

LEGENDS II

Game System

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LPE MANUAL

Table of Contents

1	Getting Started.....	1
2	LPE Registration instructions.....	2
3	Unpacking Files.....	2
4	Data Import & Export.....	4
4.1	IMPORTS.....	4
4.2	EXPORTS.....	5
5	LPE Map.....	5
5.1	Map Key.....	6
5.2	Map Icon Key.....	7
5.3	Map Command Bar.....	9
5.4	Strategic Map.....	10
5.5	Information Summary.....	10
5.6	Map Configuration.....	11
6	Turn Editor.....	11
6.1	Turn Editor Menu.....	12
6.2	Using the Orders Grid.....	14
6.3	Using Order Dialogs.....	16
6.4	LTE information while doing orders.....	20
7	Turn Viewer.....	21
8	LPE Data.....	23
9	Data Viewer.....	24
10	LPE Installation Information.....	27

1 Getting Started

Getting started with the LPE is easy - and once you become familiar with the system, the LPE will allow you to easily create Legends II turns and successfully manage all elements of your positions.

The LPE is intended to do two fundamental things for you as a player. First, it manages the vast amount of information in the game in a very comprehensive fashion, giving you access to everything your position has discovered at the click of a mouse. Second, it manages the complexity of writing orders in a way that gives you easy access to all the depth of the game system while minimizing your need to remember details, allowing you to focus on what you want to do, not how you go about doing it.

If you are a new player, take some time to explore what the LPE can do. You will find that if you let the system work for you, learning and playing Legends II is with the LPE is fun and fairly simple, while offering an extremely deep and sophisticated game system.

A good place to start is to go through the main help topics in this file, and skim each section (Look more carefully at the Map, Turn Editor, and Turn Viewer topics) to get a quick overview of what features are included in the LPE.

The LPE Help menus contain all of this information, plus the following topics: Converting DOS LTE Positions (only relevant if you have files from the old LTE), Setting Up Positions Manually (something you shouldn't have to do), Rules & Reference Summary (information from the Legends Rule Book – a useful reference when trying to remember what that obscure order is...), a How Do I...? section (answers to various common questions), and a History & Revision Information section.

2 LPE Registration instructions

The LPE is NOT free like the DOS LTE was. Instead, it is shareware -- in order to use it consistently, you must register it. You can try it out without registration, however there is a built in limitation to such trial use. The trial installation can only import data 6 times. Since the LPE is built around the data generated by each of your turns, you will have to register your LPE to use it for more than the trial period.

Registration will cost a nominal fee (see www.mgames.com for details on current pricing) and will get you additional benefits - you'll get automatic LPE updates, and periodic special offers for Legends.

Registering the LPE is simple. First, you must have run the LPESETUP program as described in the LPE Installation instructions. Once your LPE has been properly installed and setup, you register it by selecting the "Register" menu item on the main LPE screen. The Registration window will appear, informing you of how many trial data imports you have remaining.

To register, click the "Get Registration" button under the Gremlin picture. The LPE will create a file you send in via email with the information needed for us to create a registration code for you. The LPE will then tell you where the file is, and how to send it in. Once you send in the email, you will get a reply with your registration code.

Once you receive your registration code, return to the registration window in the LPE, and click the "Enter Registration" button. A space will appear for you to type in your registration code. Enter it exactly as given since capitalization does matter. Then click the bold "Accept Registration" button under the Gremlin. If you entered the code properly, the Gremlin will be saying thanks, and your LPE will be registered.

3 Unpacking Files

Legends turn results used by the LPE will have a file name that reflects the game (like ZSWORDS1 for Swords of Pelarn, game 1) and a file extension indicating which player position

the turn results are for (like .001 for player ID 1). Turn results files are always zipped using PKZip, which is a file compression shareware program, encoded with a password for security. These ZIP files are then UUEncoded, which is a common encryption method to allow files to be successfully sent over the internet, for example in an email, or as an attachment to an email.

When you receive your turn, depending on how you do so, you'll get a file that closely matches the format described above. If you were player 1 in Swords 1, your file might be ZSWORDS1.001, or SWORDS1.001. (The difference is that the "Z" file is just Zipped, while the other file is Zipped, then UUEncoded). Some email programs may automatically decode the UUEncoding while others may not (giving you a file called "ZSWORDS1.001").

In any case, all this descriptive stuff about the file names is not really important - just save whatever file you get into your LPE's UNPACK subdirectory. This subdirectory is where the Unpacking feature of the LPE will initially look for turn results to UNPACK. Once saved, fire up your LPE, pick UNPACK RECEIVED TURNS AND DATA off of the main menu, select your newly arrived turn, and hit the button in the upper left. The button is titled "Unpack Selected File".

When unpacking, there are several options that are available, listed as checkboxes on the lower left hand side of the Unpack Received Turns and Data window. These options are:

Overwrite existing files - if a file already exists, it will be overwritten.

Archive after Unpacking - moves the turn results file to the LPE\UNPACK\READ subdirectory after unpacking.

Create position for initial turns - the first turn results you receive for a position (commonly referred to as a setup turn) have additional files in them. These turn results files can be automatically processed to 1) create a new position in your LPE for this setup turn; 2) automatically import the public data for the game, which includes things like common item information, spells, races, religions, module cities and guilds, and game configuration settings; 3) automatically import your position data.

Import turn results - if a position is configured for this turn, the position data will automatically be imported.

Assuming you have the position configured in your LPE for this file, it will automatically decode it if it is UUEncoded, and Unzip it (with your password) if it is zipped. If you don't have the position configured (perhaps this is an ally's turn being shared with you), the Unpack feature will prompt you for the password for the turn, and provide a little check box to indicate that you want it to remember this password for future turns like this one (same game and player ID). Unpacking is very quick, and will give you several files: a Turn Results text file, and an LPE data bundle. The Turn Results file is a simple text file that lists your position's overviews, what happened on your turn, and the like. It is located in your LPE's RESULTS subdirectory. The LPE data bundle is a group of 24 data files, with info on characters, forces, guilds, markets, items, etc. to update your LPE database. They are unpacked into your LPE's RESULTS\DATA subdirectory.

4 Data Import & Export

4.1 IMPORTS

Once you've unpacked a turn, you may need to manually import the data bundle for that turn. Each turn's LPE data bundle contains up to 24 files with information about forces, guilds, characters, items, popsegs, legends, and most everything else in the game that your position knows about. The Unpack feature will automatically extract these files from a turn and place them in your LPE's RESULTS\DATA subdirectory, and for your positions, or setup turns, it can also automatically import the data, if the appropriate options are selected. Otherwise, you can then import them manually into your database for use. The Unpacker is also used to process data exports from other players, and again the resulting data bundles can then be manually imported as described here. Finally, each game also has a public beginning data set that should be imported FIRST when you set up a new position (see below), which again can be handled automatically by the Unpacker.

To import files, choose Load A Position from the main LPE menu, and select the position you want to update. Then choose Data Import Export from the main LPE menu to activate the data import export feature.

Once there, click the button called "Choose an Update Bundle to use". You will be given a list of update files in the RESULTS\DATA subdirectory. Update bundles are selected by choosing a header file, one of which is included with each data bundle. Once you've selected which bundle you want to use, the data import/export feature will tell you the date and some game information about the data from the bundle. Old DOS LTE datasets can also be imported - at the bottom of the dialog listing the files is a list of file types supported, which defaults to LPE datasets. You can pick the LTE option to select an LTE dataset.

To import the bundle once you've selected it, click on the "Do Update" button at the bottom left. You'll then see the LPE run through various files, informing you with a little progress window what it's doing. You can import more data if you have it (perhaps from an ally) by repeating the process - select another bundle, and do the update.

After importing data, you'll need to rebuild your map - the LPE map's sophisticated graphics require examining your data to decide how to display provinces. This will be done automatically if you leave the "Build Map on Update" checkbox checked when you do an import. Alternatively, you can click the Build Map button at the bottom right of the Update window, and it will go through your data building tile information for the main map and any Astral Planes you may know about. In either case, the process is the same - the LPE will examine your mapping data to decide how to attractively blend the graphics for adjacent provinces of the same or similar types.

Basic Module Information: Included with each setup, or perhaps available as a separate file, is a data bundle containing ALL the public information for the module. This data bundle includes the stats for public items, races, statuses, troop training types, spells, religions, module locations, module guilds, and the game settings configurations.

The Basic Module Information shows up as a data bundle for player 0 - when starting a new position you should import this bundle FIRST, before your setup data. The Unpacker can do this for you automatically, but this information is required for the LPE to properly function.

4.2 EXPORTS

At the bottom of the Import/Export screen are two tabs - one labelled "Import Data" and one labelled "Export Data". Click the "Export Data" to create a data set you can swap with other players, or send to allies.

The Export Data page consists of your strategic map and two province coordinate entry areas at the top which can be used to select an area of the map to export, three columns of button toggles to decide exactly what to export, and two buttons (Make Export and Toggle All) at the bottom.

Usage is generally intuitive. Each of the buttons toggles whether or not that sort of piece is in the export. To export provinces, for example, you click the button labelled Provinces. The buttons at the top of each column act to toggle every piece type in that column - for example, if you click the Physical Items button, all the different sorts of physical items (weapons, shields, armor, mounts, miscellaneous items, ships, and resources) will be toggled for export. The Toggle All button will set up a complete data export (which can be quite large, up to 600k in size).

Pieces in the Pieces on Map column can be restricted to a box of provinces on the map. To do so, you can either click and drag a rectangle on the strategic map, or enter the top left and bottom right corners of the box of provinces in the edit boxes provided. Once you select a box of provinces, the map restriction check box will be checked (under the Pieces on Map button), indicating that the export of all pieces on the map will be restricted to those which are located within the chosen box of provinces. Provinces themselves have 2 possibilities - you can export just the terrain, or the terrain and all the province data.

The first five physical item types can also be restricted. The item restriction check box will limit these five items to include only items for which you have complete information (either from Rune Spells, or public module knowledge).

Once you've selected which pieces you want to export, and any restriction options, you click the Make Export button to actually create the export file. First you will be given a standard Windows Save File dialog to specify the file name and path for your export - a default name is provided which you can change, and the default directory is your LPE\UPLOADS subdirectory. Once the export's name is chosen, the LPE will go through and make the export files and zip them up into your file name. You can then email the new export to whomever you want.

5 LPE Map

The LPE map is the basic window of the LPE itself. To load the map, pick LPE off of the main menu.

The map always displays the main map, and has a bunch of useful features. Once you've loaded your map, move the mouse around, pausing over various parts of the screen, and a quick hint will pop up telling you about whatever it is the mouse is over. The map consists of three main components: 1) The Command Bar at the top, with buttons to do useful things and information about where you are on the map 3) the map itself, and 4) the Information Summary area underneath the map, which gives summary information about the pieces on the map.

Some key things:

- 1) The first three buttons on the left of the button bar will bring up the Turn Editor, the Turn Viewer, and the Data Viewer. The Turn Editor is used to issue orders, the Turn Viewer is used to view your order results text files, and the Data Viewer is used to see things in your database.
- 2) You can resize your map by dragging the window borders around.
- 3) You can change the portion of the window allocated to the map versus the summary by dragging the grey splitter bar at the bottom of the map - the two regions will readjust themselves as per your preference.
- 4) There is no substitute for experience - play with stuff.

5.1 Map Key

Each Terrain type is represented with a sophisticated scheme of "tiles", designed to make the map look as good as possible without detracting from its use. The map can be configured to use two different display modes - a high detail mode (looks attractive but runs slower) and a low detail mode (runs faster but less attractive). Using the high detail mode will blend the terrain of the same or similar types across adjacent provinces, while the low detail mode will use the same basic tile for every province, with no blending. These are the various terrain types:

Grassland	Moors	Forest	Swamp
Heavy Forest	Desert	Forested Hills	Barren
Forested Mountains	Arid	Barren Hills	Sea
Barren Mountains	Unknown		

NOTE: Consult the LPE Help to see what pictures of the different tiles look like.

Other map features are very intuitive - roads are brown, rivers are blue and wavy, and barriers of nature are purple lines. When a province is selected, a barrier along one edge or corner indicates that you may not move from that province to the adjacent province over that barrier. For example, if someone has placed barriers in all directions around a province to keep other players out, that province will look as if it is surrounded by a purple "octagon" arrangement of barriers. Each of the adjacent provinces will have a purple line across the edge or corner connecting it to the protected province, indicating that movement is blocked in that direction.

Coasts are handled so as to minimize the complexity of drawing the map. Coastal provinces themselves are drawn just like any other province - the actual coast drawing is in the sea province NEXT TO the coast. This allows icons displayed in the coastal provinces to look as they do in every other province, without the peculiarities of cities hanging over the water and the like. It also

speeds things up, as the map does not have to struggle with blending in part of, for example, the trees of a coastal forest province with the coastline and water.

When the map is set for the default configuration (see Map Configuration), selecting a province will give you the name of the terrain type on the Command Bar, so if a particular terrain drawing is unclear to you, just select that province to find out what it is.

5.2 Map Icon Key

Flags: All force icons have a main flag, composed of 1 to 5 flag segments. The color of the flag indicates ownership –

Yellow for yours,

Blue for positions you've marked as allies,

Red for positions you've marked as enemy,

Purple for all other player positions, and

Gray for unknown/NPC ownership, and

You can also select any single position to highlight - forces flags of that position are **Orange**.

The number of flag segments in the main flag are determined by the number of soldiers in the force. One flag segment indicates no soldiers known. Up to 100 soldiers yields 2 flags, then up to 1000 soldiers yields 3 flags, continuing with 4 flags for up to 2500 soldiers, and finally forces with more than 2500 soldiers will have 5 flags. You can change these default soldier quantity settings for the number of known soldiers needed for each flag, as well as set the selected (orange flag) position, using the Map Configuration button.

Place-type forces may also have flags representing the presence of Guilds and Markets - the guild flag is on the left, and is labeled with a "G", while the market flag is on the right, labeled with an "M". They are colored according the same key as the main ownership/soldier flags.

Color priorities (in the case of differing ownerships for guilds and markets) are: 1) selected (orange) 2) Yours (yellow) 3) Ally (blue) 4) Enemy (red) 5) player owned (purple) and finally unknown/NPC (gray).

Thus a force with 5 yellow flag segments, a blue guild flag, and a grey market flag is YOUR force, with over 2500 soldiers (unless you've changed the flag definitions), with at least one guild owned by an ally of yours, and at least one unowned market.

Locations:

The icons used to represent locations contain a lot of information. There are 12 basic icons to represent locations and underground cities. The icons vary based on the following:

1) Population. The more population you know of in the location, the bigger it is, and the more sophisticated the buildings are. Villages are collections of huts, towns are more substantial, with cities being quite large.

2) Fortifications. Location icons with no fortifications have no walls or towers, while a location with fortifications will have walls and towers. Locations that would show up on an exploration as a castle, fortified town, or fortified city will have larger walls and higher towers.

Underground city icons are based only on the fortifications, and do not vary at all from differences in population.

If you have no information regarding the population or fortifications of a location, it will show up as a village with no walls, as unknown population amounts are treated as none, and unknown fortification amounts are also treated as none when the icon is shown.

NOTE: Consult the LPE Help to see what pictures of the different icons look like.

Other Force Types:

Ruins appear as ruined towns, with three sets of glowing monster-eyes staring out at you.

Lairs show up as caves, with one pair of monster eyes looking you over. Ruins and Lairs will always have just one gray flag, indicating that they are NPC controlled with no soldiers (although some ruins may have soldiers).

Legions appear as two soldiers.

Fleets are indicated by a ship.

Nomad Camps are two nomadic soldiers

Parties are single knightly looking individuals holding a sword in the right hand, and a flag in the left.

Cloud Castles are impressive looking castles, sitting atop a cloud-covered piece of earth.

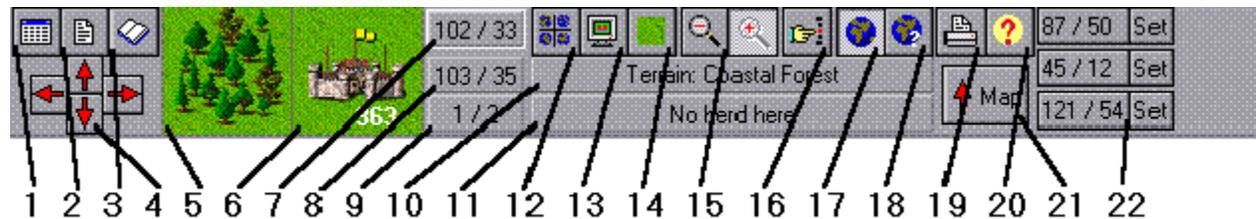
All forces have ownership and number of soldiers/guilds/markets indicated by flags, as described above.

Reserved Module Locations Icons:

On the map itself, the major module locations are shown with a customized set of icons to indicate the general character of the place in accordance with the module story line. For example, in the Swords of Pelarn module, Elacrai Tinel appears as a light gray and blue towered city, befitting its Elven population and ownership, while Skull Fortress is displayed as a forboding looking place with a big skull above the main gate, very much in keeping with the home of the Dark King. The name of the main city is also displayed on the map, and all of these custom icons include a star to indicate that the location is a major module location. When you select a module city, the icon used on the Command Bar is the normal icon that shows the population and fortifications for the location, along with a star.

5.3 Map Command Bar

At the very top of the map screen are a number of speed buttons to use many of the LPE's features. This Command Bar looks like this:



From left to right, the various buttons and information are:

- 1) Bring up the Turn Editor
- 2) Bring up the Turn Results Viewer
- 3) Bring up the Data Viewer
- 4) The four red arrows to resize the map by one province in either direction.
- 5) The Terrain in the selected province. Click this for detailed province information.
- 6) The force icon for the selected force on a grassland background. Click this picture for detailed information on the force; Right-Click to search for a force on the map.
- 7) The selected province (highlighted with a white border). Click this to jump the map to a province.
- 8) The province the mouse is over
- 9) Distance from mouse province to selected province, in X and Y terms. Handy for teleport calculations.
- 10) Terrain type for the current selected province.
- 11) Text for extra icon setting for province (herd is default)
- 12) Plane choosing button - use to change the map to show an Astral Plane
- 13) Configure the Map icons, scale, and text display
- 14) Toggle the map between text and graphics
- 15) Zoom out, Zoom in buttons - scales the size of the map
- 16) Find a force, character, guild, or market on the map
- 17) Display the Strategic Map Window
- 18) Configure Strategic Map options
- 19) Print visible map - color printer suggested
- 20) Help - to get to the Map help topic
- 21) Hide the Map and Information Summary
- 22) Three definable Jump Buttons. Each Set button configures the button to the left for the current selected province. The button will then jump the map to that province.

5.4 Strategic Map

The strategic map is an overview of the entire plane currently being displayed. You can click on the strategic map to jump the map to that province. The currently visible map is displayed as a purple box on the strategic map. As you move the mouse around over the strategic map, the province a click would jump you to is displayed on the left of its caption bar.

Display the strategic map by clicking on the globe speed button in the Map Command Bar.

You can configure the Strategic Map in three ways, using the globe with a question mark speed button in the Map Command Bar:

- 1) Highlight Module Force Locations - shows the provinces where module forces are located with a WHITE highlight.
- 2) Highlight Owned Force Locations - shows the provinces where your forces are located with a YELLOW highlight.
- 3) Keep Strategic Map On Top - will keep the strategic map window on top of all other windows.

5.5 Information Summary

Directly underneath the map is the information summary. At the bottom are two list boxes. The one on the right is filled with the force IDs in the currently selected province. Selecting one of these force IDs will show the force icon for that force on the Map Command Bar, and will enable the buttons and the list box on the right for that force. The first force in a province is automatically selected when you select a province on the map.

The left list box will show a summary of what is known to be in the selected force. Click each of the buttons, which have appropriate icons, to get a summary. For example, clicking the guild button will list all known guilds in the selected force. A button will be disabled if you have no knowledge for the selected force for what that button will summarize. For example, if there are no characters in the force, or you know of none, the Characters button will be disabled, and will do nothing. When no button is selected, the summary will display the sighting history for the force.

The left-most button is independent of the others - when selected, it will show on the map the last movement plot known for the selected force. The plot is shown with a dotted line, as indicated on the button.

You can use both of these lists for three useful actions: 1) providing a choice when doing an order, for example specifying a force to scry; 2) viewing anything listed using the Data Viewer; and 3) Searching a turn for the piece listed.

Each of these actions is accomplished by right-clicking the item in the list you want, which will pop-up a menu listing the three options.

The first listed option ("Send for Order") will use the item in the Turn Editor when its type matches; for example, if you are issuing an order to cast Scry Force, you can use this option for any force listed here to use that force as the spell target, when the spell target portion of the order dialog is active.

The second menu option ("View in Database") will activate the Data Viewer for the specified item; for example, if you have selected a force, then selected its possessions with the Possessions speed button, you can view any listed item by right-clicking on the item and picking this option. (To view a province from the map, use <Ctrl> Right Click on that province)

The last option ("Find in Turn") will search for this piece in the turn you have loaded in the Turn Results Viewer; for example, if you have selected a province where one of your forces is, and you pick this option for that force in the list, the Turn Viewer will search for that force.

5.6 Map Configuration

To configure your map, click the Map Configuration button (in the Map Speed Buttons). The button has a picture of a monitor on it.

The map configuration allows you to:

- 1) Select a position to highlight on the map, using orange force, guild, and market flags.
- 2) Decide how many soldiers are represented by each segment of the force flags (see Map Icon Key).
- 3) Select high or low detail graphics.
- 4) Select an icon to display in the upper right corner of each province. Choices include Herds, Resources (indicates that the resource is present), Gates, Power Points, and Messages. The default is Herds.
- 5) Choose to "fade" provinces with old data - you decide on a date, and any provinces you last received data on BEFORE that date will be faded.
- 6) Select what to display in text mode. The default is the terrain type. All other province aspects - resources, magic recovery, power points, etc, may be selected. Toggling to text mode will then list the amount of whatever was selected instead of the usual map graphics.

6 Turn Editor

The new LTE (Win LTE V2.0) included with the LPE is designed to allow you to quickly and efficiently write any order you like, while hiding the complexity of the game engine and the sophisticated nature of Legends order-writing as much as possible. To begin a turn, click the first button on the top left of the map - this will bring up the Turn Editor window and start a new turn, or reload your current turn in progress. To change the turn, choose "NEW" off of the File menu, and select an order phase off of the Order Phase menu, OR choose "OPEN" off the file menu to go back to a previously saved turn in progress.

The LTE window consists of a menu bar with items for:

File - creating, loading, saving, turns; setting turn backup options, and making uploads.

Edit - deleting, copying, cutting and pasting orders within the turn

Turn - summarizing your turn, setting options for sequencing, doing messages, changing your email address and password, an enabling or disabling the data tracking feature.

Order Phases - changing which order phase you are working with.

Notes – brings up a notepad for your use in making notes about the current turn.

Sponsors – allows you to see or select one of your owned pieces to issue orders for.

Help – pulls up the LPE help.

Next is the grid in which orders are issued and displayed. Each row represents an order, and they are numbered in the first column. The second column is where you choose or see the sponsor for that order, and the third column is where you pick the order to do, or see the order very briefly summarized. The fourth column summarizes the status for the order, which includes whether or not the order can be verified as correct, and a more detailed summary of the choices made for that order.

Underneath the grid are some buttons and some information:

Globe - jump the Map to the selected sponsor.

Sheet of paper - jump the Turn Results Viewer to the selected sponsor.

Stack of paper - jump the Data Viewer to the selected sponsor.

"Order Dialog" - activate the dialog engine for the current sponsor and order.

Left Arrow, Right Arrow - move the grid to page 1 (order number, sponsor, and order) or page 2 (order status) respectively. These two buttons are located on the left and right just under the Grid.

Also displayed is some information about the sponsor (where the sponsor is located, and the like), and a summary of the orders issued by this sponsor in your turn so far.

At the bottom is a hint panel - when you move the mouse over something on the Turn Editor, a brief description of that something is displayed here.

If you maximize the Turn Editor window, the grid expands in size so that all four columns are visible, and the paging left/right arrows are disabled (they're not needed). This can be handy for seeing the status of previous orders when issuing an order, or simply for examining what you've done.

6.1 Turn Editor Menu

File – creating, loading, saving, turns; setting turn backup options, and making uploads. The file menu lists standard Windows style operations on turn files. You can create a new turn (New Turn), create a new turn based on your template turn (New Turn From Template), load an existing turn (Open Turn), load your template turn for editing (Open Template Turn), save the current turn (Save Turn), save the current turn after changing the date (Save As ...), configure the autosave options

(either after every so many minutes or orders entered), make an upload turn file to send in for processing, or exit the turn editor.

Template Turn – The template turn is a special turn that you can use to create a generic turn with orders that you would want to include as a matter of course in all your turns. Commonly, the template turn includes troop training orders, and certain character orders like escape attempts, skill or attribute practices, or public works actions by administrators.. When you start a new turn based on the template turn, these orders are included, saving you from having to re-write them for each turn you do. Turns are stored in the LPE's DATA\TURNS subdirectory, while uploadable files are in the UPLOADS subdirectory.

Edit – deleting, copying, cutting and pasting orders within the turn. Again, standard Windows cut-and-paste operations are listed here. Note that orders may only be cut-and-pasted between compatible phases in the same turn - each turn has it's own private Clipboard for editing. Multiple orders can be edited by using the mouse to highlight the desired orders. Finally, the Edit menu has an option to configure up to 3 order shortcuts for the pop up menus that may be used to select basic and character orders (see Using the Orders Grid). These menus are arranged by order type (see the printed rules, or the Rules Summary). The shortcuts allow you to select the three orders you use most often to be the first three choices on these pop up menus.

Turn – Has options for displaying a summary your turn, changing the date you turn is intended to run, setting options for sequencing you turn with other players, sending in game messages, and changing your email address and turn password. In addition, options for controlling various turn features are included. The various options are:

Summary – lists the orders in your turn, the turn cost, and other settings for the turn.

Date – change the date your turn is set to run. Turns are automatically created to run the game lag number of days after your last turn was processed. Typically this is every two weeks - if your last turn ran the 4th of the month, a new turn would be generated with the date of the 18th for a 14 day-lag game.

Results As – change the manner and format of your receipt of your turn results.

Password – change the password for your position.

Email Address – change the email address your turn results are sent to. A change can be temporary, used only for the next turn, or permanent, used for all subsequent new turns you create for the position.

Messages – enter messages to the GM or to other players.

Sequencing – configure the order in which your turn will run with other turns submitted by other players on the same day. A player must agree with your sequencing info in order for sequencing to work, and everyone must process on the same day. Sequencing includes three options - random order (the default), defer to a position, or submit a sequence. Again, all players must process on the same date. The “defer to a position” option lets you enable

another position to decide the sequence in which your turn and others will process. Have we mentioned that all turns must run on the same day? Submitting a sequence entails listing the order in which you want positions to run. Any players that run on the same day as you, and defer to you, and are listed in your sequence, will process in the order you specify. Players you do not list, who defer to you, run in random order. Players you list, who do not defer to you, run in random order. Finally, once again, all players in a sequence must process on the same day for the sequence to work.

Tracking – This feature will enable your LTE to keep track of the projected effects of certain earlier orders on the validity of later orders. As an example, if you transfer items to a force, orders done after this transfer that use the force's possessions will include the items that were transferred when doing checks for warnings. The tracking option can be slow to use if you have an older computer. One suggested technique for those who find themselves annoyed at the speed of doing orders with the tracking option on is to leave it off, then turn it on for checking orders once you are done with your turn.

Auto Order – This feature will cause the LTE to automatically show the order selection pop up menu whenever a sponsor is chosen.

Grognard – A Grognard was a soldier in Napoleon's Old Guard, and currently also means an old time wargamer. For the LPE, the Grognard option configures the operation of the Order Dialogs to emphasize typing choices with the keyboard over selecting choices with the mouse. Using this option makes the turn editor work much like the old DOS LTE. We suggest that you use either the Auto-Order option, or the Grognard option, but not both.

Order Phases – changing which order phase you are working with. Each order phase is listed, with the current phase checked. Select the phase you want to move the orders grid to that phase.

Notes – toggles the display of a small notepad for use in planning what you want to do for the current turn. You can type or paste (using <Ctrl> V) text into the notes section to remind yourself of what you need to do in this turn. Pasting text copied from email correspondence with your allies is one obvious use for the notes feature.

Sponsors – allows you to see or select one of your owned pieces to issue orders for. This is the same menu that is displayed when using the Orders Grid

Help – to pull up the LPE help menus.

6.2 Using the Orders Grid

Each order phase has its own grid for showing and entering orders in that phase.

To select a sponsor, select the sponsor column for the order you want (use the mouse to click it, or use the cursor keys to move the grid to that sponsor box), and right click (or hit <ENTER>). A menu will pop up with all valid sponsor types for the current order phase. Select the type you want;

then select the sponsor you want from the list of your owned pieces. Alternatively, you can use the Map or Turn Results Viewer to select a sponsor here (see Map Information Summary, or Turn Results Viewer, for details). The Sponsor column for that order will then display the sponsor you chose, and some information about that sponsor will be listed at the bottom of the turn editor. You can also type the sponsor you want when you're on a sponsor box. As an example, to choose character 123 as the sponsor, type C123, and hit enter.

To select an order, select the order column, and right click (or hit <ENTER>) for the order you want. A menu will pop up listing the categories of orders valid for the current phase. Select the category you want; then select the order from the list presented. Orders the current sponsor may never do are disabled. Character orders are slightly different - orders the character is known to be able to do are in bold text (some orders have skill requirements, and the LTE will check the sponsor character's known skills to see if that character can do the order), while orders the character is not known to be able to do are not. You may issue any character order, even if the order is not known to be doable by the sponsor character, as there may be situations where you will want to try this.

Important! Note that different menu choices may in fact represent the SAME order, in cases where the order code has lots of different options. In these cases, the different order menu choices represent different dialogs for these different options, but each will write the same order for you. Examples include 2 options for Transfer Items and multiple options for Guild Production toggles.

You can select order categories and orders within categories by typing the first letter of the menu item you want, as well as clicking it with the mouse.

Alternatively, if you want, you may simply type the order code in the Order box to select that order for use.

Once you've selected a sponsor and an order, the Order Dialog will replace the grid. The Order Dialog is where you actually issue your order, making additional choices for that particular order (like who to transfer items to, and which items; OR which spell to cast, etc). However, some orders will not generate an order dialog, as you need to make no choices for that order. For these orders, the sponsor and order are all that need to be selected. Once you complete the Order Dialog (if necessary), the issued order's name will be displayed in the order column.

Completed orders are displayed in the grid with a color coding scheme, and often some additional text in the order column giving details about that order - for example, if you cast a spell, the spell you cast is listed along with the Cast Spell order name in the order column of the grid. Orders the LTE has accepted as being OK are listed with the default color. Orders that are displayed in Yellow indicate that the LTE was unable to verify a choice made for that order, and so Yellow for caution, or a warning, is used. Orders displayed in Red indicate that the LTE knows the order will fail - an invalid required choice was made for the order. See the Order Dialog topic for a detailed discussion of how the LTE verifies your choices. Completed orders also result in the Status column for the order being updated with a summary of the choices you made for that order.

If you have Tracking turned on, orders that are tracked will show a capital "T" in the lower right portion of the order number column on the orders grid. Orders that require a character action will show a capital "A" in the upper right portion of the order number box.

To edit an existing order, select either the sponsor or order code, and click the Order Dialog button at the bottom, or double click on the order number.

The Edit menu at the top of the screen allows you to cut and paste orders on the grid - there are also keyboard shortcuts, which are shown on the menu. For example, the INSERT key will insert a blank order at the selected order, while the DEL key will delete the selected order.

6.3 Using Order Dialogs

Each order that requires additional information or choices (ie Which spell to cast? Transfer which items in possessions to where?) will display a dialog for giving that additional information or making those choices. When you activate a dialog and the order requires additional information, the orders grid will be replaced with a two-part window for issuing that order. The dialogs act much like Windows "Wizards"; organizing your choices, and presenting the information you need to make your choices.

The window (shown after the explanation of the top section of the window) looks like this sample T6 order from position 2 in the Swords 1 House game:

The top part of the window controls which choice (or order parameter for the DOS LTE veterans among you) is active in the middle section.

At the top is listed the sponsor of this order (in this case it is C2, Blackwing vonDracor). To the right is three gray lines that will have useful information for some orders. Good examples are Movement orders, where these lines will have the moving forces movement points listed, and Cast Spell (S8) and Invoke Miracle (S9) orders, where these lines will tell you how much mana the casting character has, as well as how much free mana the character gets for any particular spell he might cast. Under these gray lines is an Error/Warning box - this order is incomplete, so it is outlined in RED and says "Order Invalid" - you must make some choices to transfer items. If you were to click on this "Order Invalid" text, a message would pop up telling you WHY the order is invalid; in this case, you have to specify a recipient piece to transfer items to, and at least one item and amount.

Under this information is another set of tabs that represents all the choices (parameters) that this order allows - for the sample order (transfer items), the choices (parameters) include a tab labeled "Transfer To...", and several tabs labeled "Item and Amount". Next to the tabs are two little buttons, indicating that there are more tab options than currently fit on the screen. You click these little arrow buttons to scroll the tab options listed.

The first tab option is selected: "Transfer To...". What "Transfer To" means is explained in bold text in the middle of the screen. For this example, that bold text is "Piece to Receive Items", so this first tab indicates that "Transfer To..." is the option you select to specify who is going to receive

whatever items you are going to transfer. The '...' at the end of the tab's text indicates that there are multiple options for this tab choice, which are listed in the options tab set (labelled "Options:"). Items may be transferred to Characters, Forces, Guilds, or Markets, and must be transferred to a piece in the same province. These possibilities are listed in the options tabset - "Character in Prov.", "Force in Prov.", "Guild in Prov.", and "Market in Prov.". The first option is selected, so the intended target is a character. Were you to select any of the other three options, the intended target would be a force, guild, or market, respectively.

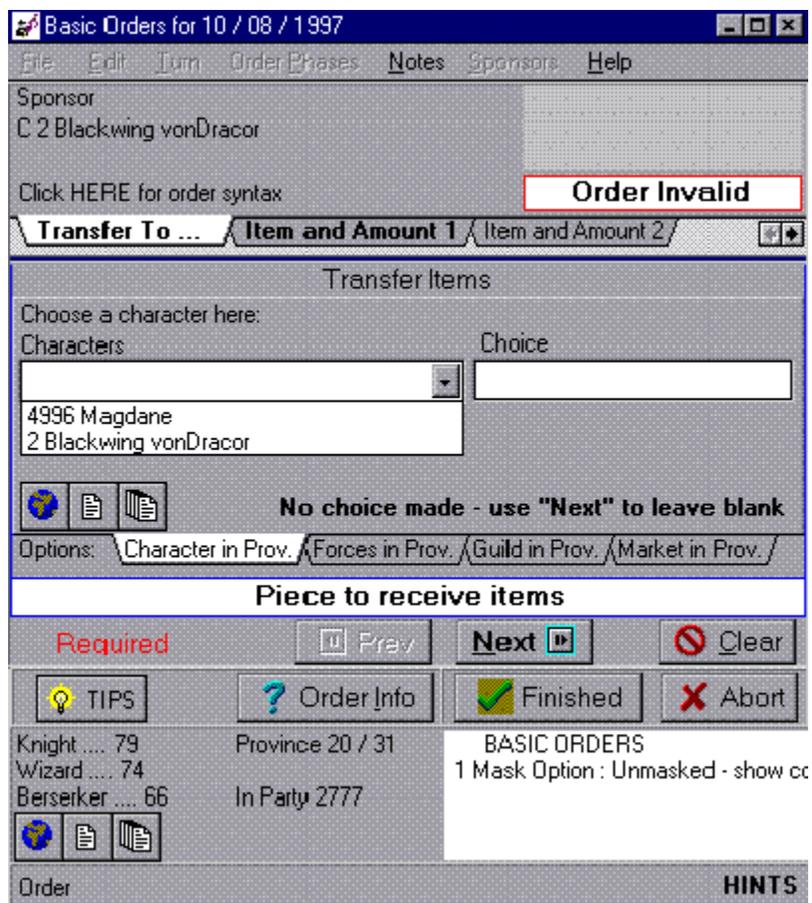
Above the choices tabset is text that says "Click for order syntax" - this will display the order code as it would be entered in your turn when clicked. For those players that used paper, or the old DOS LTE, the syntax will look familiar, and provides a way to become accustomed to the presentation of choices for this system. The choices are presented here in a more logical sequence for players in comparison to the arbitrary ordering used by the computer.

Once you had finished picking your recipient to transfer to, the order dialog would move automatically to the next choice, which is labeled "Item and Amount 1". This parameter is where you could specify the first of up to four items (and the amount of each item) to transfer to the recipient. This parameter would also be required - but subsequent Item and Amount choices are optional, as this order allows you transfer from one to four items to the recipient. Unlike the old DOS LTE, there is a separate order menu choice to do the Mass Transfer optional versions of the T6 order. That separate order menu choice will write the same order for you, but presents different choices to allow transferring all the items you have to the recipient, or all but 1 to 3 of the items you have to the recipient.

Once you've gone through all the choices, the top part will disappear, and be replaced by the text "This order requires nothing else!" - at that point, click the "Finished" button to accept the order. You can avoid going through all the choices if you know that those remaining are all optional, and you don't want to use them - just hit Finished at that point.

The general technique to issuing orders is very simple - make your choice and click Next, or just click Next to move on past unrequired parameters. Once you've gone through everything required, or optional that you want to do, click Finished down below. If you come back to this order, you can edit it using the same techniques - use the tab sets to get to the choice you want to change, make your choice and then click Finished.

Notes – clicking the Finished button will have the same effect as if you had clicked Next as well - Finished will accept the current choice and then end the order dialog. An additional keyboard shortcut exists for this as well - the "+" button on the numeric keypad is a shortcut for the Finished button.



You make selections, pick options, or enter information in the middle part. A blue highlight line surrounds the middle portion of the window.

At the bottom of the blue outlined zone is the red text **REQUIRED** and three buttons. The **REQUIRED** means that you must make a choice at this point, as it is required by this order. Transferring items **REQUIRES** a target to transfer the items to. At other times, this will be yellow, and say **OPTIONAL**, meaning that the current choice is not always required for this order. The three buttons are used to finish up the current choice. The **Next** button accepts the current choice and moves you to the next parameter, the **Back** button simply moves back to the previous parameter, and the **Clear** button just erases whatever choice you've made here.

Above the buttons, in big black letters on a white background, is the description for the current choice you are making - in this case, it is the piece that is going to receive the items you want to transfer. Note that if you click **Next** without making a choice, and this choice is **REQUIRED**, your order will be invalid. To skip an **OPTIONAL** choice, hitting **Next** without making a choice will not invalidate the order.

Above the description is a set of tabs - these tabs represent different options for the choice. The sample lists all the possible recipients of transferred items - you may transfer stuff to any character, force, guild, or market in the same province as the sponsor.

Above the options tabs is where you enter or select your choice. The sample is set on Characters in the same province - the LTE lists all the characters known to be in the province on the left. You can click an option listed, or click on the "Choice" box and type something in. Using the Grogard mode (described under Turn in the Turn Editor Menu), the choice box will automatically be selected, so you can just type your choice. Otherwise, the list of options will be selected, and you can click the one you want. Under the choice box is where error or warning text for this choice would appear. In the sample above, no choice has been made, and so it tells you that fact. If you make an invalid choice, a description (in red) of what is wrong will show up here. Invalid example - suppose you type 999999 for the character. This number is too large for a character ID, so it is invalid and would generate a red note. If you make a choice the LTE cannot verify, it will tell you that fact with a description (in yellow). Warning example - suppose you type 56 for the character. This character ID is valid (character 56 exists, somewhere), but the LTE does not know that 56 is in this province, so it would tell you that fact with a note. (See LTE Information for details on the limitations of the LTE's help with verifying choices.) The same color scheme is used in the Order Grid to code finished orders.

In addition to clicking to make choices, you can use the keyboard; when a choice set comes up at the top, and the list is selected, you can use the arrow keys to scroll to the one you want; then hit <Enter>, which will select that choice, and click the Next button for you. The <ESC> key will click the Clear button. You can also select, or tab to, the Choice edit box and type a number, as mentioned above for C 56. Unlike the old DOS LTE, you never need to type a "C" or any other letter to indicate which kind of piece you want - the LPE always handles that for you via the selection of the option tab.

Finally, you can use the Map's Information Summary to send a choice to any parameter by right clicking on something displayed there. Your right-clicked selection from the map would be entered in the top part as if you had typed it.

Some options will have the three "information jump" buttons for the choice type as well, just like for the sponsor at the bottom. The three buttons are the globe, to find the choice on the map, the turn viewer, to find the choice in your turn results viewer, and the data viewer, to view the data viewer window for your choice. You can use these buttons to quickly get more information about your current choice for the option.

At the bottom is the same information shown when the orders grid is active - the sponsor, some information about the sponsor (including base character skill levels, and the piece's location on the map), the list of orders issued for the sponsor (this example shows a Basic Order to change the Mask Option for the character), and the three buttons to find or view the sponsor on the map, in the turn results viewer, and in the database viewer.

Above this information are four buttons. From left to right the buttons are:

Tips – gives a quick summary of the usage of the order dialog,

Order Info – will display the rules description for the order as Help for reference purposes.

Finished - will accept this order with whatever choices you've made, and place it in your turn.

Abort - will discard this order, or any changes made to this order if you are editing a previously finished order.

Clicking either the Finished or Abort buttons will end the order dialog.

6.4 LTE information while doing orders

In general, the LTE's order dialogs will present appropriate options when making choices for an order. It will help you out as best it can, but due to the multi-player nature of the game, there is always uncertainty as to whether its help is accurate.

Some general principles apply:

- 1) The LTE will NEVER let you enter something that is illegal - such attempts are flagged in RED.
- 2) The LTE will try its best to warn you if you do something it is not sure about - such attempts are flagged in YELLOW.
- 3) You can always force the LTE to do anything that is legal, even if it doesn't think it will work.
- 4) It is most definitely possible that an order will fail, even though the LTE thinks it will work.

When an order requires only certain options (examples: setting Stealth ON or OFF, or setting a force's reserve slot options) the order dialog will only list valid choices. Furthermore, if the choice is required for the order to be successful (some choices are optional), the order will be flagged in RED if you do not make a choice, indicating that you have a definite problem, and the order will surely fail.

When the order's options may or may not be valid, depending on the characteristics or location of the choice (examples: Transferring items can only be done to other pieces in the same province, and casting a spell requires that you know the spell or can cast it using an item), the LTE will suggest choices it can verify. You are free to enter a choice that is not verifiable, and in that case, the LTE will flag the choice in YELLOW to indicate caution is suggested. If you want to cast a spell, and you choose a spell the LTE does not list for you as being cast-able, then you get a warning.

These examples should clarify the issues here:

Example A). Edi has promised you he will transfer you 5 Invisibility Potions on Thursday. He emails you on Friday telling you that indeed, he transferred them as requested to your character 1234, Joe Shmoe, who was out of them. Working on your turn on Saturday, you want Joe Shmoe to use one of the invisibility potions. Edi's transfers are NOT included in your local data, as they happened since the last time you did a turn, so the LTE will warn you that it doesn't think you have any invisibility potions. If you trust Edi, you can ignore the warning. Key point: other players actions are not necessarily known to your LTE, and sometimes you can plan to do something based on those actions and ignore warnings.

Example B). Your character Joe Shmoe, C1234, (now invisible thanks to Edi's potions) is a high level thief, and is planning on stealing a RuneSword you scryed in a lair. Issuing the steal item order, and selecting that lair as a target, the LTE lists the runesword you know about from your scry, and you pick it to steal. When your turn results come back, you find that the lair is GONE, and your steal attempt failed, and you notice a new party in the province flying the colors "WE BASH LAIRS FOR FOOD". You knew the sword was there, but you're too late - the lair basher party likely took it out, and got the sword you wanted. Key point - sometimes other player's actions will negate the information you have, and orders will fail regardless of whether they seemed OK to the LTE.

Example C). Next turn, based on Edi's helpful scry of the "WE BASH LAIRS FOR FOOD" party, you want Joe Shmoe to get revenge for being pre-empted in his attempt on the RuneSword. Joe happens to be a Sorcerer of moderate levels, and you decide to research the Ego Attack spell and blast the Ogre character in the "BASH" party. Your turn results come back, and Joe failed in the research attempt, so the casting of the spell also failed. Key Point - the LTE can never predict whether anything with a random element will succeed or fail.

The LPE, and the choices presented by the LTE, are NOT infallible - please keep this in mind!

7 Turn Viewer

The Turn Viewer allows you to examine your turn results files, which are simple ASCII text files. While you may use any word processor or text editor to view your turns, the Turn Viewer has customized searching capabilities explicitly designed for viewing Legends turns. You can quickly find different turn results sections (Force Overview, Character Events, etc.) as well as find references in a turn to the characters, forces, guilds, and markets in that turn.

Turn results are stored in your LPE's RESULTS subdirectory, and when you activate the Turn Viewer (See Map Buttons) you will automatically be given a list of turns, sorted most recent first, to view. Select the turn you want.

Like the Map, you control the Turn Viewer features using buttons at the top. Also like the Map, you may resize the Turn Viewer by dragging its borders around.

The Turn Viewer consists of the various searching button on the top left, followed by three "jump" buttons and five other buttons over to the top right, a small status panel under the buttons listing the last search item (the current turn results file name is at the left of this section), and the actual turn text display area in the rest of the window.

Searches

The Search buttons allow you to search for Text, Characters, Forces, Guilds, Markets, and PopSegs. There are two search buttons for each topic (except PopSegs). Use the first button (labeled by type) to specify specific text or a specific piece ID to search for. Use the second button (which is a picture of a menu, with an item being selected) to search for a pre-defined topic (for the Text version) or one of the pieces in that turn. For example, you can click the Text search topic

button, and then select "Exploration Reports" - the turn display will jump to the Exploration Reports section of the turn if it exists. The topic buttons for Characters, Forces, Guilds, and Markets each display the IDs of the pieces owned by the position for that particular turn; selecting one jumps to that piece. For example, if you control characters 200, 666, 1234, and 5000, these four IDs will be listed in the Character topic search button's menu - selecting 666 will jump the display to that character ("THE BEAST") overview. The Character search button will then be down - click it to bring up the search dialog, and hit enter or click "find next", and later references to THE BEAST in the turn will be shown, like character events or character turn results.

Jumps

The next three buttons (with pictures of a globe, a spreadsheet, and a stack of pages) allow you to use the current search target (as in THE BEAST example above) with the rest of the LPE

Globe

The globe button is used to find the current search target on the Map. If after searching for and finding THE BEAST above, you clicked this button, the map would jump to the province where THE BEAST is located.

Spreadsheet

This button is used to send the current search target over to the Turn Editor. It can be used to specify a sponsor for an order, or for any other choice in an order where appropriate. When the turn editor is waiting for a choice at any point, clicking this button will send the current search target for use. Again with THE BEAST: you could issue an order for him by clicking this button after searching for him. If the turn editor is currently on an order phase where characters are appropriate sponsors (like Basic or Character orders), and is on the sponsor column, THE BEAST will be used for a new order.

Stack of Pages

This button will jump the Data Viewer to the window for the current search target. Once more with THE BEAST (after you'd searched for him): if you click this button, a window will pop up that contains your data on this character.

File Functions

The five buttons on the top right allow you to use some helpful functions and to do some basic formatting.

Copy to Clipboard

The first button will copy text you select in the turn to the Windows Clipboard - you select text in the usual Windows fashion: click on the first line of the text you are interested in, and move the mouse while holding down the left button. When have highlighted all the lines you want, release the left button. Only entire lines may be selected. You can use this to quickly copy sections of your turn into emails to share information with allies, for example.

Open

The second button (an open folder) allows you to load a different turn.

Font

The third button allows you to select a new font to use in displaying the current turn. You will be given a list of fonts installed on your system to use; the default font is usually fine. Proportional fonts will often look ugly as they will ruin the spacing in the turn.

Print

The fourth button allows you to print either the entire turn for the paper fanatics among you, or to print the currently selected lines of your turn. This button is, surprisingly, a picture of a printer.

Help

The fifth button is a question mark - it will display a quick About box for the Turn Viewer, and has a button to get to this help.

Turn Display

Keyboard shortcuts:

Up Arrow: moves up one line

Down Arrow: moves down one line

Right Arrow - shifts the text to the right

Left Arrow - shifts the text to left

Page Up: moves up one screen of text

Page Down: moves down one screen of text

Home - jumps to the left margin

End - jumps to the right margin

<CTRL> Home - jumps to the top of the turn

<CTRL> End - jumps to the bottom of the turn

8 *LPE Data*

The LPE will keep track of ALL the game information contained in your turn results for you. This includes data on characters, forces, guilds, markets, popsegs, and messages, as well as things like items of all sorts, statuses, troop training types, legends, game limits and settings, factions, titles, and everything else. The only things not included are Adventures and Votes, and character events/turn results and Battles. LPE data exports automatically include the results of various View orders for each of your characters: View Self, View Spell (for all spells cast-able), View Status, View Troop Type, View Title, and View Faction orders are NOT available in the LPE, as it generates this information as a matter of course.

You can examine all of this information using the Data Viewer.

Some notes about how the LPE stores your data are in order, however, as some of the issues involved are fairly complex when dealing with partial information.

First, the LPE distinguishes between NONE and UNKNOWN. If you don't know something (like the status a character holds) it is handled differently from the case where that character is known to have no status. When you view a character, and you don't know the status, it will be listed as unknown. If the character has no status, it will be listed as none.

Second, the LPE dates each piece of any sort. The dating is based on the most recent additional information received about that piece, regardless of how much information was received. For example, if you sight a character and then scry him, the date for the character will that of the scry. If you then locate that character, his location will be updated, and the date for that character will be the date of the locate, even though most of the information is actually from the date of the scry. The key point is that there is only ONE date for each piece, even though different aspects of the piece may not have been updated on that date - they may be older. So the date is the last date you got ANY information on the piece. The alternative is really not feasible - dating each and every attribute, characteristic, or aspect of each piece would be a mammoth undertaking, and the complexity and depth of Legends really prevents dating only parts of the information.

Third, we have included one quasi-exception to this general dating principle. Force sightings/spying/scrying are kept in a separate database that you can use to track the history of each force over time, in addition to your normal force database, which will list the most current knowledge you have about the force. As an example, consider one possible history for a fictitious force 4321. The first time you saw force 4321 was last year - it was a harpy lair that showed up on an exploration report. Six months ago you sighted it as a party some 50 provinces away from its original location. Then last week it showed up at your home location as an army of 30,000 undead orcs and wiped you out (how sad - maybe you should have taken out the harpy??). Your LPE will keep each instance you get info on a force in a separate database, so you can track it over time. You can use this to 1) see where a force has been; 2) see how old your scrys or spys are for the force; and 3) help keep track of what your enemies are up to.

Some technical notes about the files used to store the data:

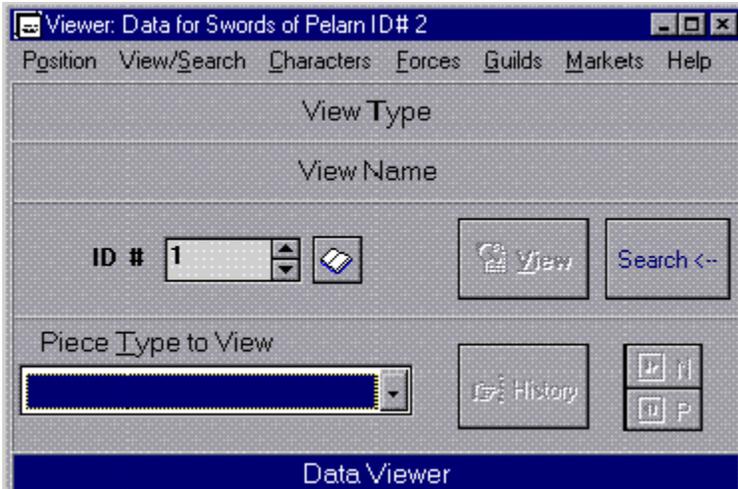
Forces and the Map are kept in a file format that is the same as the old LTE formats.

Other databases (except very small ones, like religions) will grow over time as you add more information, which keeps the size down to the minimum necessary. These databases are stored as an index file, and then the main file.

We will eventually be adding utilities to let you do custom things with your data for the data nuts among you.

9 Data Viewer

The Data Viewer allows you to examine individual pieces, and search for pieces by ownership or by name.



To activate a viewer window for a particular piece, you must select its type and its ID.

The piece type to view is selected at the lower left of the Data Viewer. Pick the kind of piece you want to view from the drop down list labeled Piece Type to View - click the down arrow button on its right, and select the option from the list. This type list is initially selected when you start the viewer, so you can also use the keyboard. Type the first letter of the piece type you want (ie "c" for Characters); then hit <Enter>.

Next, the ID is entered by selecting the edit box labeled "ID #". Type the ID number of the piece you want, then hit <ENTER> or click the 'open book' button.

The Data Viewer will then look at your selection, and display its name and type. To create the viewer window for it, click the View button, located to the right of the ID entry edit - it has a picture of a finger pointing at a page of text. The Data Viewer will disappear, and a viewer window for your selection will pop up after a moment.

MENU CHOICES

Position has two options: load new position (when using the stand alone viewer) and exit.

View/Search lists all the searching commands - see below

Characters, Forces, Guilds, Markets: these list each of your owned pieces - selecting one will load it up by setting the type and ID, so you can view it with the View button.

Help will get you here, and to the discussion on general LPE Data.

SPEED BUTTONS AND CONTROLS

Standard buttons:

Open Book – loads the current ID/type into the viewer (used instead of hitting <Enter>).

View – shows viewer window for currently loaded piece

Search – expands the viewer window to show search options.

History – displays a list of pieces you have already viewed - choose one to view it again.

Next and Previous – goes forward and backward in the History list, loading and re- viewing those pieces.

Search Area Buttons

Under Basic Search Options:

B (left arrow) - "Back" - searches backwards

Search (magnifying glass) - activates a search

F (right arrow) - "Forward" - searches forward

Name Search limitation edit area

Position ID Search limitation edit area

Search Results Options

SEARCHING

You can search your database for known pieces once you have a piece type selected. Activate a search by hitting the Search button, the "Back" or "Forward" buttons, or use the Search menu.

Once you pick a piece type, you can control your search by specifying two search criteria: an owning position, and a name.

The owning position option will only work for pieces that have owners, like characters, forces, guilds, and market. It can be cleared with the "Clear" button next to its editor, or with the search menu.

The name option allows you to search for any part of a name, and is not case sensitive. It only works for things with names. The name option keeps a history of names you have searched for so you can go back to them if desired. You can clear the current name with the "Clear" button next to its editor, or with the search menu.

You may also do two different kinds of searches - one will immediately load the first hit into the viewer, while the other will list matching pieces in groups of 20 in the list box on the right. When using the list option, you can load and view any of the results by double clicking on the one you want in the results list box. The list option will find matching pieces in groups of 20 - use the "Back" or "Forward" buttons, or the two buttons at the top of the list, to show the previous or next group of 20 matches.

VIEWER WINDOWS

Each type has its own viewer window, which lists the different attributes of the type being viewed. All of them share some common characteristics:



Previous and Next buttons, and an ID editor. You can immediately view another piece of the same type (or subtype for items) by entering a new ID, or using the Previous and Next buttons to the left of the ID. The current data will be replaced by the data for the new piece.

Close – closes the viewer window.

Save – save changes you've made to this piece. A NOTE ABOUT EDITING: while you can change your data, it is not recommended you do so carelessly. The data displayed here is the same data used in helping you do your turn; if you change something, it will be used if you save it!

Back – jump back to wherever you were when you came to this window (see Data Jumping below).



Pages. When there is more data than can be easily displayed on one page, the information is divided up into pages. You can tab through the page using the tabs at the bottom of the display, which indicate the number of pages and each pages contents. Click a tab to change to that page.

Editing: if something has a yellow background when you move the mouse over it, double click to change it. An edit dialog for whatever you have chosen will be presented to make the change. This can be useful for things like testing items effects on characters - give him a new sword, and see immediately the effect on his combat stats. AGAIN, BE CAREFUL ABOUT SAVING CHANGES.

Move buttons: for pieces that are located on the map, there will be a MOVE button that allows you to move that piece in your database. When you click the button, a dialog for moving the piece will be shown. Moving a piece takes place immediately, and will NOT be undone if you decide to not save changes made to the piece when you exit the viewer window.

Jumping: if you move the mouse over something, and your cursor changes to look like this:



Then you can right click and you will "Jump" to that piece. For example, if you are viewing your main character, you may right-click on your main's weapon, and the viewer window for the weapon will replace your character. Use the "Back" button on the weapon view to return to your character view.

10 LPE Installation Information

Directory Structure:

The LPE sets up the following subdirectory structure in the directory you choose to install to:

DATA – data files for each position you have configured in your LPE. There are many files for each position, detailed below.

TURNS – turn files and backup turn files. These files are completely distinct from an upload file; never send one in for processing.

RESULTS – your turn results files (simple ASCII text files) after unpacking go here. This is where your turn results viewer initially looks for turns to view.

DATA – your data bundles after unpacking.

TEXT – various text files used by the LPE.

UPLOADS – turn files to send in for processing, and data exports to send to other players.

UNPACK – default directory used for looking for received turns and data to unpack.

Files and naming conventions:

Data files for a position all follow a standard format:

NNNpid.G##, where NNN is a three letter abbreviation indicating what the file holds; pid is the player position number (with leading zeros for positions 1-99) and G## is the first letter of the module name, with the game number, as in S01 for Swords of Pelarn game 1.

Map data files follow the format pnpidG##.NNN, where pn is the plane number (01 for the main map), pid is again the player id number with leading zeros, G## is the module and game number again as above, and NNN a three letter abbreviation for the file contents.

Turn files come in two forms: turns and backup turns. Turns follow the format TG###date.pid, while backups are named BG###date.pid. The date portion is in the form of mmdd, with leading zeros where appropriate.

Uploadable turn formats continue to follow the LTE convention of G###dateT.pid, where G##, date, and pid are as above. The T stands for Turn

DLLs, EXEs, and program files:

The LPE includes a main LPE program (LPE.EXE), and several stand-alone utility versions of some of the features.

VIEWDATA.EXE is the Data Viewer utility;

LCONFIG.EXE is the LPE position configuration utility;

TURNVIEW.EXE is the Turn Viewer utility;

UNPACKER.EXE is the Unpack Received Turns and Data utility;

UPDATE.EXE is the Data Import/Export utility;

LPEHELP.HLP is the Help file you are currently reading;
LPESETUP.EXE is the utility that checks for hardware and can create icons for your LPE

These programs use four DLLs:

TEXTDLL.DLL - contains routines and resources with various text information used by the LPE programs

XCDZIP.DLL and XCDUNZIP.DLL - contains routines to Zip and Unzip files

UUCODE.DLL - contains routines to UUEncode and UUDecode files.

The LPE uses a main INI file, called LPE.INI, and one INI file for each game configured, called GAME###.INI.

The LPE's graphics are in a number of terrain SET files, and Legends Icon List (LIL) files.