



Atlantis

User Manual

Basic Guide

This guide should outline the major features for Atlantis and get you started as quickly as possible. It will touch upon most features of Atlantis, but mostly only enough to get you started and on your way.

1. Overview

[[Why Atlantis was created. Who it's for. A description of what a Mu* is. A note on code standards, such as <foo>. and Menu->Menu->Etc.]]

2. Installing Atlantis

Right now, installing Atlantis involves opening the disk image and moving the program from the disk image to anywhere on your hard drive, or running it right from the disk image (not suggested).

If you are copying Atlantis between machines, be sure to copy the folder from `Library/Application Support/Atlantis` with the application, which contains all the world and macro information created in the application.

If you're interested in getting the show on the road, you can skip down to "6. Address Book".

3. General Preferences

The general preferences can be found at `Atlantis->Preferences...->General`. As of this writing it includes version checking and FugueEdit support. Information about FugueEdit can be found at <<FOO>>, but is not normally necessary to get started.

4. World Defaults

The World Defaults are those items used as the template for every world you create in Atlantis and can be found under `Atlantis->Preferences...->World Defaults`.

Sometimes a global (or other setting) might not seem to take effect right away. You will need to close the window, change tabs, or select another item before they take effect. (In computer jargon terms, the selected item must lose focus before it's saved.)

4.1 Formatting

The Formatting tab shows the basic text style and colors available. The "Use defaults" checkboxes are unavailable because you're defining them here.

4.1.1 Font

This Lets you choose the default font. I personally suggest only using a fixed-width font, which allows text output to be nice and neat, but you can take your pick.

4.1.2 Color Mapping

There are three groups of color in this section.

ANSI: The bulk of these options, numbered 00 through 15, are ANSI colors, which are used on some games to highlight or add some color. The first row is how the color would normally be seen, and the second row is the color's "intense" mode (which might explain why normal white is a little gray). Atlantis uses 00 for the default background and 07 for normal text. You may have to tell the game you've connected to that you can accept ANSI colors before you see more than 00 (black) and 07 (white).

Console Messages: These are messages sent by Atlantis itself and are preceded with %%.

URLs / Links: Atlantis will detect web pages and other links and show them with this color.

4.1.3 Indenting

Sometimes a line is too long to fit in the window, in which case it will wrap on the last complete word. If you have indenting set to a number greater than 0, the next wrapped lines will start that many characters in. Some people find this easier to read.

4.2 Highlights

These are more advanced rules for coloring any output text. You can change either the foreground color (text), the background color, or both. You can even change neither, which would effectively do nothing.

4.2.1 Add Highlight

When you add a highlight, you start with a blank highlight based on the highlight last selected.

4.2.2 Highlight Details

Here you set the rules and foreground and background colors for the highlight. Depending on the rules, the changes will be applied to either specific text or the entire line. There are several options:

`begins with:` This will highlight a line that begins with the entered text.

`is:` This will highlight all instances of the entered text.

`contains:` This will highlight a line that contains the entered text anywhere.

`matches regexp:` This will highlight text that matches the entered regular expression.

4.2.3 Remove Highlight

Removes the selected global highlight permanently.

4.3 Events

Atlantis can wait and listen for a variety of things to take place, then respond to them by doing one of several actions. This might sound vague, but it's because there's a lot of events that can do.

Events defined here are global.

4.3.1 Events Summary

Here is where you can give your event a name and description, and activate or deactivate it.

4.3.2 New Event

xxxx

4.3.3 Conditions

xxxx

4.3.4 Actions

xxx

4.3.5 Remove Event

xxxx

4.4 User Variables

Here you can create your own globally-available variables for coding within Atlantis with the variable `uservariable.<name>`. There's no need to add any variables; they are used for the more advanced code features of Atlantis.

5 Key Bindings

foo

6 Address Book

foo

- Connection Indicators

foo

6.1 Creating a New World

foo

6.2 Creating a New Character

foo

6.3 Spawns And You

foo

Connecting

foo

7 The World Window

foo

- Activity Indicators (also Window Closers)

foo

8 The Lemuria Window Manager

foo

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Spawns

APPENDIX

System Variables - <http://www.riverdark.net/atlantis/Variables.txt>

world.*

world.name	Current instance name, like 'Jeanne@Firan'
------------	--

world.character	Current character, like 'Jeanne'
-----------------	----------------------------------

world.game	Current game, like 'Firan'
------------	----------------------------

event.*

event.cause	Why this event was triggered ('line' 'statechange' 'hotkey', etc.) --
-------------	---

More Please!

event.statechange The state change triggering this event ('connected' 'disconnected' etc.) - More Please.

event.line The line triggering this event

event.spawn The full name of the spawn this event fired in ('Jeanne@Firan:Wizards')

datetime.*

datetime.date The current date, like '2006-02-15'

datetime.time The current time, like '22:13:00'

datetime.year The current year, like '2006'

datetime.month The current month, like '02'

datetime.day The current day, like '15'

datetime.hour The current hour, like '22'

datetime.minute The current minute, like '13'

datetime.second The current second, like '00'

datetime.weekday The current weekday, like 'Wednesday'

datetime.weekdayshort The current weekday abbreviation, like 'Wed'

datetime.monthname The current month name, like 'February'

datetime.monthnameshort The current month abbreviation, like 'Feb'

userconf.*

<< anything, all user-defined >>