

# **Sanx's Mud Client 1.2 User Manual**

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# 1. Overview

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## About this manual

This manual will show you how to use Sanx's MUD Client 1.2 to connect to your favorite multi-user dungeons/domains (MUDs) or MUD object oriented (MOOs). MUDs are virtual worlds that allow you to interact with other users in a real-time environment. These virtual worlds typically include rich detail and take the form of traditional role-playing fantasy adventures. Some MUDs may include social networking features such as chat rooms. This manual is intended for users new to MUDs, but information about advanced features is also included.

## Conventions used in this manual

Bold, italic, 11 pt. Cambria font	Used to point out program elements such as buttons or tabs. Example: Click <b><i>Connect</i></b> to log in.
	This picture is shown next to a note. A note will give you additional information about the program.
	This picture is shown next to a tip. A tip will give you a hint about using the program more effectively.
	This picture is shown next to a warning. A warning will tell you something you shouldn't do with the program unless you are absolutely sure.

## Feedback

If you have questions about the program, please contact the Sanx team by email at [sanx@sanx.org](mailto:sanx@sanx.org) or visit us on the web at <http://www.sanx.org>.

## Copyright

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## Computer requirements

These are the minimum computer requirements needed to install and use Sanx's MUD Client 1.2.

Disk space	Minimum of 200 MB
Memory	Minimum of 128 MB
Processor speed	At least a Pentium 2 266 MHz processor running Windows 98 SE, 2000, or XP

## 2. Sanx's MUD Client 1.2 basics

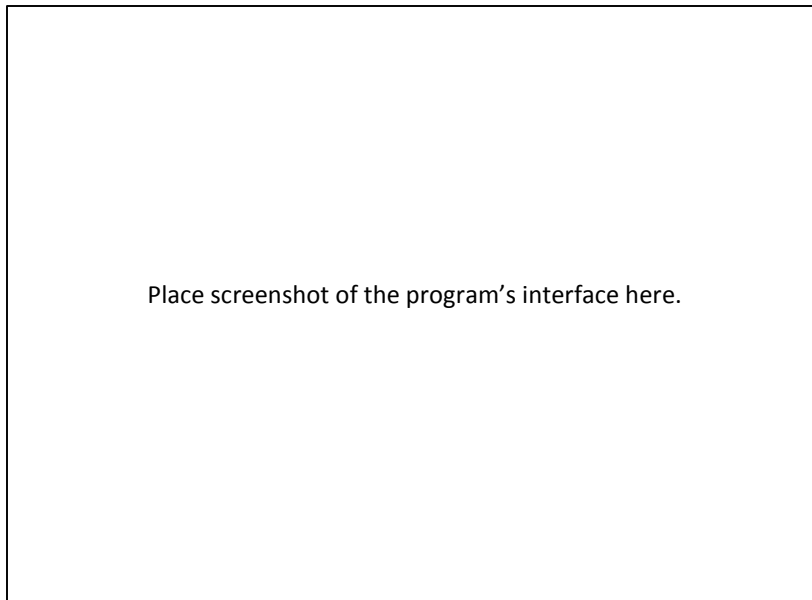
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### About Sanx's MUD Client 1.2

Sanx's MUD Client 1.2 is a free program that allows you to connect to your favorite virtual worlds. With Sanx's MUD Client 1.2, you can:

- Quickly connect or disconnect from a MUD
- Automatically log in to your favorite MUDs
- Cut and paste screen text to the editor of your choice
- Create macros for easier game playing
- Create triggers that allow you to automatically respond upon receiving input from the MUD
- Save and view your game-playing history
- Connect to multiple worlds
- Customize the program interface with colours and highlighting, including support for ANSI colours
- Take notes about your game play

Sanx's MUD Client 1.2 features a large 8000-line scrollback buffer and a 100-line command buffer to enhance your game play.



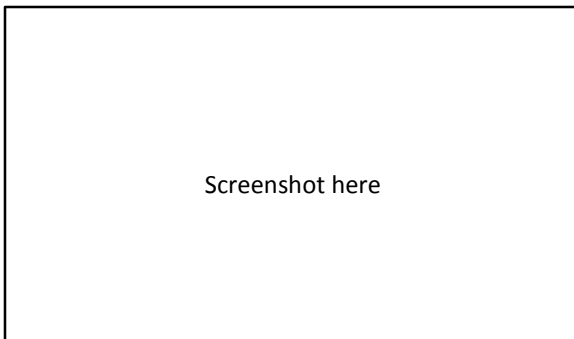
## 3. Installing and using Sanx's MUD Client 1.2

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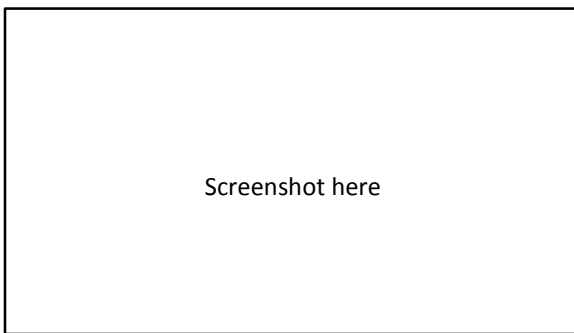
### Installing Sanx's MUD Client 1.2

#### To install the program

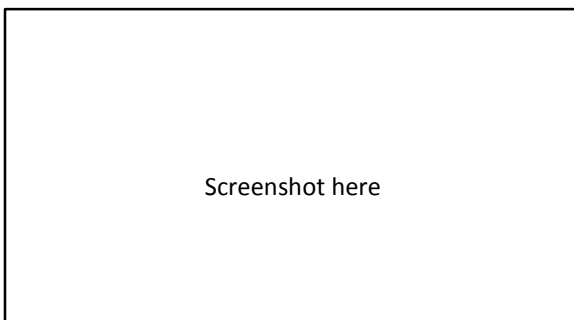
1. Visit the [Sanx's MUD Client 1.2 download web page](http://tu cows.com/preview/194251) at <http://tu cows.com/preview/194251>.
2. Click **Download now**.
3. Navigate to the location on your computer where you saved the **sanxsetup.exe** file.
4. Double-click the file to install the program.
5. Click **Next** in the **Sanx's MUD Client Setup: Installation Options** dialog box.



6. Click **Next** in the **Sanx's MUD Client Setup: Installation Directory** dialog box.



7. Click **Close** in the **Sanx's MUD Client Setup: Completed** dialog box.



## Using Sanx's MUD Client 1.2

### To open the program

Click **Start Menu** > **Sanx's MUD Client 1.2**.

### To exit the program

Click the **X** in the top right corner to exit the program.

## Uninstalling Sanx's MUD Client 1.2

### To uninstall the program



If you uninstall Sanx's MUD Client 1.2, all of your saved game information will be deleted. Please be sure that you want to uninstall the program before proceeding.

1. Exit Sanx's MUD Client 1.2 if you have the program open.
2. Navigate to your **Program Files** folder.
3. Double-click the **uninstall.exe** file.
4. Click **Next** in the **Sanx's MUD Client Uninstall: Confirmation** dialog box.
5. Click **Close** in the **Sanx's MUD Client Uninstall: Completed** dialog box.

## 4. Getting started

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### Connecting to a MUD game

In order to join a MUD, you must first connect to the host domain.


#### To create and connect to a new host



Before you begin, please ensure that your internet connection is reliable. Loss of connection will result in the deletion of your game data.

1. Click **Connection > Connect**.
2. Click **New**.
  -  The **Create New World** dialog box appears.
3. Type a world name into the **World Name** box.
  -  You should type in the name of the world you want to join.
4. Click **Create**.
  -  The **Connect** dialog box appears.
5. Select the world name you just created from the **World** menu.
6. Type in the **Host, Port, Username** (optional), and **Password** (optional).
7. Click **Connect**.

#### To connect to an existing host

1. Click **Connection > Connect**.
  -  The **Connect** dialog box appears.
2. Select the world name you want to join from the **World** menu.
3. Click **Connect**.

#### To create a connection from an existing world

- 1.
- 2.
- 3.



You can find a [list of all icon shortcuts](#) in the appendix of this manual. If you learn the icon shortcuts, you will be able to play the game more efficiently.

### To disconnect from a host

When you are finished playing, click **Connection > Disconnect** to end your game play.

 **==Closing Socket==** appears in the Communication Pane of the program.

### Playing a MUD game

## 5. Using the advanced features

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### Creating a macro

Macros are keyboard shortcuts that allow you to quickly execute commands during game play. For example, if you want to jump to another room, you can create a keyboard shortcut to execute that command.



Before you create a macro, please consult the MUD's rules. If you use a macro improperly, you could be banned from game play.

### To create a macro




1. Click **Options > Macros > New Macro**
  -  The **Add New Macro** dialog box appears.
2. Type the name of the macro in the **Macro Name** box.
3. Type the keyboard shortcut in the **Macro Trigger** box.
  -  We have included a number of [built-in keyboard shortcuts](#) in the program. You will not be able to assign one of these default shortcuts to your macros.
4. In the **Macro Command** box, type the command you want to be performed when you execute the macro.
  -  Make sure you include quotation marks ("" ) around the command.
5. Click **Add**.
6. Click **Close**.
  -  The **Macros** dialog box appears. From this dialog box, you can add new macros, edit or delete existing macros, load external macros, or save your macros to your computer's hard drive.

### Managing existing macros

## Creating a trigger

Triggers are keyboard shortcuts that allow you to respond to specific input from a MUD user. For example, if a user sends you 50 coins, you can execute a trigger to capture those coins.

### To create a trigger

1. Click **Options > Triggers**.  
 The **Triggers are currently disabled** dialog box appears.
2. Click **New**.
3. Type the keyboard shortcut in the **Trigger Text** box.  
 We have included a number of [built-in keyboard shortcuts](#) in the program. You will not be able to assign one of these default shortcuts to your triggers.
4. In the **Trigger Command** box, type the command you want to be performed when you execute the trigger.
5. Click **Add**.
6. Click **Close**.  
 The **Triggers are currently disabled** dialog box appears. From this dialog box, you can add new triggers, edit or delete existing triggers, load external triggers, or save your triggers to your computer's hard drive.

## Managing existing triggers

## Saving and viewing your history


## 6. Personalising Sanx's MUD Client 1.2

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### Personalising colours, fonts, and highlighting

You can personalise several elements of the program to make on-screen reading easier.


#### To personalise fonts

1. Click **Options > Preferences**.  
 The **Preferences** dialog box appears.
2. On the **Display** tab, click the **Change** button next to the **Display Font** label.
3. Choose the new font, font style, and size.
4. Click **OK**.

#### To personalise colours




Use caution when choosing colours. Some colour combinations may be difficult to read, and some MUD hosts may not support certain colour combinations.

1. Click **Options > Preferences**.  
 The **Preferences** dialog box appears.
2. On the **Display** tab, click the **Change** button next to the **Display Foreground** label.
3. Choose the new colour or define a custom colour.
4. Click **OK**.
5. On the **Display** tab, click the **Change** button next to the **Display Background** label.
6. Choose the new colour or define a custom colour.
7. Click **OK**.

#### To configure colour highlighting



Use caution when choosing colours. Some colour combinations may be difficult to read, and some MUD hosts may not support certain colour combinations.

1. Click **Options > Colours**.  
 The **Colour Highlighting** dialog box appears.
2. Click the **Change** button next to the **Application Message Colour** label.
3. Choose the new colour or define a custom colour.
4. Click **OK**.
5. Click **Close**.

**Enabling automatic logins**

**Taking notes**

**Configuring miscellaneous preferences**

**Using the Keep Alive feature**

## **7. Troubleshooting**

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**Solving common problems**

**Getting technical support**

## 8. Appendix

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### Default keyboard shortcuts

Key combination	Shortcut to

### MUD icon shortcuts

Icon	Shortcut to

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