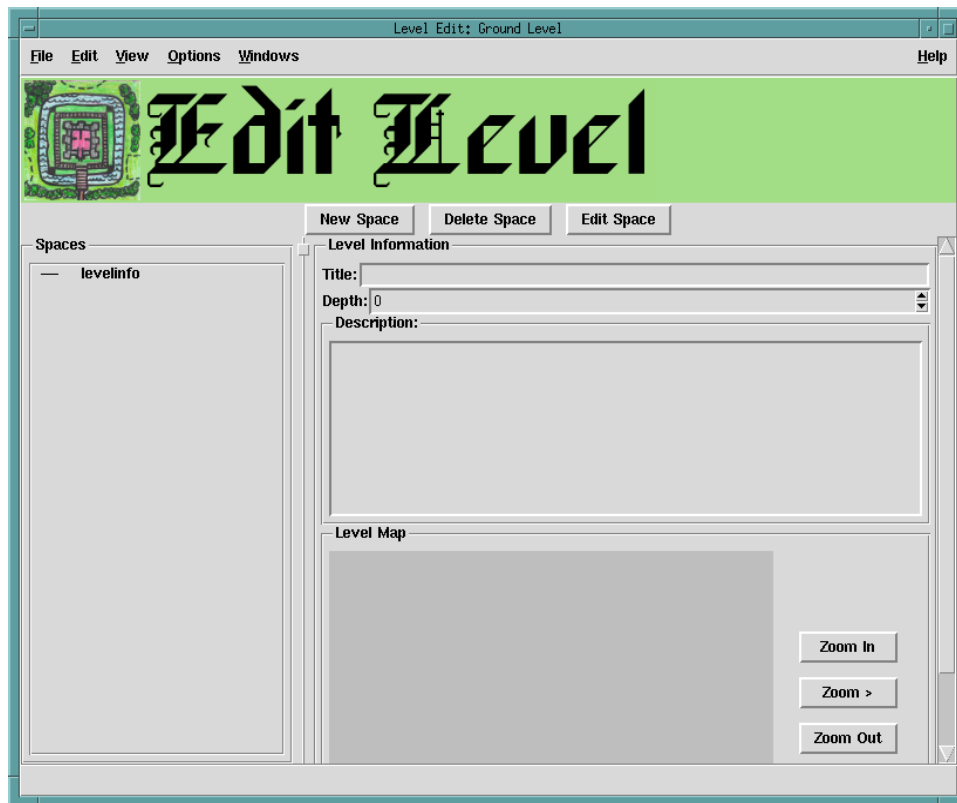


Figure 3.23 Empty “Edit Level” window

The level's basic information can be filled in. The depth is the depth below ground (when negative) or height above ground (when positive). A depth of zero is at ground level. The title can be a short name for the level and the description can be a longer description. A filled in example is shown here:

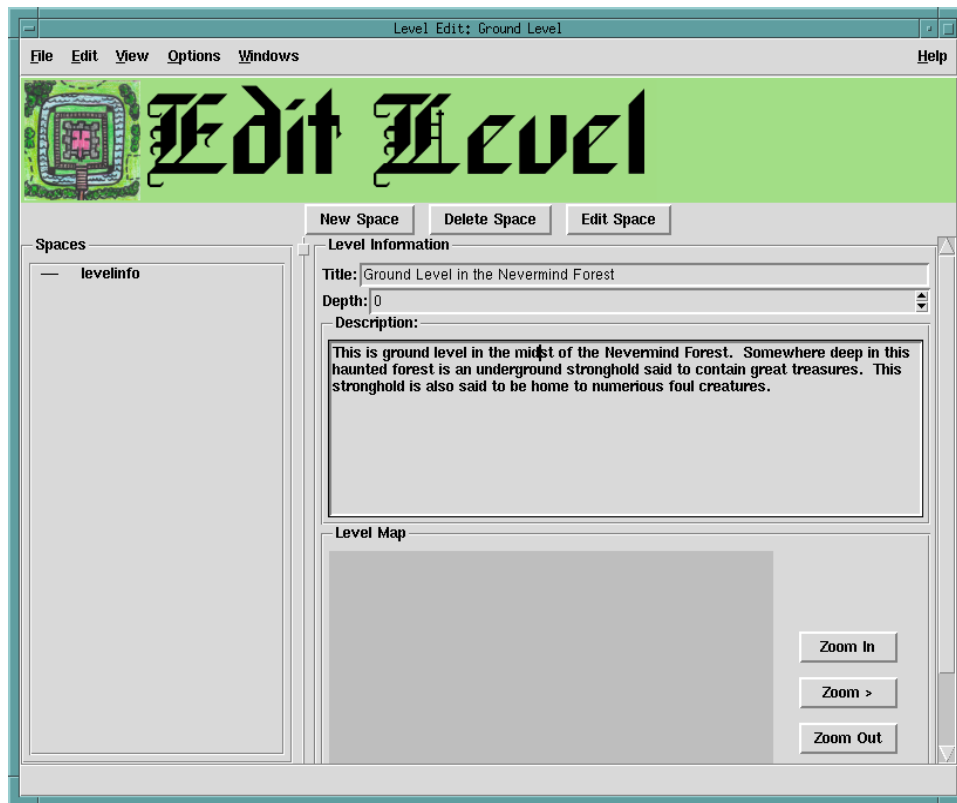


Figure 3.24 Example "Edit Level" window

3.3.2 Creating a space

To create a new space, click on the "New Space" button on the level editor window. This will display a "Create New Space" dialog box, shown here:

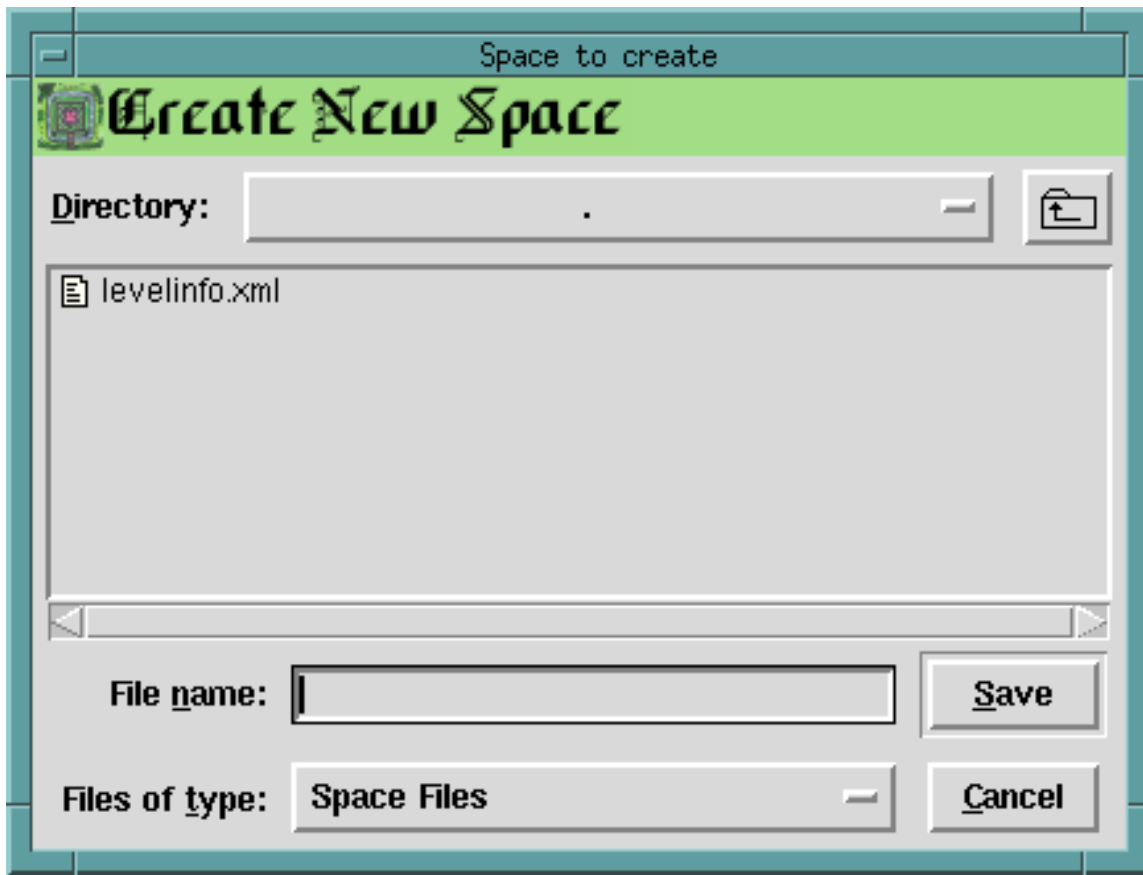


Figure 3.25 "Create New Space" dialog box

Fill in "Entry Meadow" as the filename, as shown here:

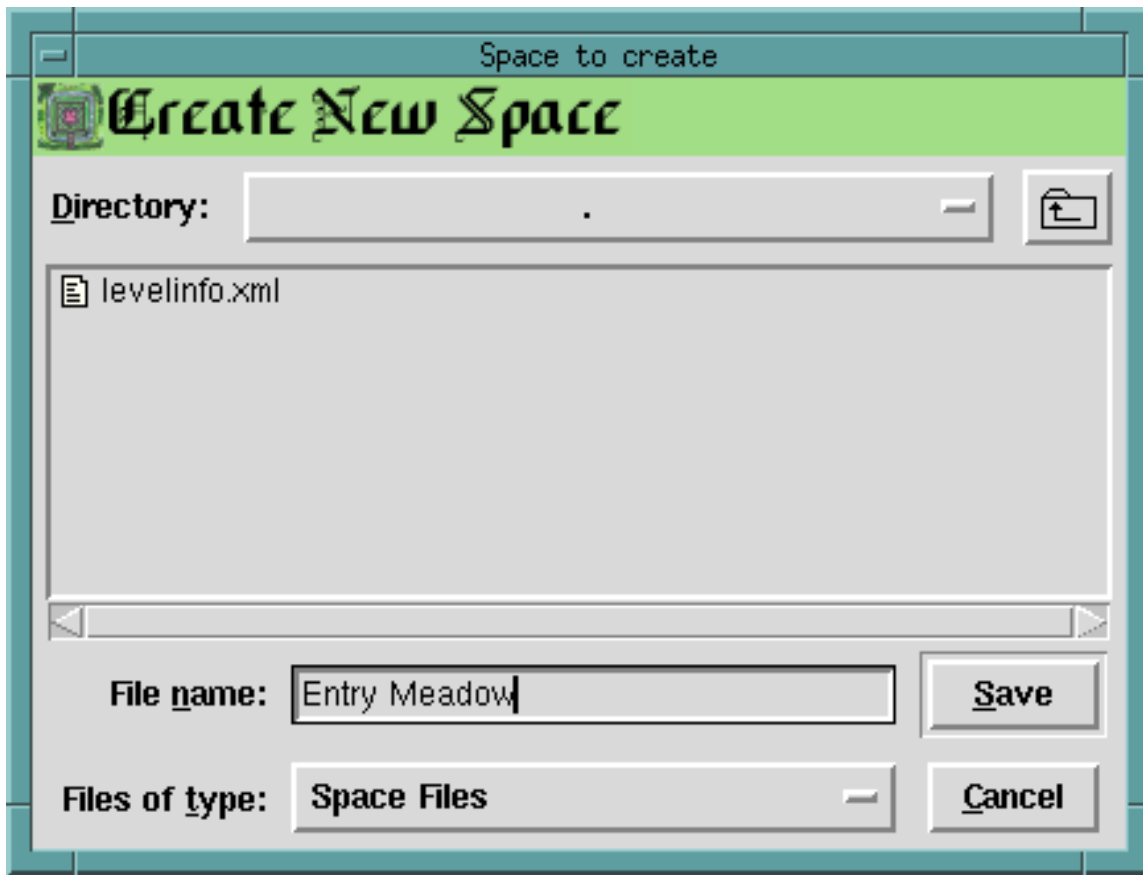


Figure 3.26 "Create New Space" dialog box with "Entry Meadow" filled in

Now click "Create". This will open a new space editor window, as shown here:

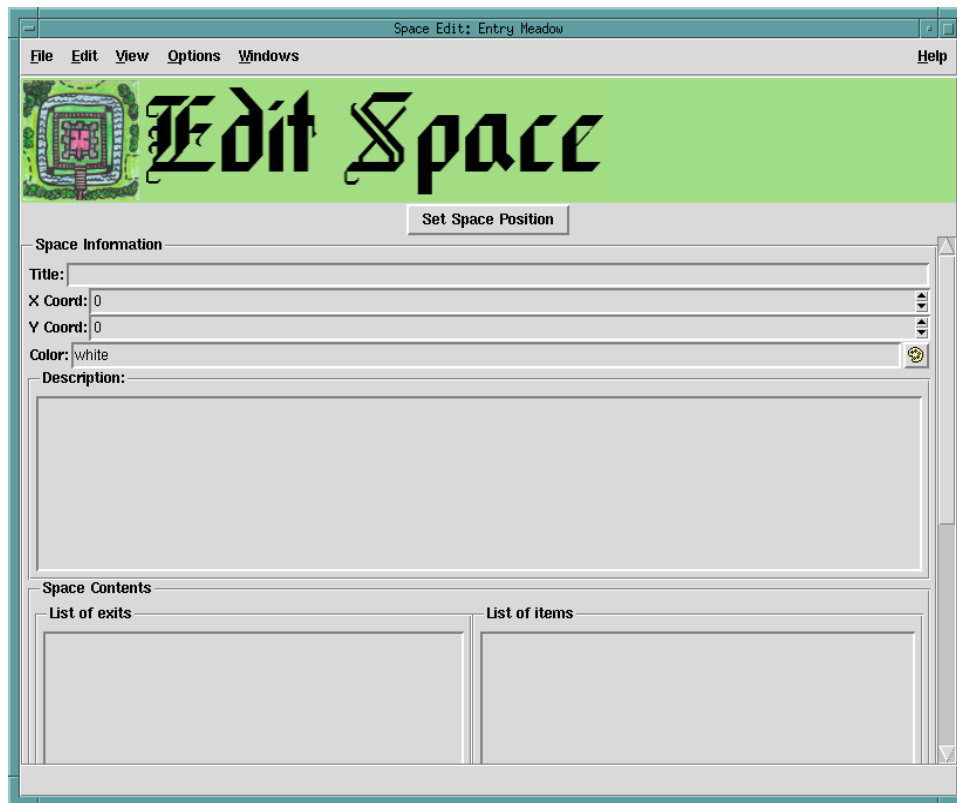


Figure 3.27 Empty "Space Editor" window

You can now enter the space's basic information as show here:

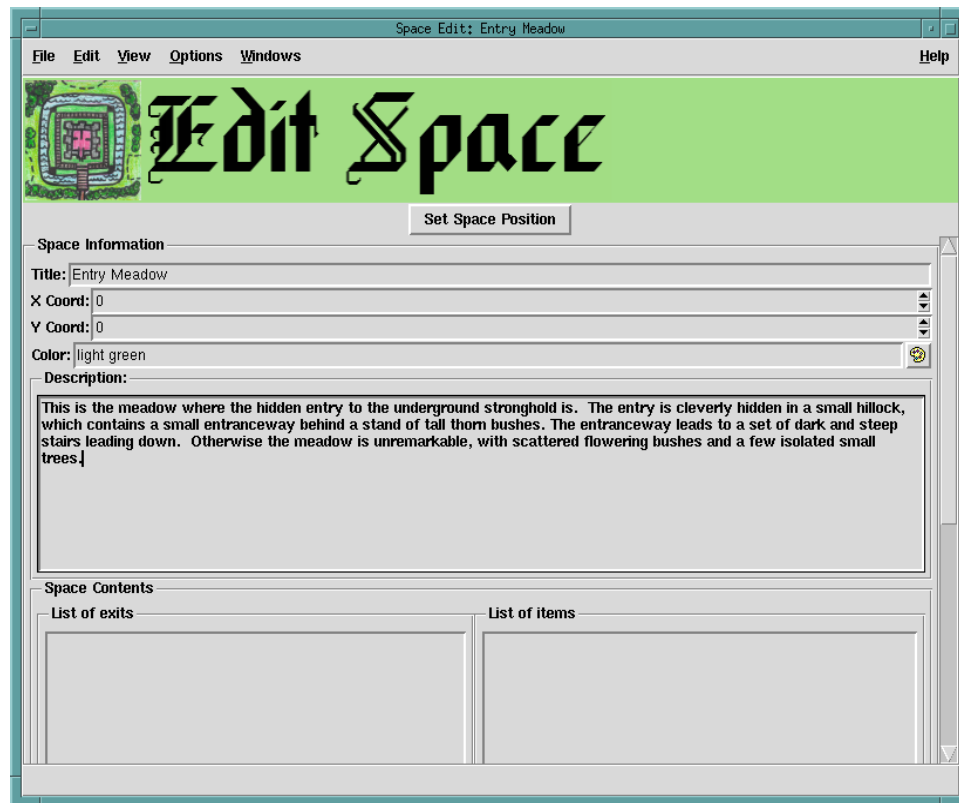


Figure 3.28 "Space Editor" window with "Entry Meadow" information filled in

You should now save things, by selecting the "Save" menu item on the "File" menu. We will come back to this space later. For now, we need to create a space on a different level in order to add the hidden stairs down to the underground stronghold. We will do this by creating a new level named "Stronghold first level", which will be at a depth of -1, then create a space at location 0,0 on this level named "Entry Room". We now have two additional windows, as shown here:



Figure 3.29 "Level Editor" window "Stronghold Level 1"

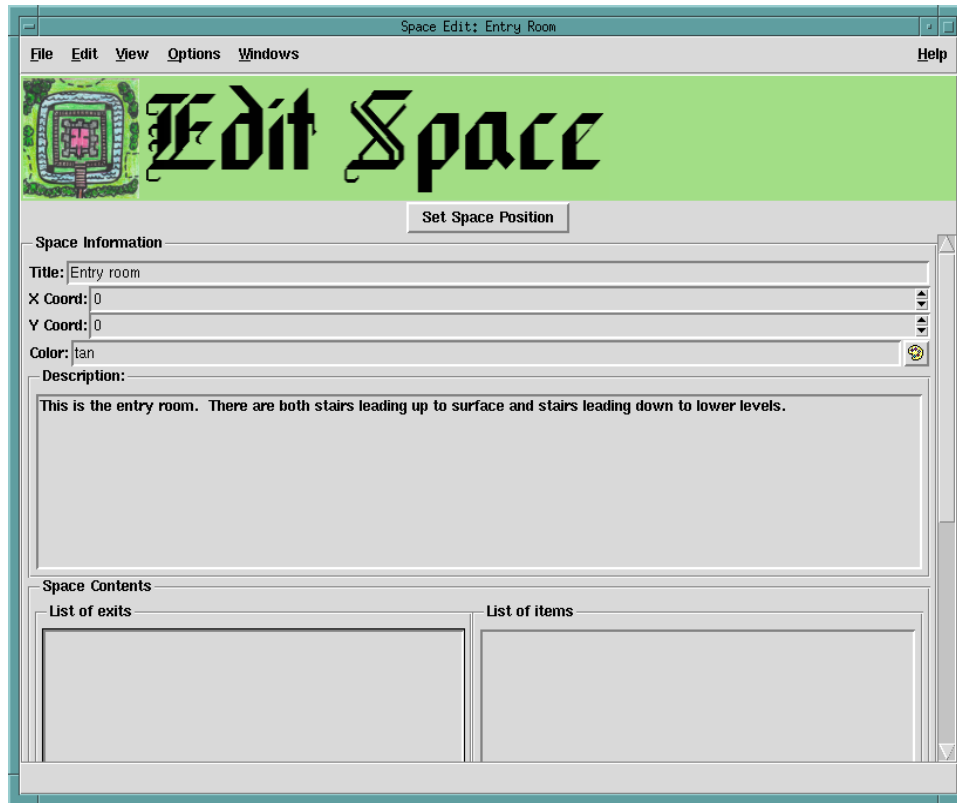


Figure 3.30 “Space Editor” window with “Entry Room” information filled in

3.3.2.1 Adding items and exits to a space

First we will add a set of spiral stairs leading down to the strongholds first level. We do this by clicking the "Add New Exit" button under the exit list. An "Add New Exit" dialog box is displayed. After filling in the values we want, it looks like this:



Figure 3.31 “Add New Exit” dialog box, adding the entrance stairs

Clicking "Add" adds this exit. Next we will add the hillock by clicking the "Add New Item" button under the item list. A "Add New Item" dialog box is displayed. After filling in the values we want, it looks like this:

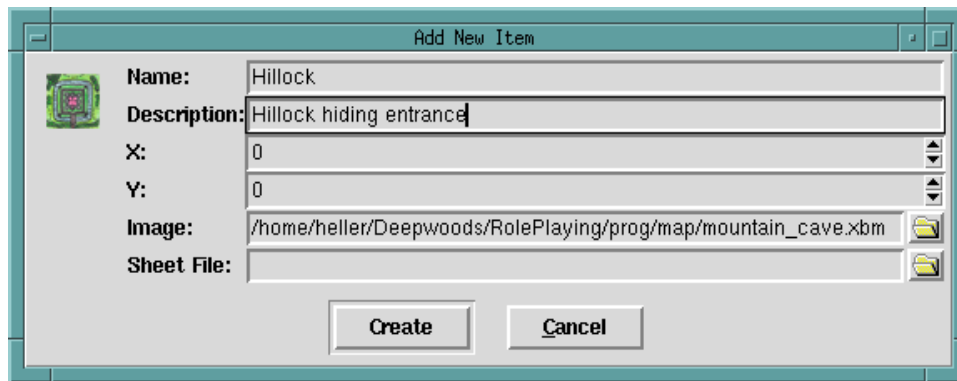


Figure 3.32 “Add New Item” dialog box, adding the hillock hiding the entrance

Clicking “Add” adds this item. After adding some bushes and some trees, the space map looks like this: ^{4 5}

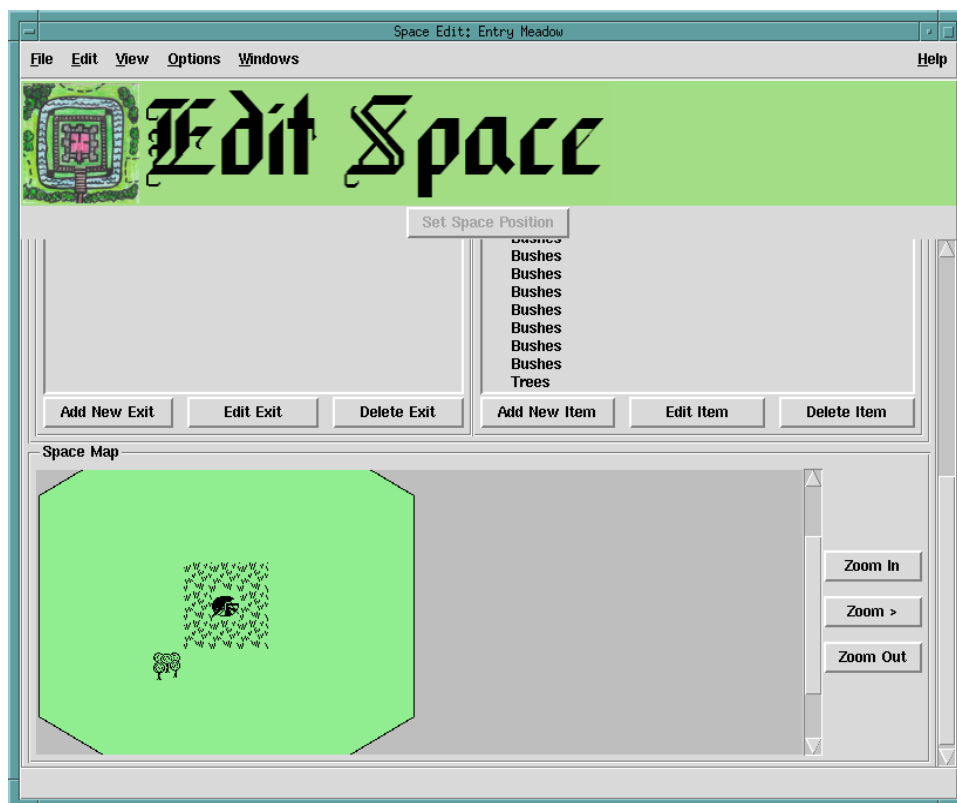


Figure 3.33 “Space Editor” window for the “Entrance Meadow”, after adding the stairs, hillock, along with some bushes and trees

⁴Since we added the stairs and hillock at the same place, they are draw one over the other.

⁵I used some elements from a collection of 24x24 X11 bitmaps I downloaded from Anthony Thyssen's icon collection at <http://www.cit.gu.edu.au/~anthony/icons/>.

Chapter 4

Reference

4.1 Main Window

The main window, shown here:



Figure 4.1 The main window of the Role Playing Database

Contains buttons for the seven game informational editors: Character, Monster, Spell, Treasure, Trick / Trap, Map, and Dressing. See Section `SheetEditor` for a documentation on the Character, Monster, Spell, Treasure, Trick / Trap, Dressing editor windows and Section `Map` for documentation the Map editor window. An eighth button selects for program exit. In addition to the eight buttons, there are drop down menus on a menu bar. The same menu bar is used on all of the major top level screens. The File menu has the standard New, Open, Save, Save As, Print, Close, and Exit menu items, all of which have the expected meanings and functionality. The New and Open menu items on the File menu use cascading menus to select the sort of thing to create or open. The Options menu contains menu items to create/edit (see Section `sect:configuration`), read, and write the program's main configuration file, plus a menu item to edit template files, which opens the "Sheet Template Editor" window (See Section `Template`), which is used to create and maintain the sheet editor windows. The Windows menu contains menu items to select one of the existing top level windows. The Help menu provides access to the on line help system (see Chapter `Help` for complete information about using the on-line help).

4.2 Configuration Editor

The Configuration Editor Window is shown below:

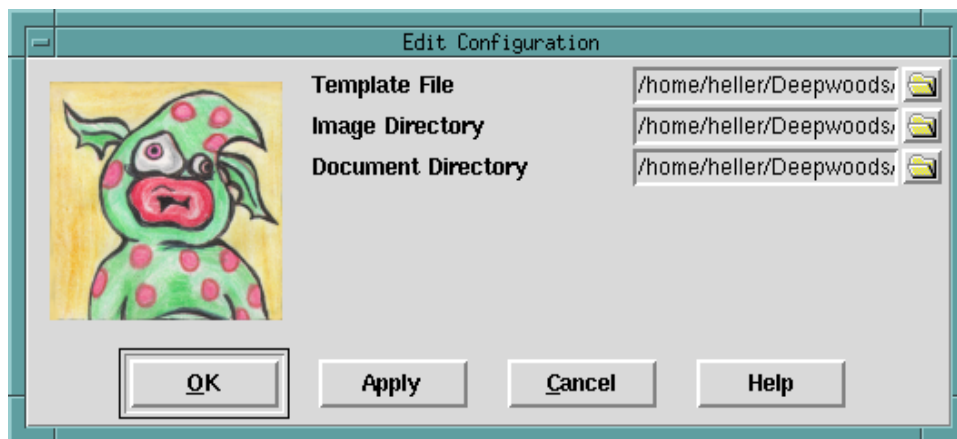


Figure 4.2 The Configuration Editor Window

There are three configuration options: the template file to use when creating new informational sheets, the initial directory to look in for images for graphic elements, and the initial directory to look in for external documents. The configuration file is located in the current user's home directory in a file named `.roleplayingdb3` under UNIX/Linux and MacOSX and `roleplayingdb3.rc` under MS-Windows. This file is a plain text file containing key, value pairs. Do not edit this file by hand though. Be sure to use the Configuration Editor. This makes sure that the file is properly formatted to be read in at program start time.

4.3 Sheet Template Editor Window

To allow for differences in game systems, game data elements are defined with the use of templates. These templates define what information is recorded for each game element for a given game system. These templates are created and maintained with the template editor. The template editor is invoked from the Options menu. The editor is shown here:

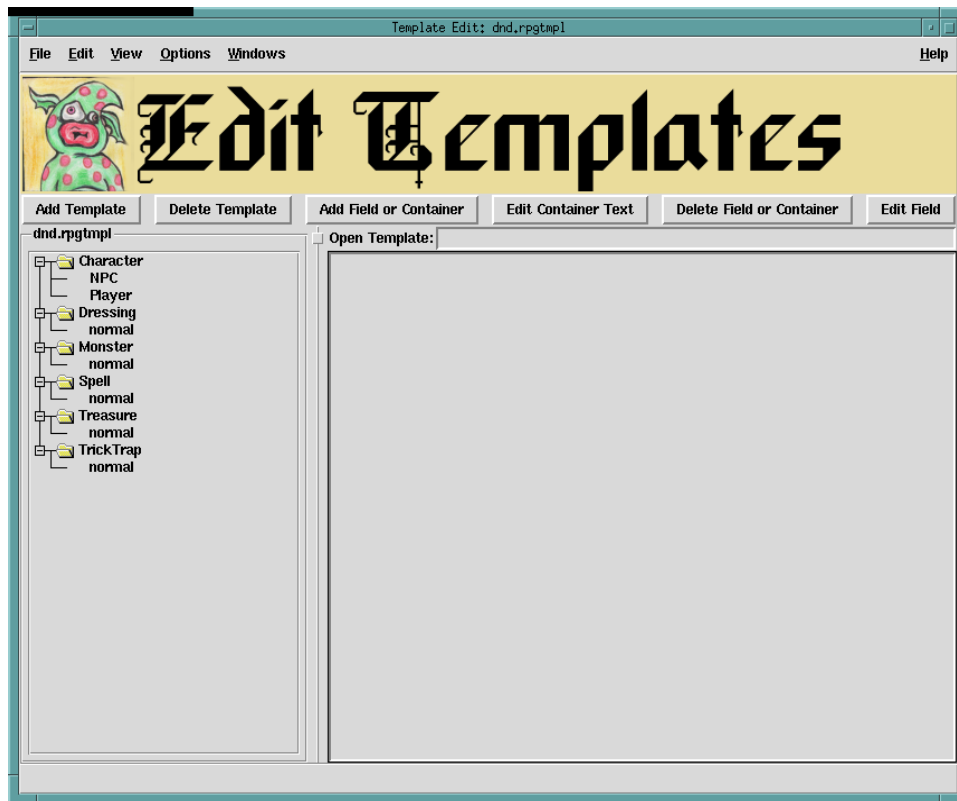


Figure 4.3 The initial Template Editor Window

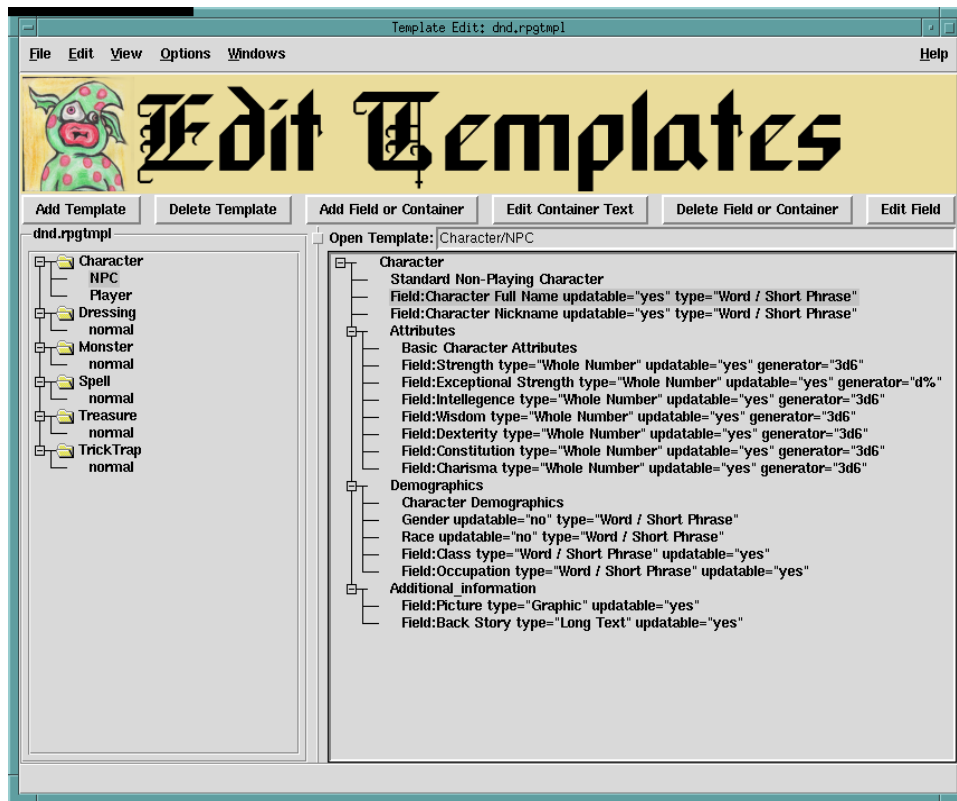


Figure 4.4 The Template Editor Window after loading a template

A sheet contains a top level container which in turn contains zero or more fields or containers. Containers can contain zero or more fields or containers. Fields and containers have names. Fields also have a type, possibly a generator (dice combination), and a flag that indicates whether the field value can be updated. There are five defined field types:

1. **Whole Number:** This is a numerically valued field. It is either an arbitrary (usually fixed) value or the result of a dice throw.
2. **Word / Short Phrase:** This either a single word or a short (one line at most) phrase, generally describing a textual attribute, such as a name or some sort of descriptive condition or status.
3. **Long Text:** This is a multi-line, but short (1-2 paragraph) text value.
4. **Graphic:** This is a picture file. Most standard graphics formats are supported, including GIF, PNG, JPEG, BMP, TIFF, TGA, PostScript, and Sun Raster. The graphic file will be displayed in the sheet editor window.
5. **Document:** This is a document file. Any sort of external file is supported. The external file will be copied into the sheet file. The sheet editor will not attempt to display or otherwise process the file, but since the file will be "carried" along with the sheet file, it will be available and extractable as needed.

The generator attribute is only used for numerically valued fields and the updatable attribute can only be set to no for the word / short phrase and numerically valued fields.

The templates are used for Character, Monster, Spell, Treasure, Trick / Trap, and Dressing sheet editors. The Map editor uses a set of hard-coded templates. These templates define the fields, their attributes, and grouping / organizational structure. Containers have a text attribute that is used as a section heading for the group of fields contained in the

container. The included template file, `dnd.rpgtmpl`, defines informational sheets suitable for *Advanced Dungeons and Dragons*, but template files for other game systems can be created.

The template editor lists the defined templates in the open template bundle in its left side bar and the currently open template is displayed in its main display area. It has a six button tool bar. Except for the `Add Template` tool bar button, these buttons work with the current selected or highlighted item. An item (template, container, or field) is selected with a single click of the mouse button. ¹

1. **Add Template:** A new template is added with the `Add Template` tool bar button. A dialog box prompts for the name and class of the new template. The class of the template defines the outermost container name (same as the class name) and the folder in the template bundle where the template resides.
2. **Delete Template:** An existing template is deleted by highlighting the template name in the template list and then clicking the `Delete Template` tool bar button. A confirmation dialog box confirms the removal of the template.
3. **Add Field or Container:** A field or container is added to an existing container by highlighting the parent container and clicking the `Add Field or Container` tool bar button. A dialog box is displayed to define the new field or container's attributes.
4. **Edit Container Text:** Each container, including the outermost, can have one-line or text associated with it. This text is used as a header. Highlighting the container and clicking the `Edit Container Text` tool bar button allows for editing this text field.
5. **Delete Field or Container:** A field or container is deleted by highlighting the field or container and then clicking the `Delete Field or Container` tool bar button. A confirmation dialog box confirms the removal of the field or container. Note that removing a container also removes the fields and containers it contains.
6. **Edit Field:** A field's attributes can be edited with the `Edit Field` tool bar button. The field to be edited needs to be highlighted first. Field names cannot be changed.

To edit a template double click on the template name. The template will be opened up in the template editing window. The editing buttons can be used to create or edit fields and containers. It is also possible to use the right mouse button ² to pop up edit menus to perform editing functions, including adding and deleting fields and containers from a container, editing the container's text, and editing a field's attributes.

The ordering of fields and containers can be altered by dragging fields or containers with the middle mouse button. ³ Fields and containers cannot be moved outside of the main class container.

A template file is a Zip archive file containing directories for each class of sheet: Character, Monster, Spell, Treasure, Trick / Trap, and Dressing. These directories in turn contain the template XML files, which define the structure of the sheets. It is possible to have multiple templates for any given class. It is also possible to have no templates for a given class. Not all game systems have all classes of these things and others might have several sub-classes, sometimes with very different attributes.

¹Normally the left button.

²Control with the left or only button under MacOS.

³Under MacOSX and MS-Windows, the left or only button with the Alt key is used.

4.4 Sheet Editor Windows

Character Edit: freda.rpg

File Edit View Options Windows Help

Edit Character

Extract Media

Standard Non-Playing Character

Character Full Name: Freda "One Eye"

Character Nickname: Mistress Freda, Nasty Freda, Mistress One Eye

Basic Character Attributes

Strength: 17

Exceptional Strength: 0

Intelligence: 12

Wisdom: 10

Dexterity: 18

Constitution: 18

Charisma: 5

Character Demographics

Gender: Female

Race: Human (sort of)

Class: Fighter

Occupation: Mercenary Fighter

Alignment: chaotic neutral

Age: 30

Level: 8

Hit Points: 11

Additional information




Figure 4.5 The Character Editor window of the Role Playing Database

The Sheet Editor Window, which includes the Character Editor, shown above, is used to edit characters, both playing and non-playing characters, monsters, spells, treasure, tricks / traps, and dressing items. It uses one of the sheet templates defined in the current template file (see Section sect:configuration). When one of the sheet editor buttons on the main window are clicked on, a small dialog box is displayed (shown here):

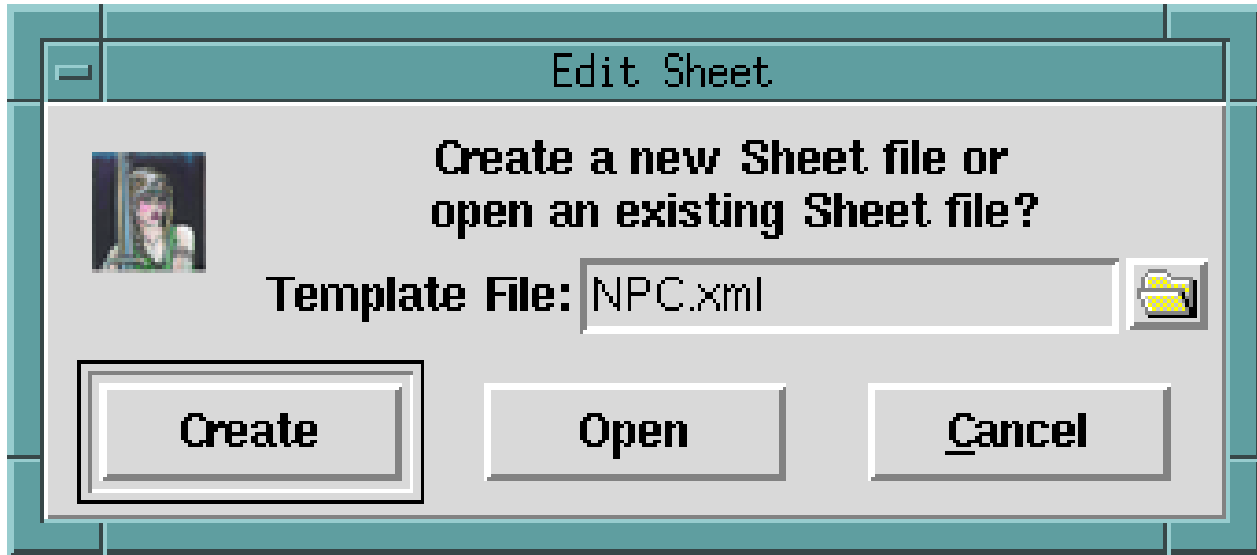


Figure 4.6 The Open or Create Character dialog box

), asking if you want create a new sheet file, using a selected template or open an existing sheet file. The Monster, Spell, Treasure, Trick / Trap, and Dressing Editor Windows are the same as the Character Editor, but use different templates.

In addition to the fields created from the sheet template, there is also a tool bar button, labeled "Extract Media". This button allows for the extraction of embedded media files contained within the sheet file. This allows for the use of external editors or viewers with these files.

A sheet file is a Zip archive containing two directories, xml and media. The xml contains a file named sheet.xml, which is an XML file containing the sheet information. The media directory contains any media files associated with the sheet—this could be pictures or other documents.

4.5 Map Editing Windows

Map objects are three dimensional, consisting of one or more levels, above, below, or at ground level. Each level consists of spaces (squares or hexagons) arranged on a two dimensional grid. Each level is at a depth, where a depth of 0 is ground level, negative depths are below ground, and positive depths are above ground. Spaces have an X and Y coordinate, which are whole numbers ranging between -1000 and 1000, with 0 being the center of the level and -1000 being the extreme left or western edge (X) and extreme top or northern edge (Y) and 1000 being the extreme right or eastern edge (X) and extreme bottom or southern edge (Y). Creating or editing a map is a hierarchical process. You select the level to create or edit from the main map window and you select the space to create or edit from the level editor window for the level the space is on. The whole map, with all of its levels and spaces are stored in a single file, for easy transport and exchange. It is possible to have a "sparse" map, with levels and/or spaces omitted. These might be levels or spaces that have not been constructed (yet) or are otherwise inaccessible. With suitable technology or magic (eg a teleport device or spell) it is possible to get to non-adjacent spaces or levels. No attempt it made it enforce connectivity to adjacent spaces or levels!

There are three map editing windows:

1. The main map editor contains information about the overall map, including the name of the map, the name of the campaign, and the name of the game master. This window is described in Section [sect:mainmap](#).
2. The level editor, contains information about a selected level. This window is described in Section [sect:leveledit](#).
3. The space editor contains information about a space. This window is described in Section [sect:spaceedit](#).

4.5.1 Main map editing window



Figure 4.7 Main map editor window

The main map editor (shown above) contains information about the overall map. This information includes name of the map, the name of the campaign, and the name of the game master. There is space for a brief description of the map and it is possible to include a larger document providing a detailed writeup about the map or game campaign. Also on this window is a list of levels and a directory tree of included media. There is a tool bar with 4 buttons:

1. New Level—this button creates a new level.
2. Delete Level—this button deletes a selected level.
3. Edit Level—this button edits a selected level.
4. Extract Media—this button extracts a selected media file, making it available for an external program to view or otherwise process.

4.5.2 Level editing window

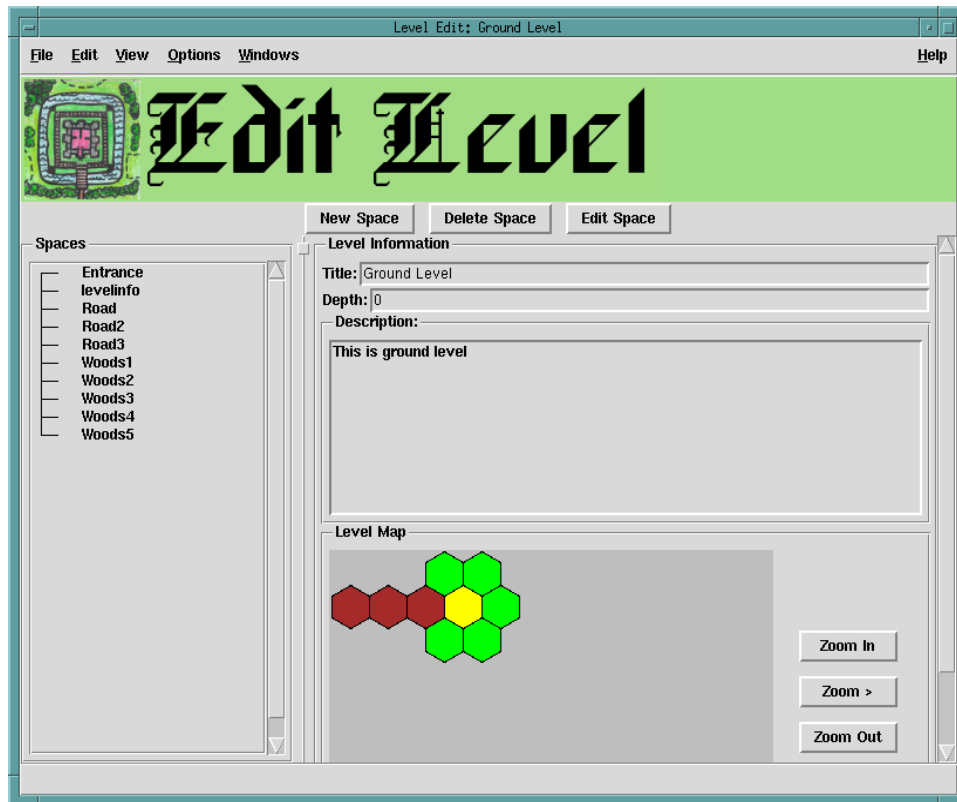


Figure 4.8 Level editor window

The level editor (shown above) contains information about a selected level. This information includes the title of the level and its depth (positive depths are above ground, negative depths are below ground and a depth of zero is at ground level). Also included is a space for a brief description of the level and a map of the level as well as a list of spaces.

There is a tool bar with three buttons:

1. New Space—This button creates a new space.
2. Delete Space—This button deletes an existing space.
3. Edit Space—This button edits an existing space.

4.5.3 Space editing window

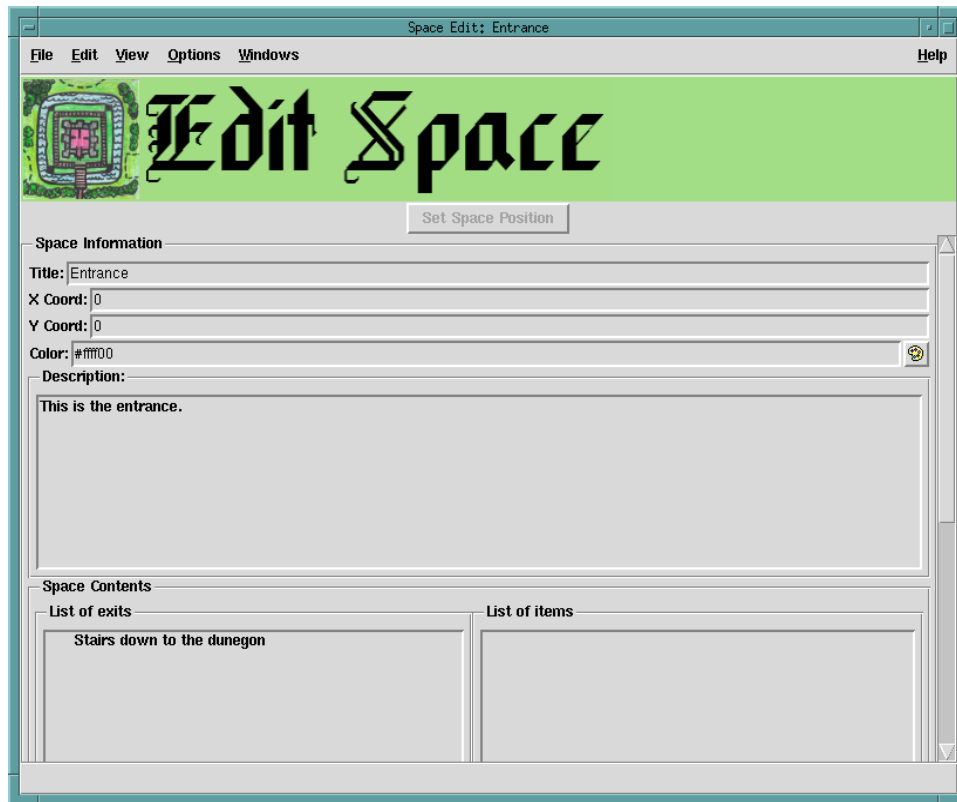


Figure 4.9 Space editor window

The space editor (shown above) contains information about a selected space. This information includes the title of the space, its X and Y coordinates, its color and a short description. There is also a pair of lists, one of exits from this space to another space and a list of other items in the space (such as treasure, monsters, tricks, traps, and any other odds and ends). There is also a map of the space, showing the location of every listed exit or item in the space.

Below the item and exit lists are triplets of buttons: adding, deleting, and editing an item or exit. The main difference between an item and an exit is that exits have a "pointer" to a space and level. Otherwise, both have a name, a short description, a location within the space, a graphic, and a sheet file. The location is an X,Y value, where the X and Y values range between -320 and 320, where 0,0 is the center of the space. This location is just a relative location within the space and does not represent any particular distance, other than that -320 represents the top (Y) or left (X) sides and 320 represents the bottom (Y) or right (X) side. The sheet file is optional (this would make sense if the item or exit was a trick, trap, treasure, monster, etc.).

When a space is first created, there is available a tool bar button that can be used to position the space with the mouse. Once the space has been saved, its location is fixed and it cannot be moved. The "color" is arbitrary and is used to color the space on the level map and it is also used as the space's background color on the space map in the space editor. This of course makes it easier to keep track of where spaces are on the level map. A game master can use the colors to "code" different spaces as having some particular property or feature, such as coloring wooded areas green and mountainous areas brown and towns with yellow and castles in blue for example.

4.6 Printing

All main windows have a `Print...` menu item on the `File` menu. Except for the main window, this menu item allows you to print the sheet, template, map, level, or space to a PDF file. At present there is no support to print directly to your printer, but there are many programs to print a PDF file to a printer. A PDF file can also be shared with someone who does not have the Role Playing Database system or a PDF file can be uploaded to a website or posted to a blog. The `Print...` menu item will ask for the name of the file to be created. In the case of the Map and Level editors, you also have the option of printing the levels (in the case of a Map editor window) or the spaces (in the case of a Level editor window) or not.

Chapter 5

Help

This is the on-line help system. It provides access to the complete reference manual and the program tutorial. The left sidebar contains a complete table of contents, with links to all of the main sections of the on-line documentation.

This help window contains some basic navigation features. There are buttons for traversing the history stack and searching the text in the help window itself. There are also key bindings within the help window itself:

- **s** Search forward. Searches forward in the text for the next occurrence of the specified text.
- **r** Search backward. Searches backward in the text for the next occurrence of the specified text.
- **f** History forward. Goes to the next page in the history stack.
- **b** History backward. Goes to the previous page in the history stack.
- **Tab** Next link. Goes to the next hyper link.
- **Control-Tab** Previous link. Goes to the previous hyper link.

Chapter 6

Version

System version is 3.1.0b.

Chapter 7

GNU GENERAL PUBLIC LICENSE

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

1. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

1. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

1. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

1. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.
 - (a) If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

1. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

1. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

1. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

1. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year>  <name of author>
```

```
This program is free software; you can redistribute it and/or modify
it under the terms of the GNU General Public License as published by
the Free Software Foundation; either version 2 of the License, or
(at your option) any later version.
```

```
This program is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
GNU General Public License for more details.
```

```
You should have received a copy of the GNU General Public License
along with this program; if not, write to the Free Software
Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301  USA
```

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) year  name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

The hypothetical commands 'show w' and 'show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than 'show w' and 'show c'; they could even be mouse-clicks or menu items—whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program 'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989 Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.

Index

Field types, [36](#)