

Role Playing Database

3.1.1

Generated by Doxygen 1.8.13

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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
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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).

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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.

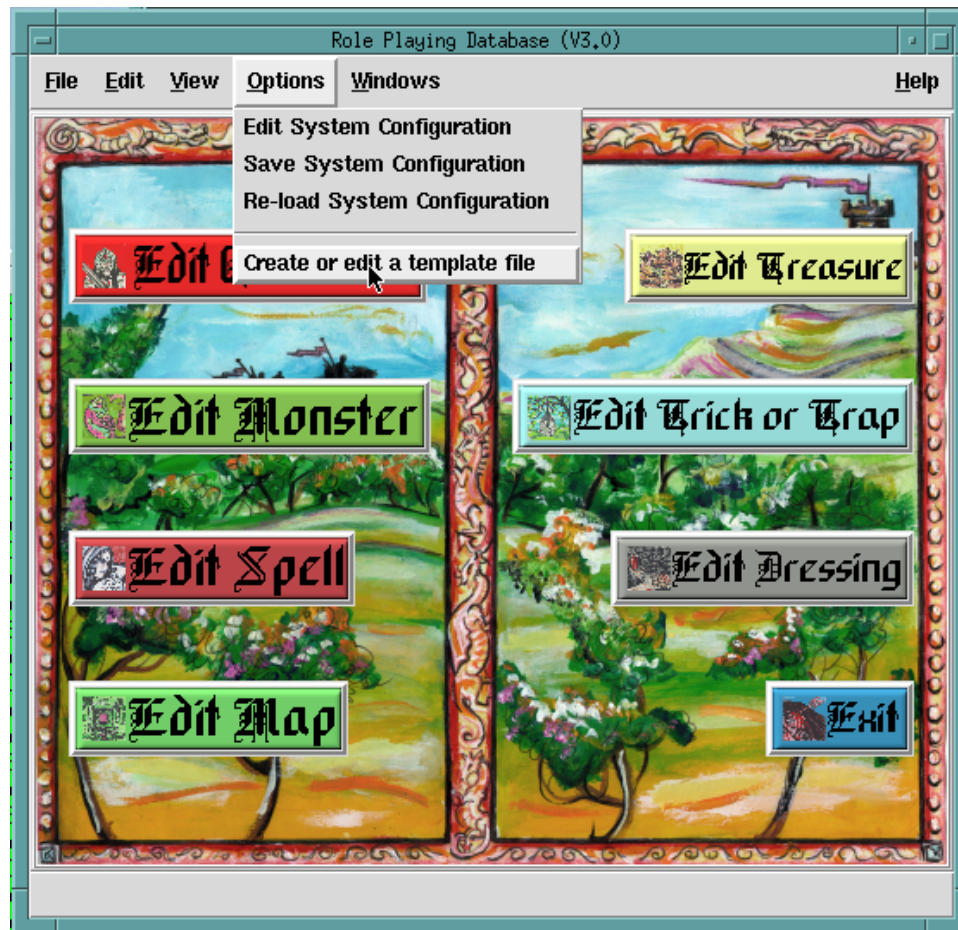


Figure 3.1 Selecting {Create or edit a template file}

This will display this dialog box:

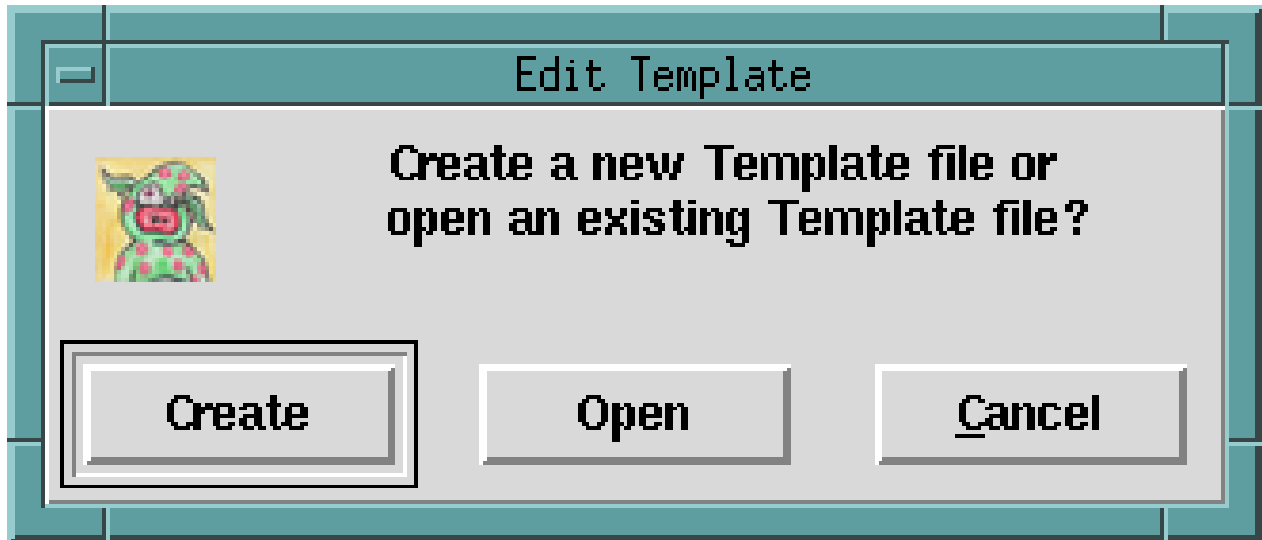


Figure 3.2 The Create Or Edit Template Dialog

And an empty template editor window

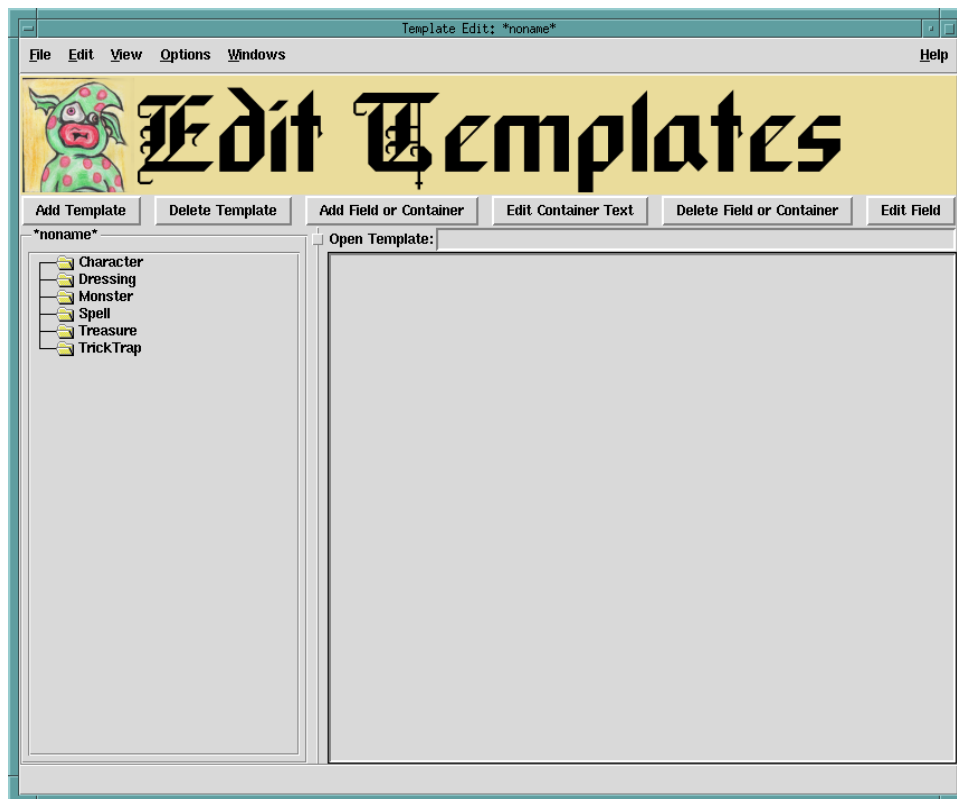


Figure 3.3 Empty Template Editor Window

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:

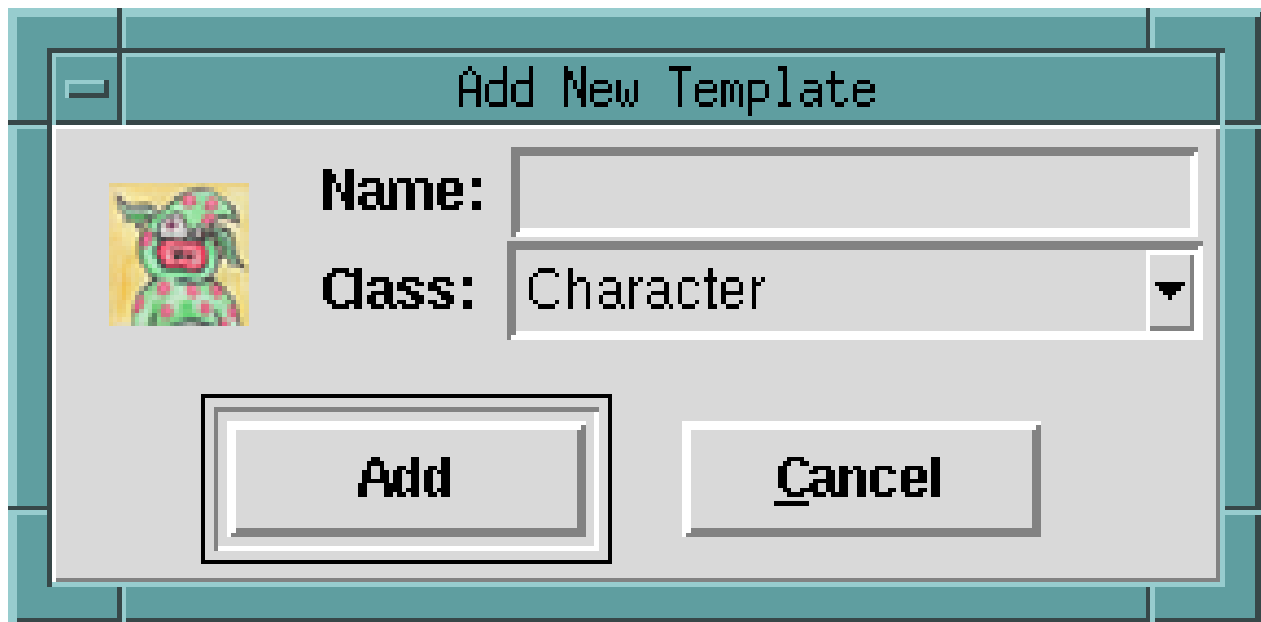


Figure 3.4 Add New Template Dialog Box

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

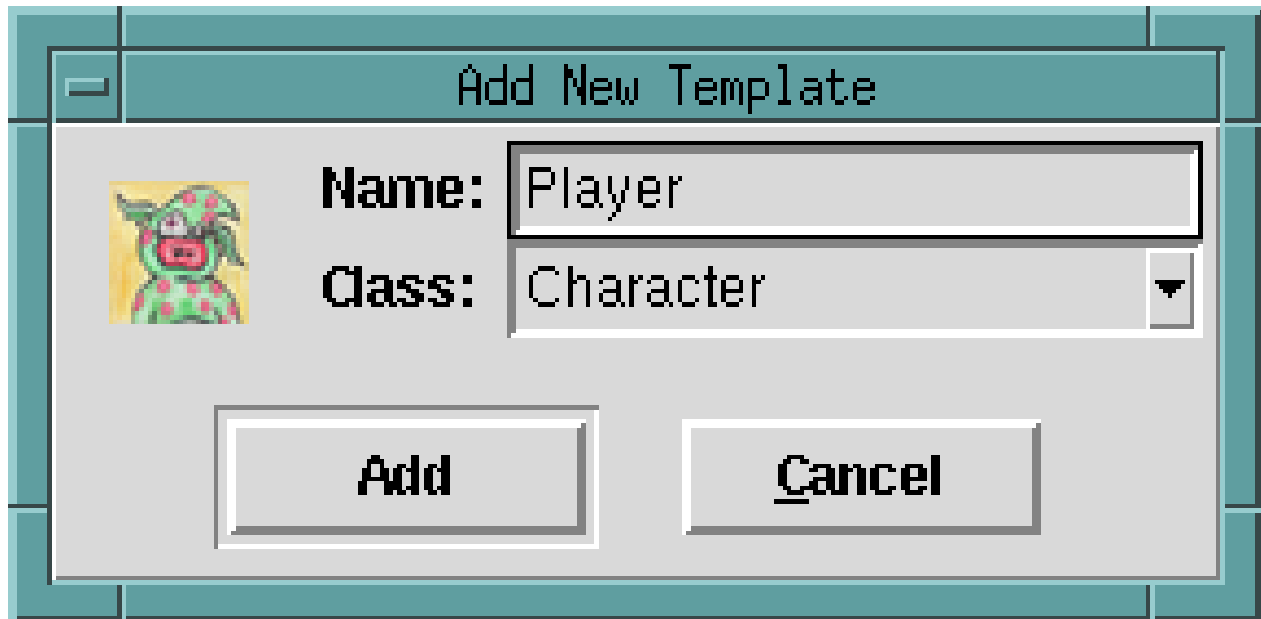


Figure 3.5 Add New Template Dialog Box, with "Player" filled in

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:

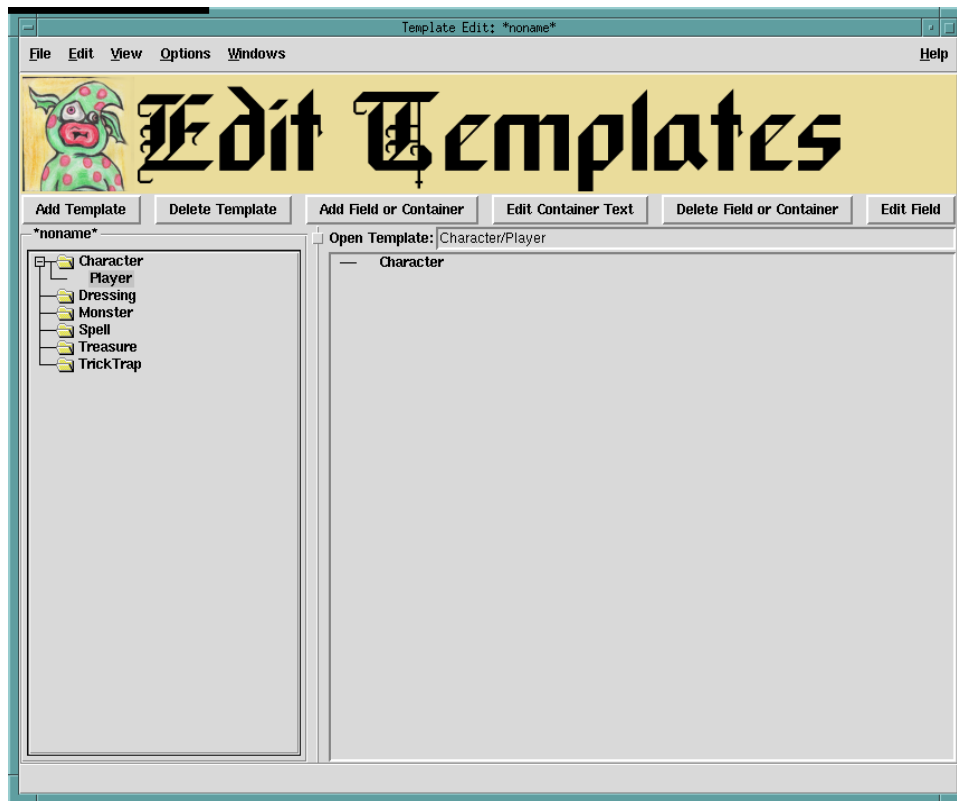


Figure 3.6 Template Editor, with empty "Player" template

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:

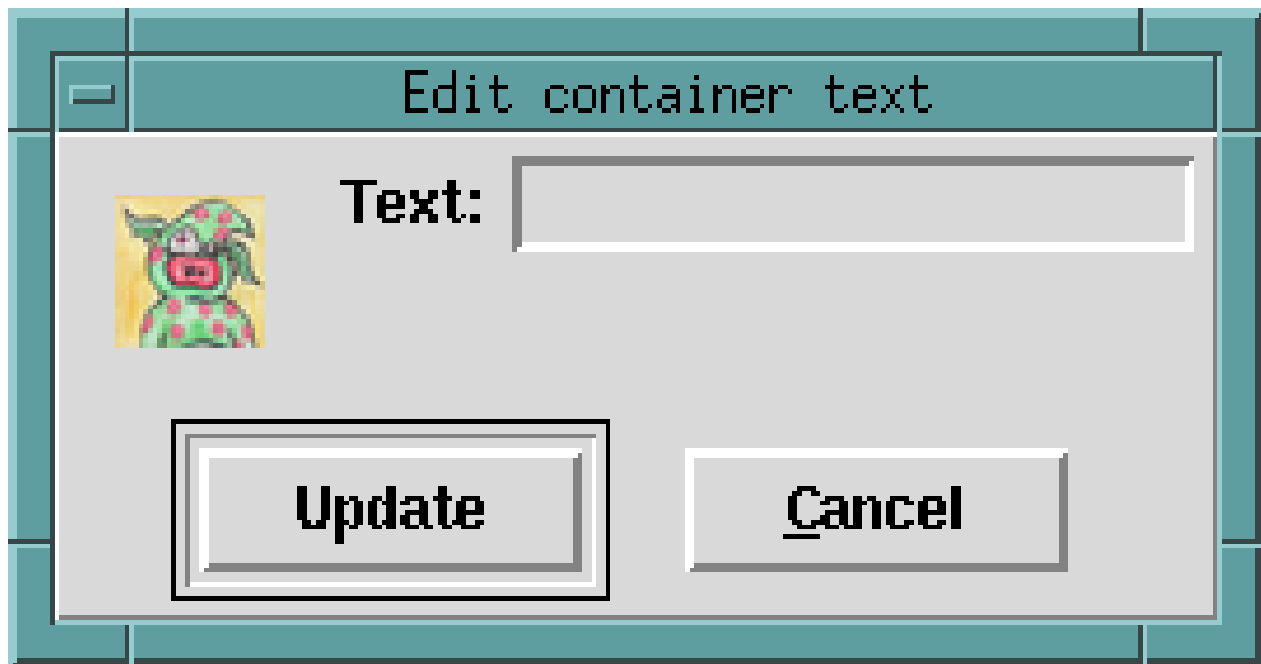


Figure 3.7 Empty "Edit Container Text" dialog box

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

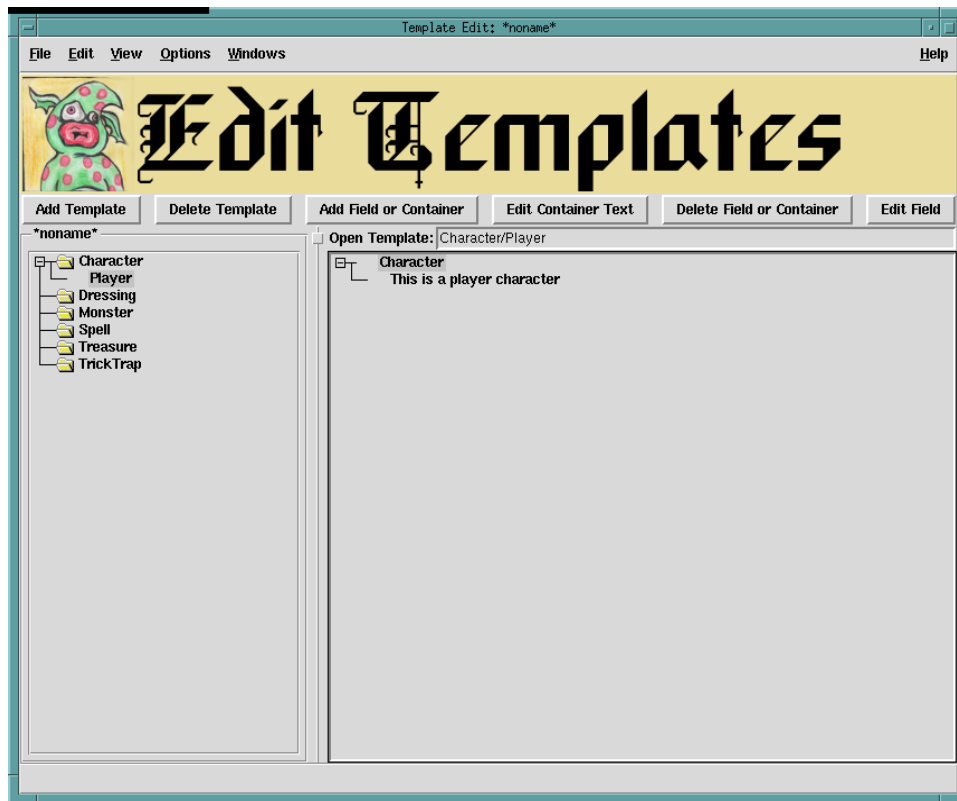


Figure 3.9 Template Editor, with "Player" template, with a heading added

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:



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:



Add New Field

 **Name:**

Type:

Generator:

Updatable:

Add **Cancel**

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:

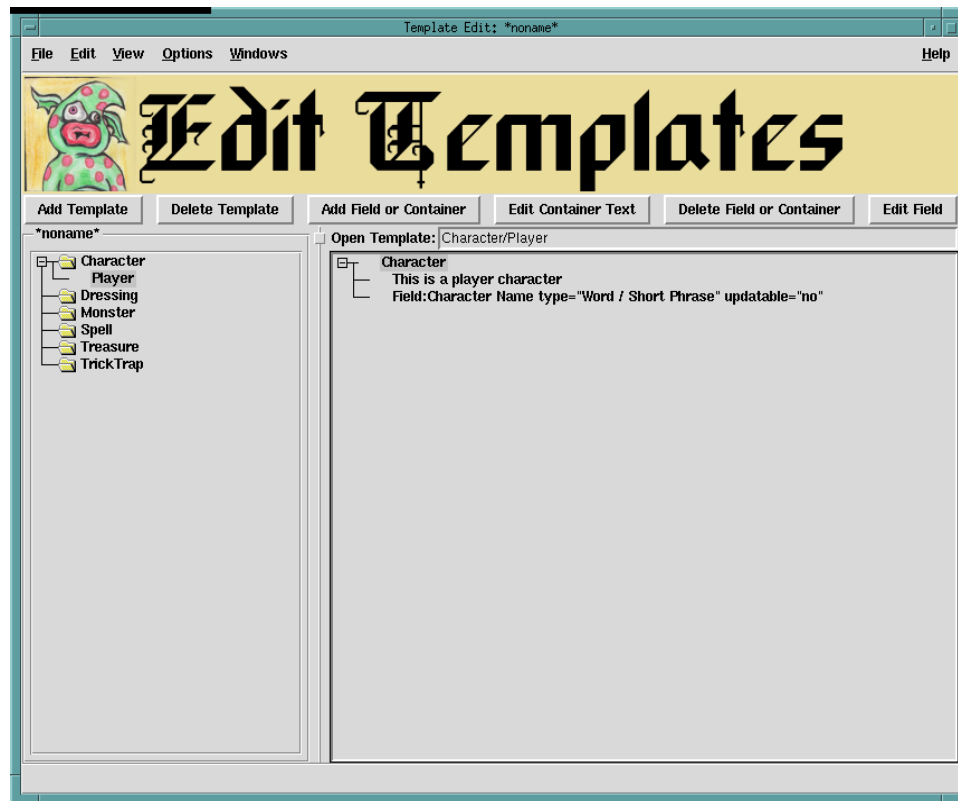


Figure 3.12 Template Editor, with "Player" template, with a field added

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:

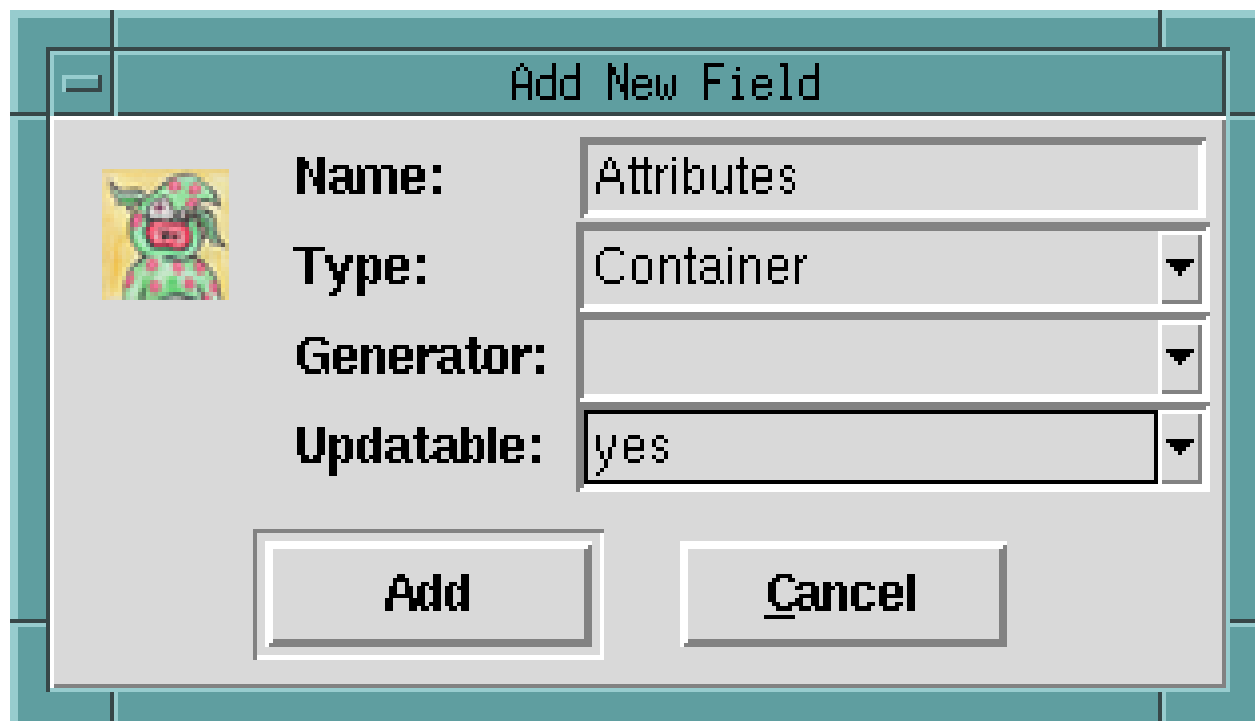


Figure 3.13 "Add New Field" dialog box with container

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

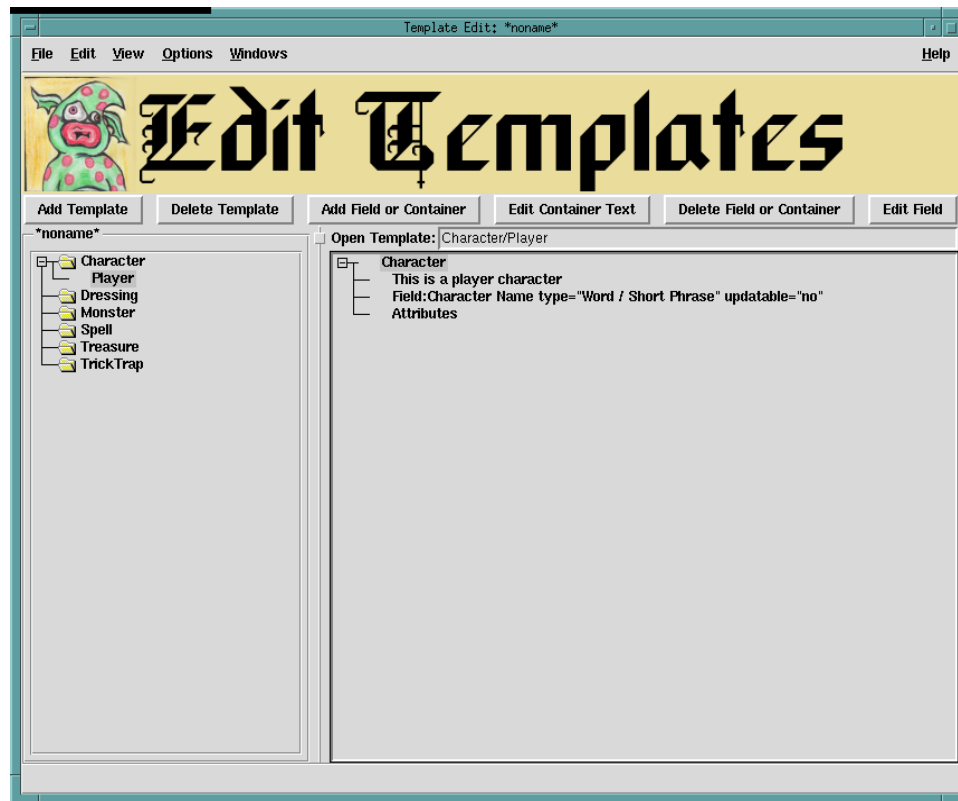


Figure 3.14 Template Editor, with "Player" template, with a container added

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:

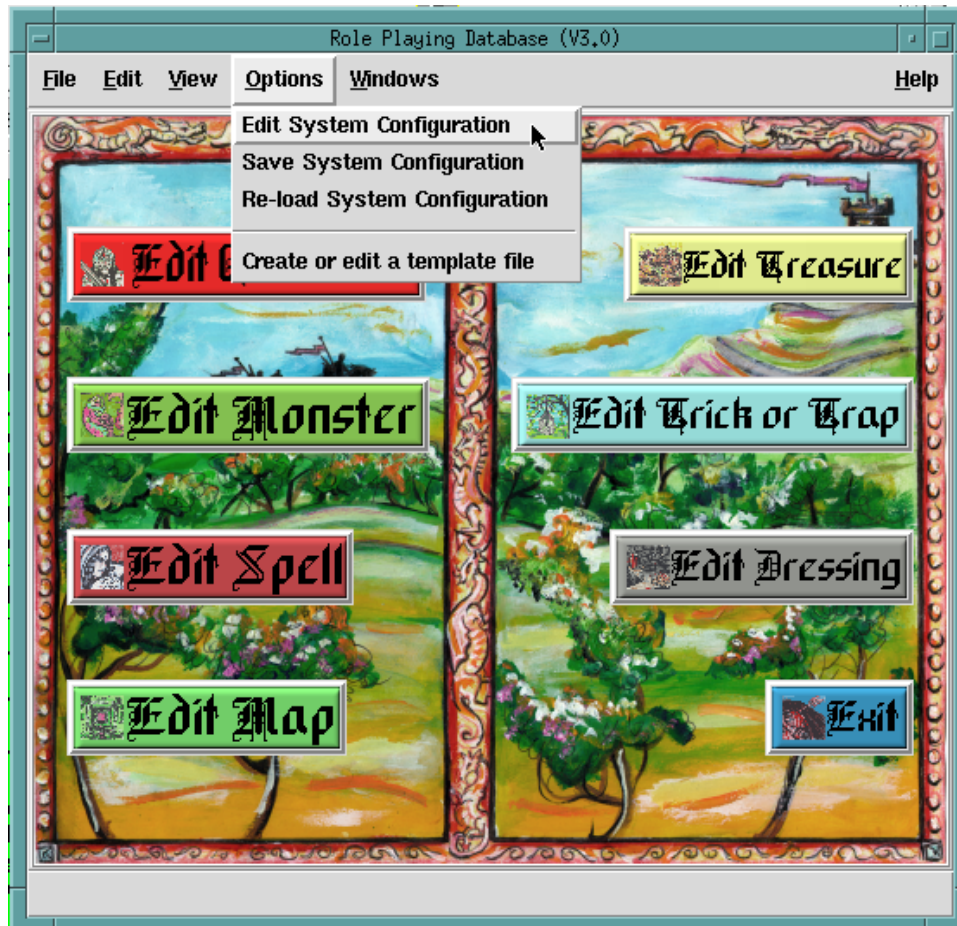


Figure 3.15 Selecting "Edit System Configuration" from the "Options" menu

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:

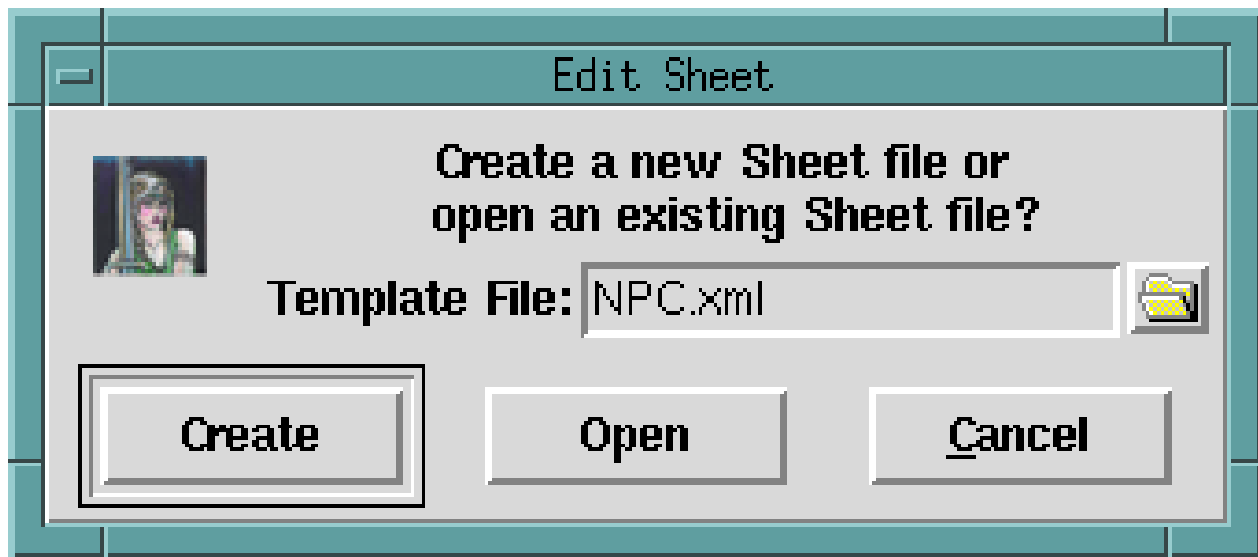


Figure 3.16 The Open or Create Character dialog box

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

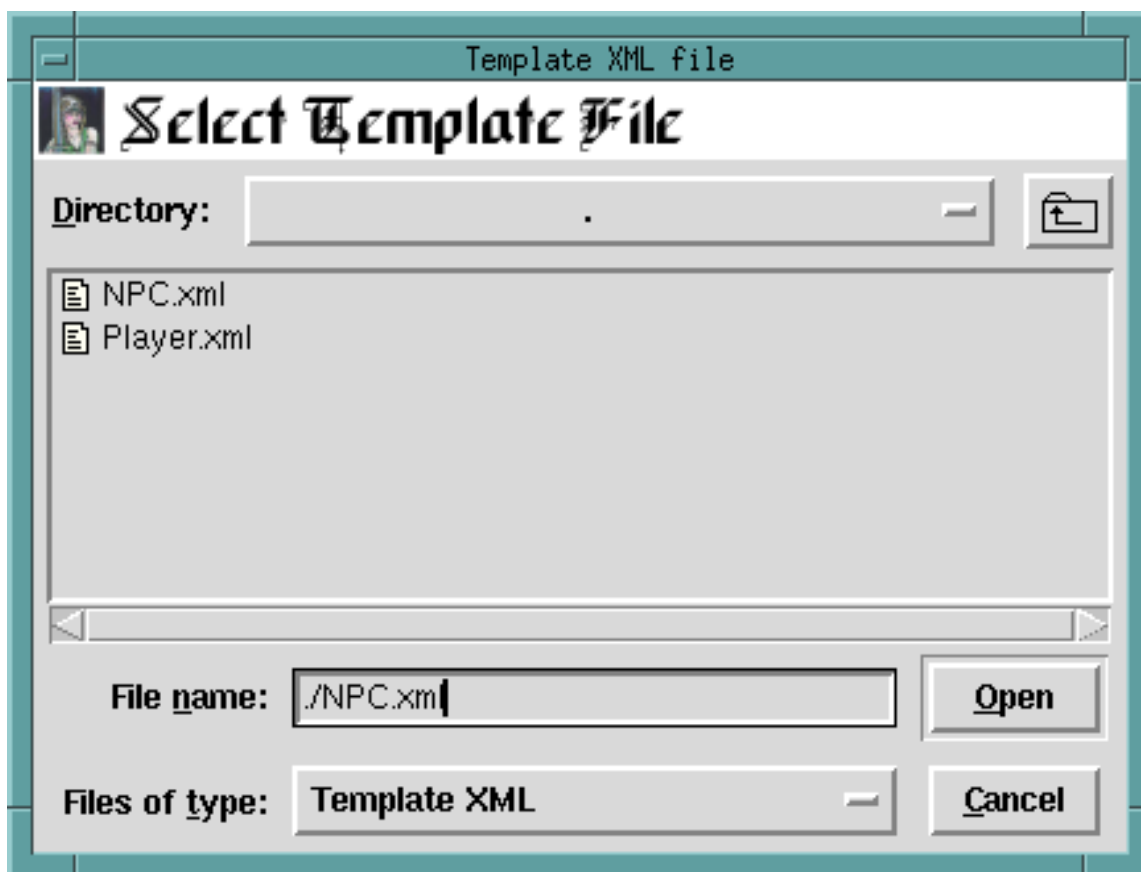


Figure 3.17 The "Select Template File" dialog

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.

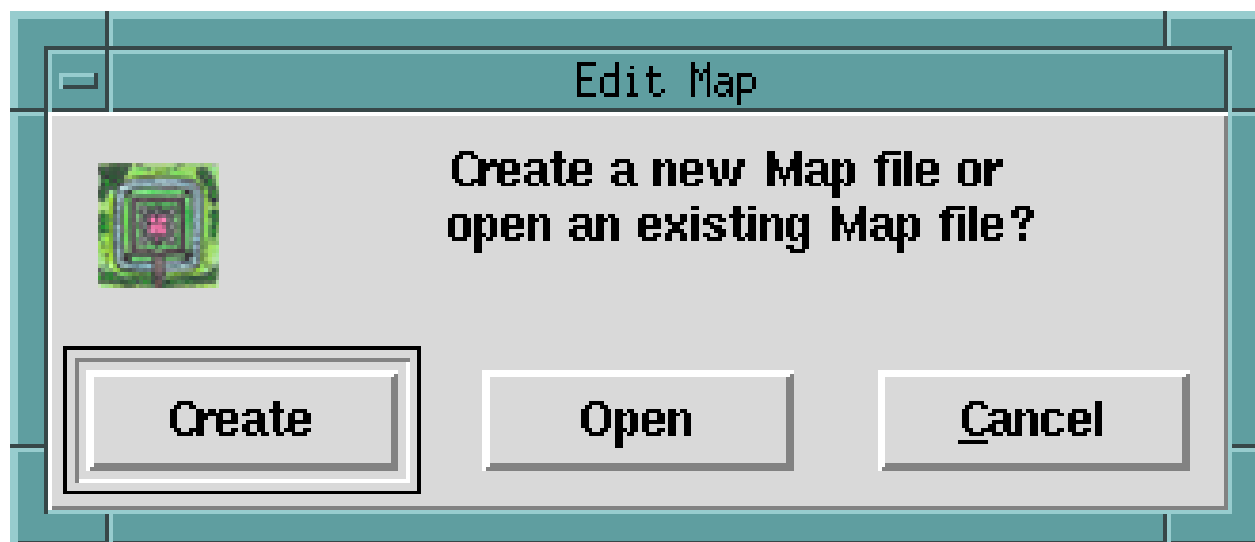


Figure 3.19 "Create or open a Map file" dialog box

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:

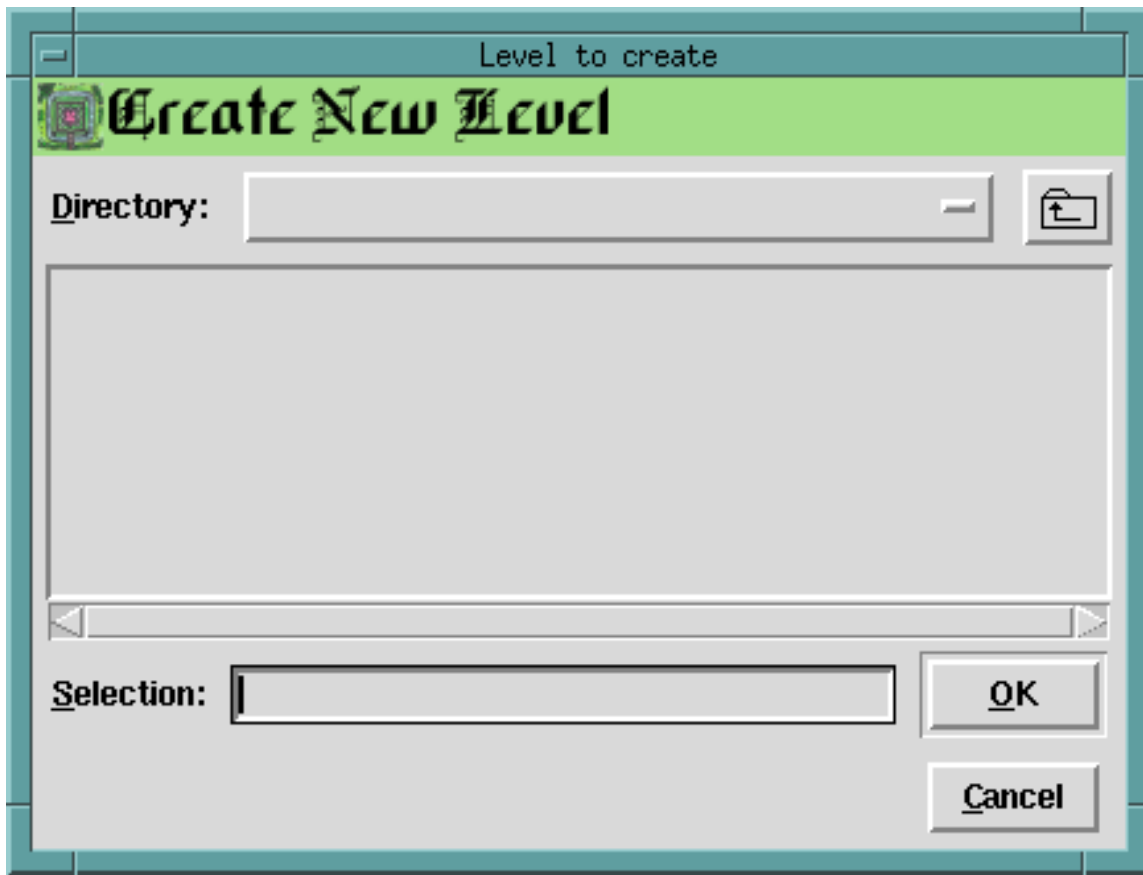


Figure 3.22 "Create New Level" dialog box

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

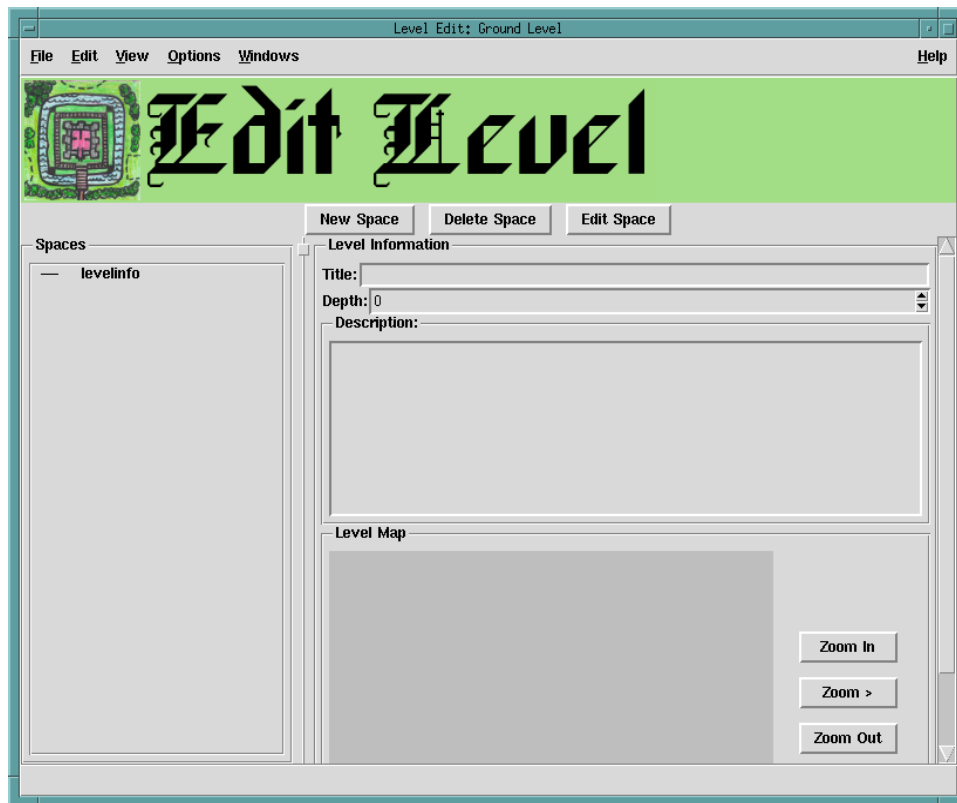


Figure 3.23 Empty “Edit Level” window

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:

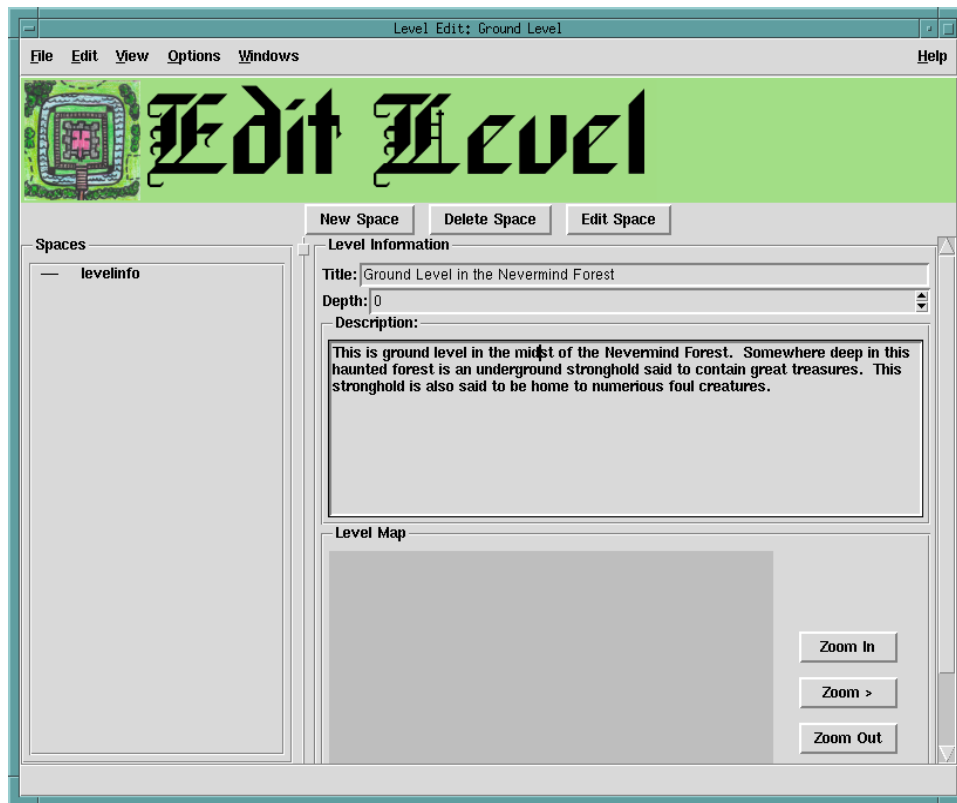


Figure 3.24 Example "Edit Level" window

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:

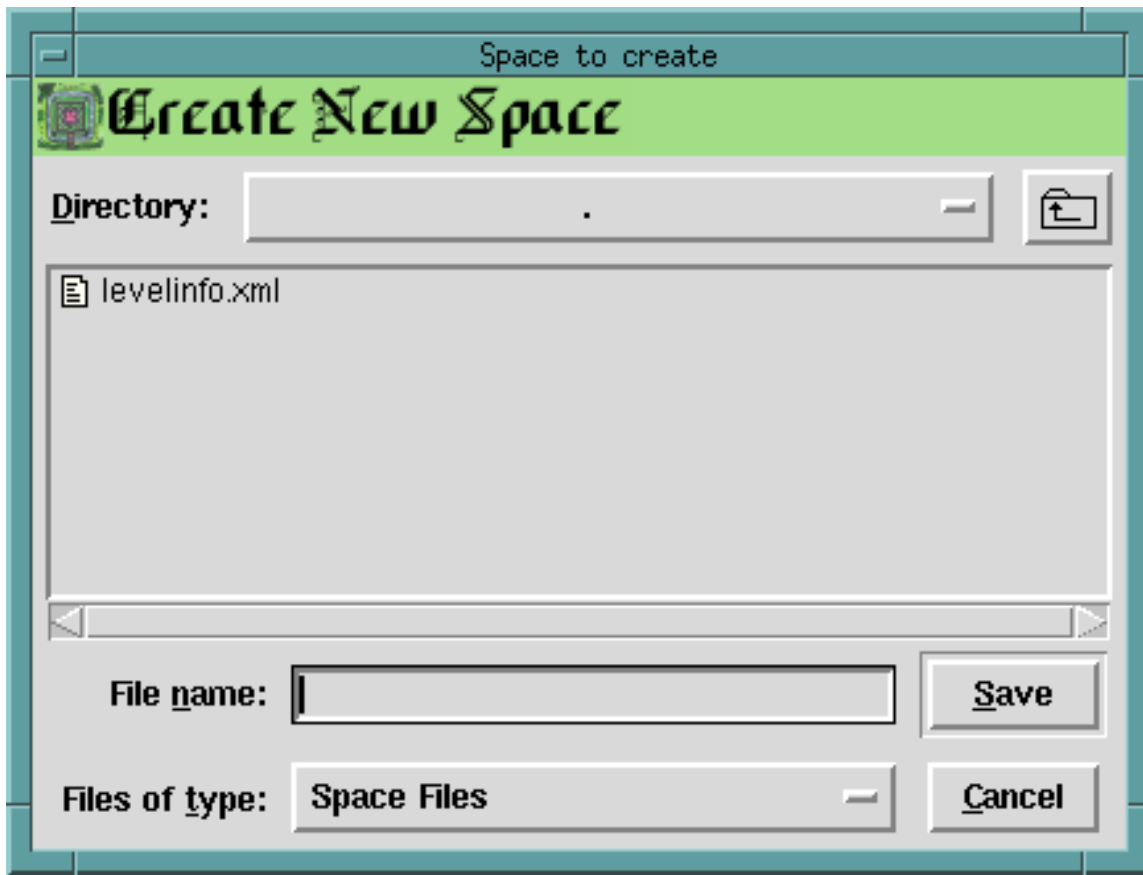


Figure 3.25 "Create New Space" dialog box

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

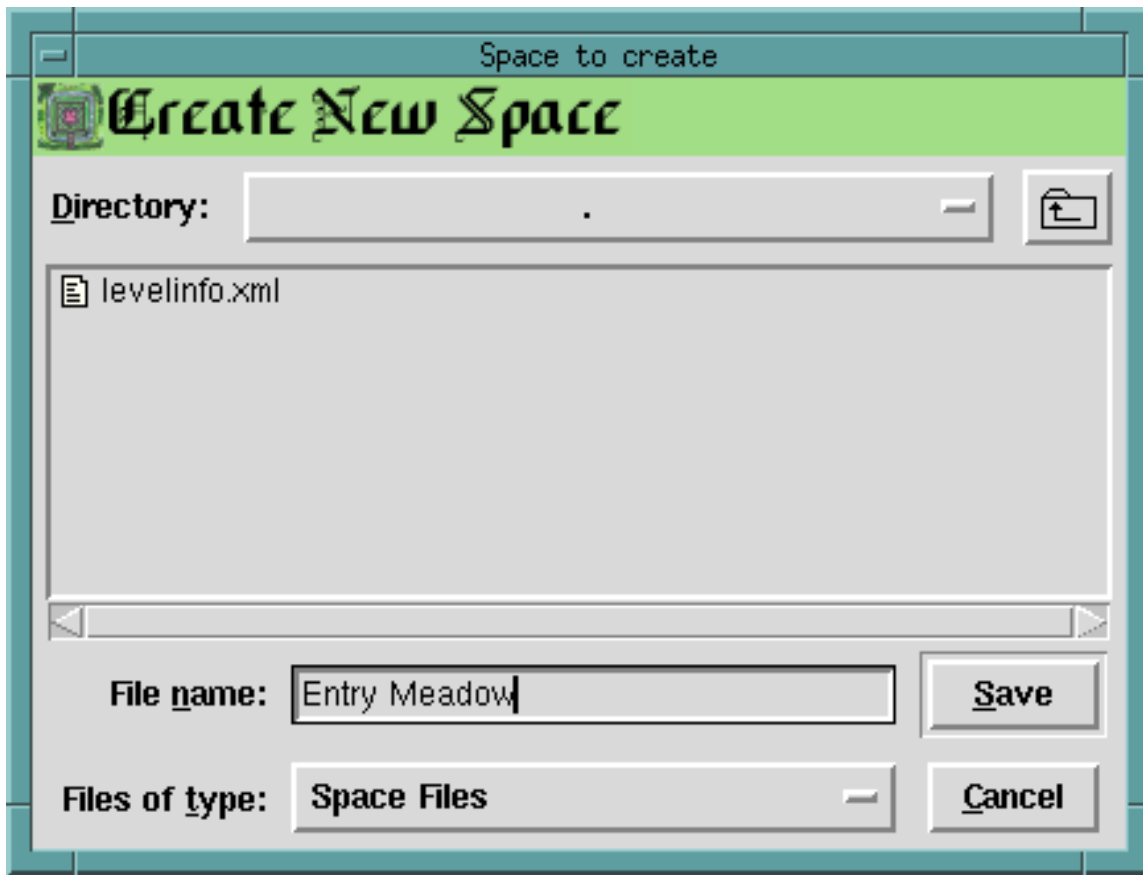


Figure 3.26 "Create New Space" dialog box with "Entry Meadow" filled in

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

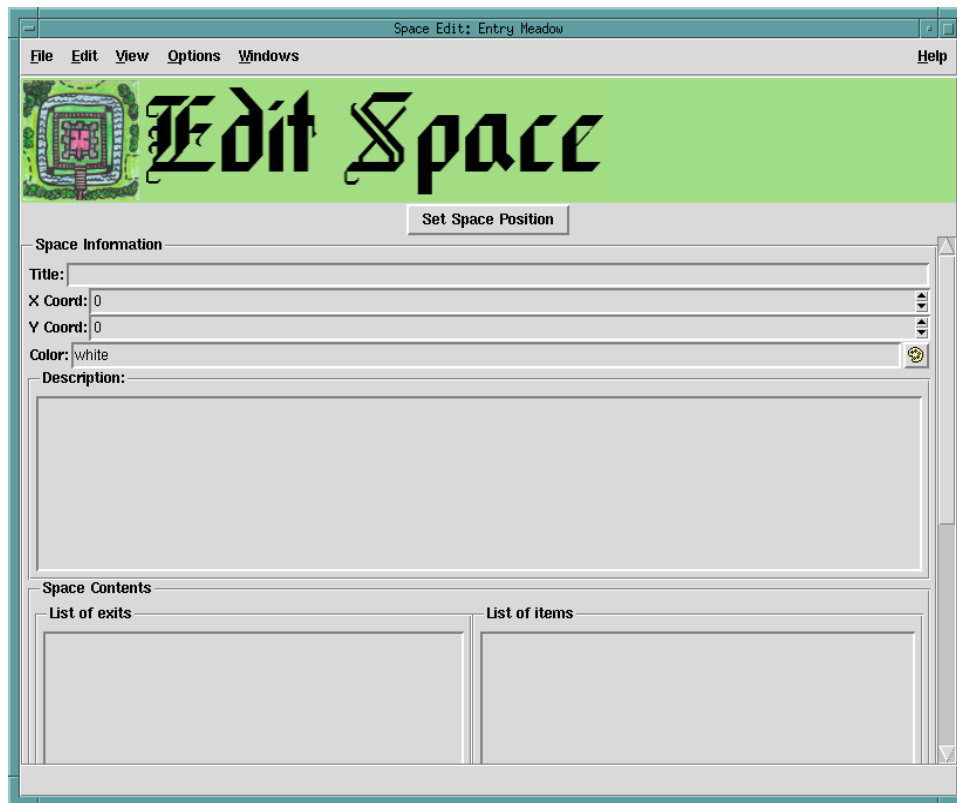


Figure 3.27 Empty "Space Editor" window

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

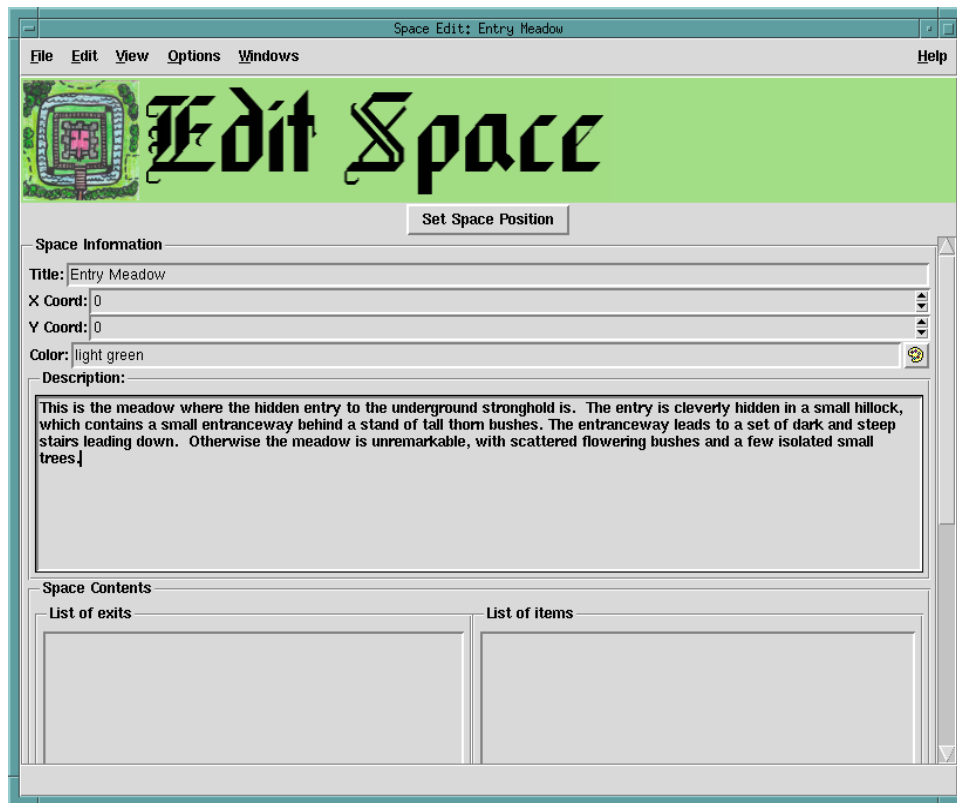


Figure 3.28 "Space Editor" window with "Entry Meadow" information filled in

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"

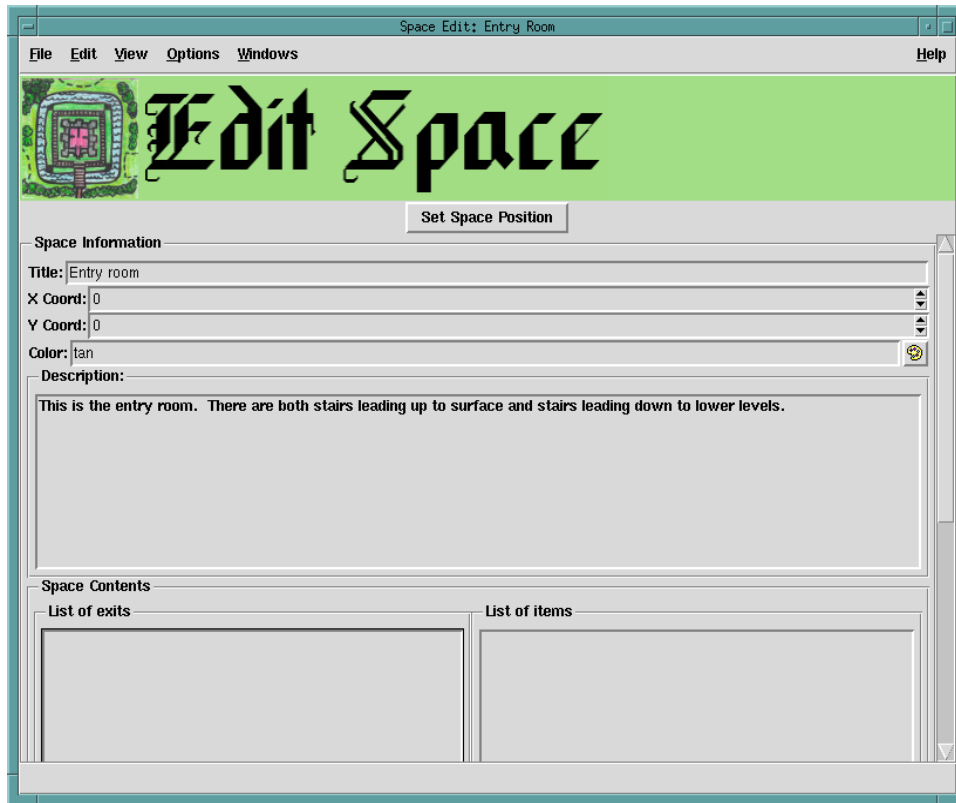


Figure 3.30 “Space Editor” window with “Entry Room” information filled in

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:

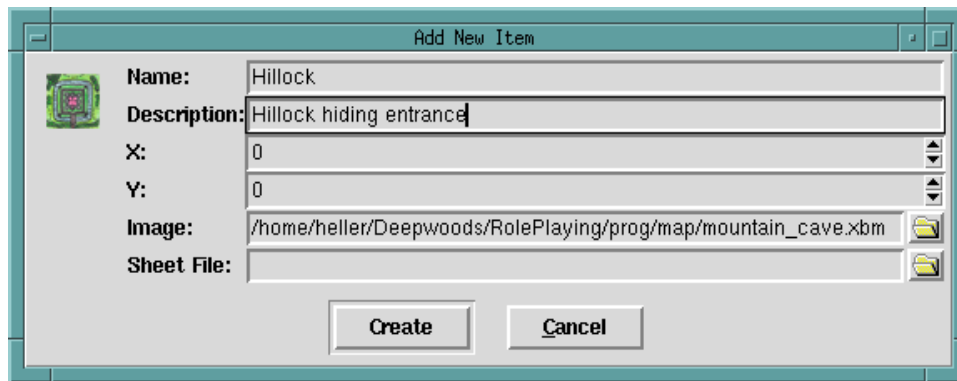


Figure 3.32 “Add New Item” dialog box, adding the hillock hiding the entrance

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

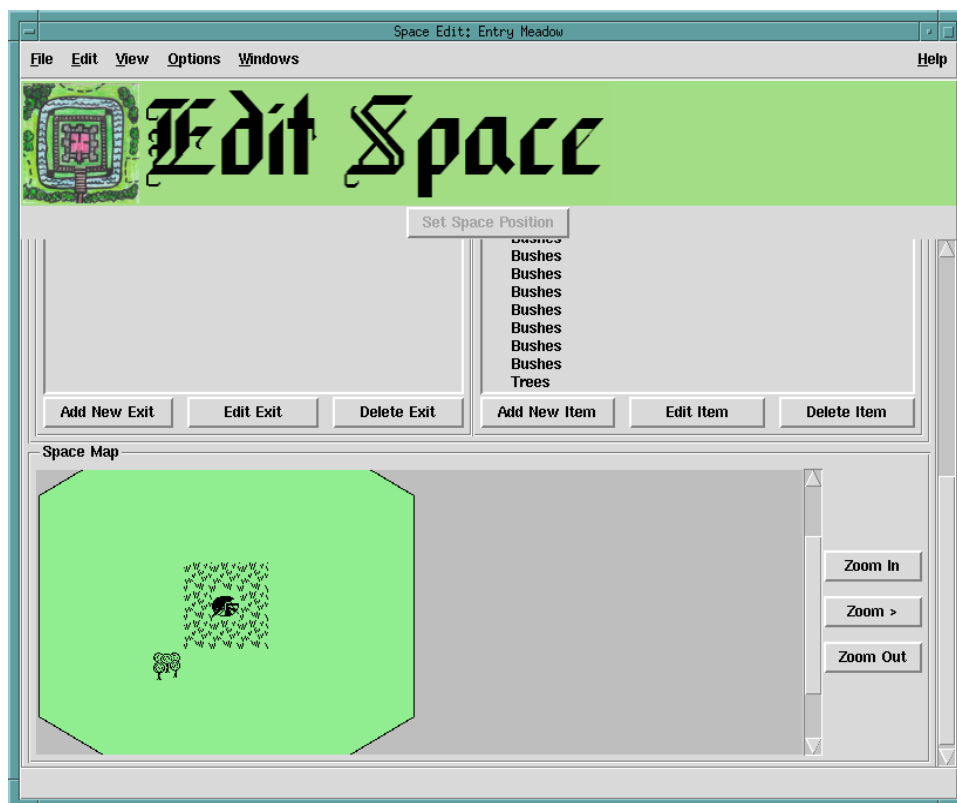


Figure 3.33 “Space Editor” window for the “Entrance Meadow”, after adding the stairs, hillock, along with some bushes and trees

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:

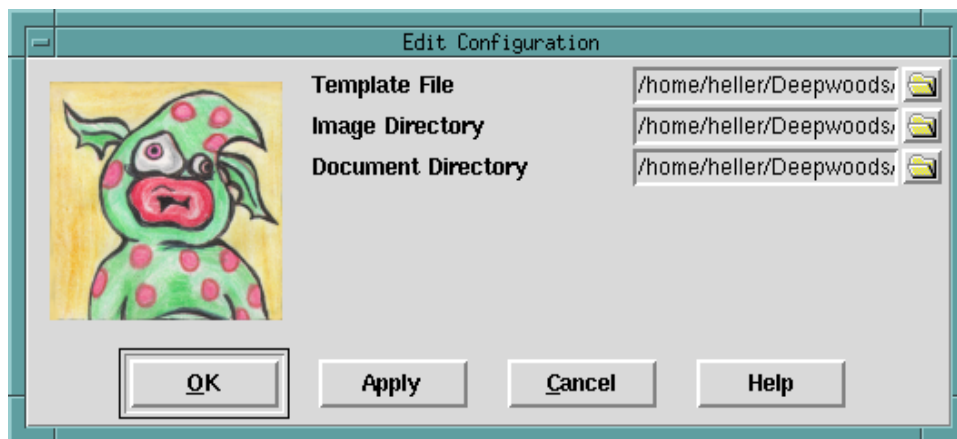


Figure 4.2 The Configuration Editor Window

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:

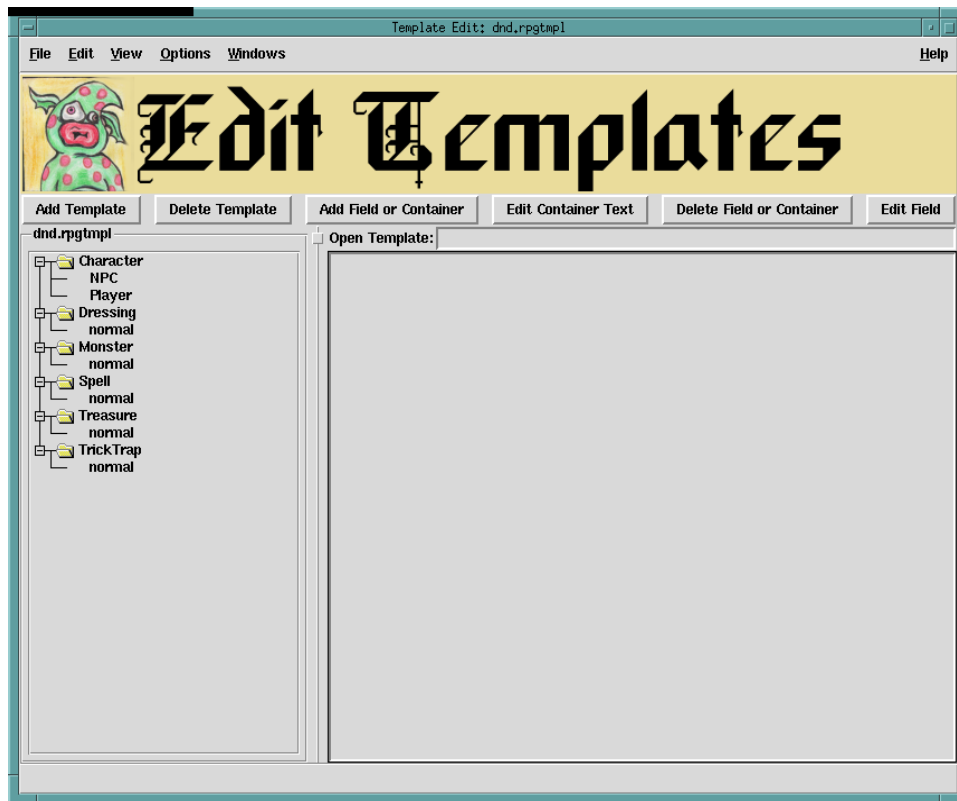


Figure 4.3 The initial Template Editor Window

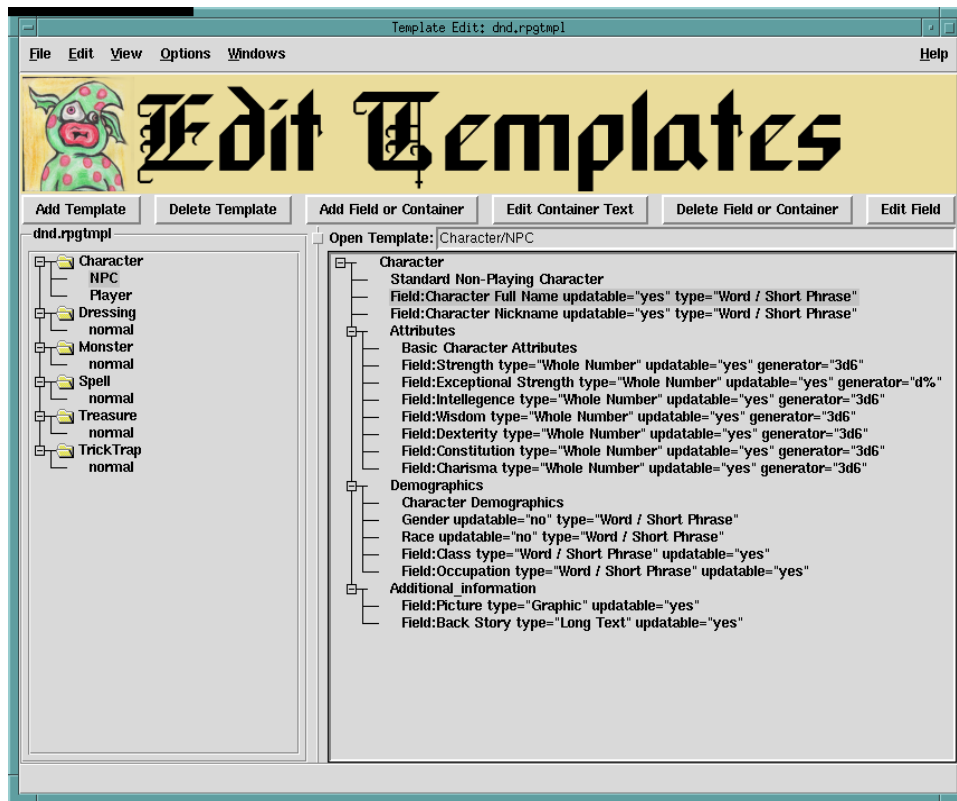


Figure 4.4 The Template Editor Window after loading a template

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):

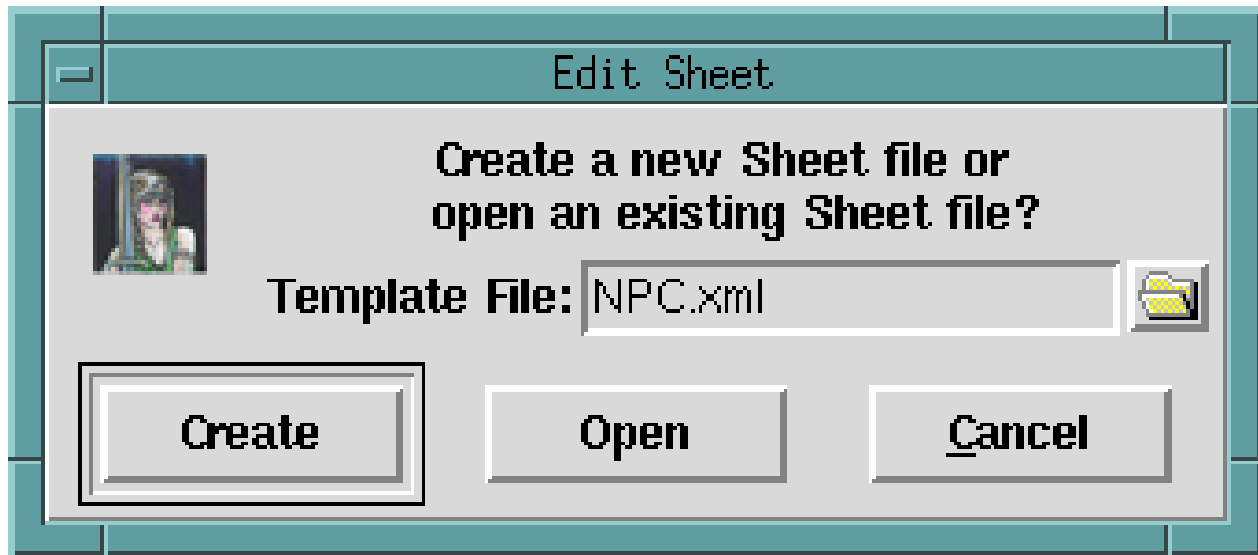


Figure 4.6 The Open or Create Character dialog box

), 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

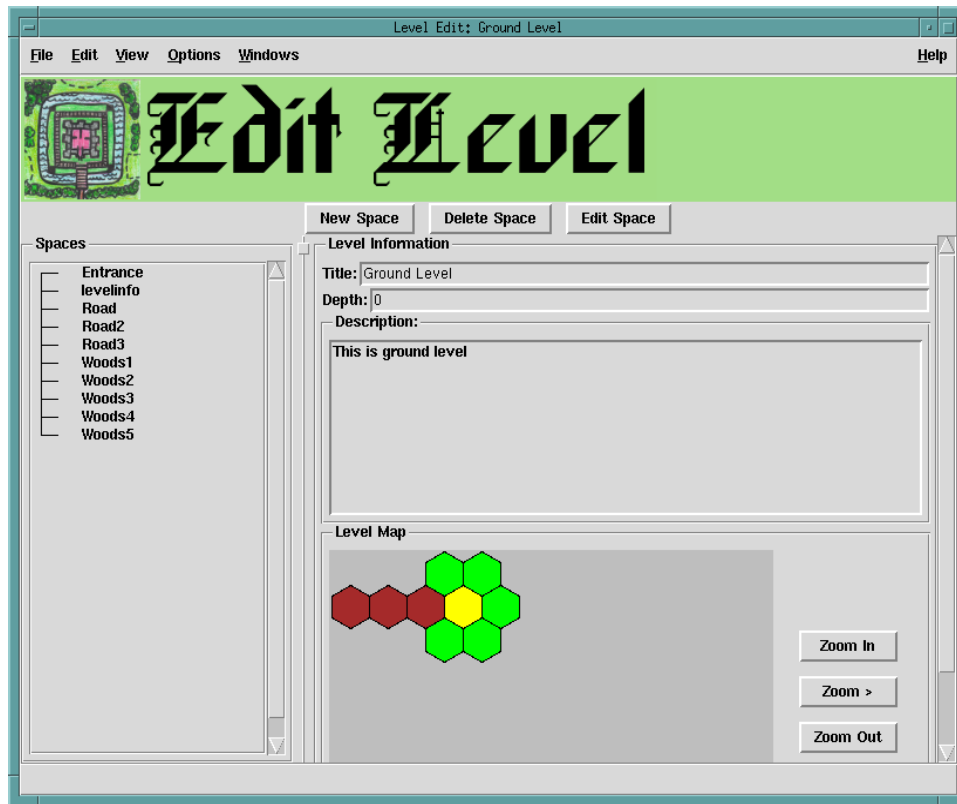


Figure 4.8 Level editor window

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

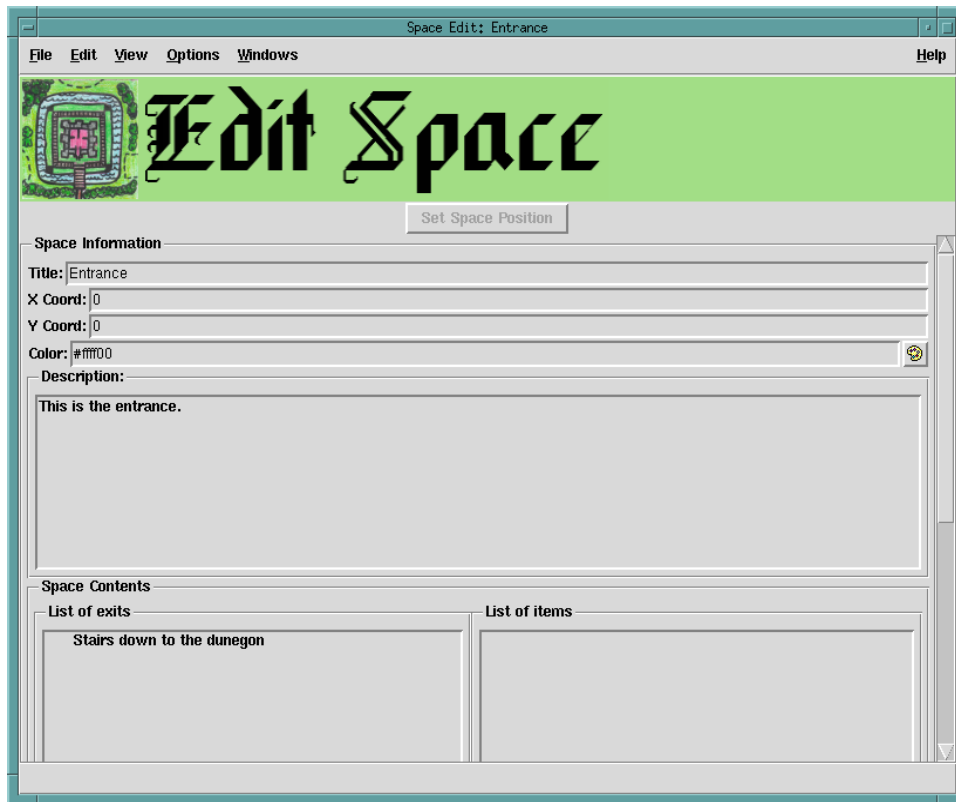


Figure 4.9 Space editor window

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 3.1.1.

Chapter 7

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Version 2, June 1991

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