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Getting Started

System Requirements

Obviously the better systems will render better, faster and be more responsive. There are also some graphics options that will not perform well enough on low end systems that they would have to be disabled.

Absolutely Minimum System

- Operating System: Windows, Linux, or Mac OS X or higher
- Processor: 700 MHz
- Memory: 500 MB (Games uses about 200 MB of memory)
- HD Space: 300 MB
- Video Card: Geforce II or equivelent
- Sound: Any sound card
- Internet connection: 28.8k modem or higher

Target System

- Operating System: Windows XP, Linux, or Mac OS X or higher
- Processor: 2 GHz
- Memory: 750 MB
- HD Space: 300 MB
- Video Card: Geforce 4 TI 4600 or equivelent
- Sound: Nice 3d Card like Sound Blaster
- Internet connection: Cable Modem

In-Game Screens

The main Magicosm in-game screen is designed to interfere as little as possible with the view of the game world.

Figure 1 - Interface Screen

System Menu

The system menu is in the upper right hand corner of the screen. Clicking on an icon will pull up the related screen. Some of the screens are mutually exclusive, so bringing up one screen will dismiss another. Grouping, Inventory, Options and Character Stats are all mutually exclusive screens.

Each of the icons has a meaning related to their picture.

	Currently not active, this will eventually summon the spell book for arranging and managing all the spells known by the character.
	The treasure test summons the inventory screen. From this screen you can manage all the item that your character is currently carrying and equip/un-equip items from your character's body. Alt-I will also summon this screen.
	The quill pen is for managing documents that your character has accumulated. This feature is currently not available.
	The anvil will summon the crafting screen. From this screen you can potentially build any object that exists within the Magicosm world. Alt-C will also summon this screen.
	The eye will summon the character statistics screen. From this screen you can view your attributes, skills and lore of your character.
	The scales will summon the option screen. This is not available yet.
	Clicking this icon will log you out of Magicosm

Inventory

Either typing Alt-I or clicking on the treasure chest of the system menu bar can access inventory.

Slot
Head
Torso
Girth
Feet
Arms
Hands
Left Ear
Right Ear
Legs
Left Hand
Right Hand
Neck
Bracelet
Ring

Name: steel dagger
Weight: 15   Container: 0
Properties: swingable, thrustable

Equipping Items

Items that can be equipped are marked with a property that indicates which equipment slot they can be worn in. For example, *torso wearable,* indicates that the item can be worn in the torso slot. To equip an item, drag the icon from your inventory to the equipment slot and drop it in. If there is already an item equipped in that slot it will be swapped for the new item. To remove un-equip an item just drag it back to the inventory.

Chat System

The Magicosm chat system is designed to facilitate even the most social of gamers. You can have one or more chat windows open at one time, and each window can have one or more rooms within it. When you start the game you are presented with a single chat window in the bottom left of the screen:

Figure 2 - Chat Window

The chat windows are all translucent and slightly darkened, so that as little of the game screen is obscured from view as possible.   If there is only one room assigned to a chat window then the room name appears in the upper left hand corner of the window. Once a second room has been added to the window, the title is removed and replaced with a series of tabs across the top of the window, one for each room available:

The current tab is highlighted and the text shown in the scrolling area represents the room's content. Clicking on a tab will change the text in the scrolling area to match the content from the room.

Chat Rooms

A chat room is really just a filter on the text that has been sent to you from the server. There is a powerful array of filtering options to allow you to customize the chat system to meet your needs. Right clicking on any chat window will bring up the options for the currently selected room:
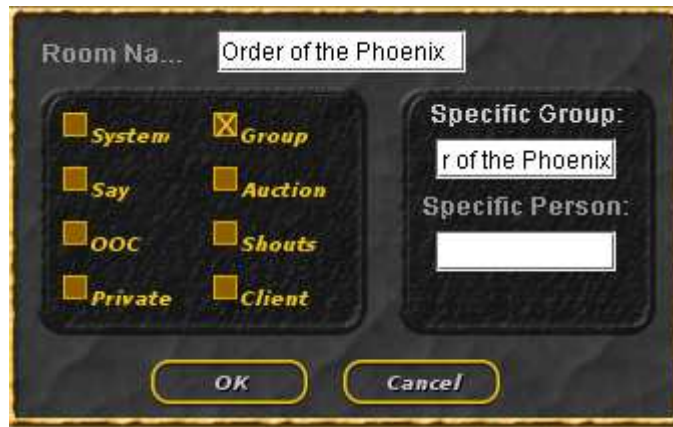
Figure 3 - Chat Window Options

Each checkbox represents a type of text that can be included in the chat log for a specific room. Checking off an option means that you will see the related text in that room. Leaving it blank means you will not see that type of text. Changing the options will only affect text messages that are sent after the options are changed.

System	System messages are anything that is sent to you that originate from the server and are not the result of some user entered text. Examples include skill increases, spell expiration messages and all warnings and errors from attempted actions.
Group	There are many different kinds of groups in Magicosm and when members communicate with each other the text messages are transmitted as group messages. Clicking the Group option

indicates that this room is to receive all group messages, no matter what group they are from. If you also fill out the Specific Group box then only those group messages from that group will be shown. As an added feature if you enter text in a room which is setup for a specific group then it will sent automatically to that group without the need for the /gsay command. Usually when a group message is received it is displayed with the Character Name / Group Name : Message. When the room is tied to a specific group the group name will be omitted from the display. If you are not in a group specific room then you can send a message to the group by typing */gsay groupname message*. If the group name has more than a word in it you can surround it in double quotes like this: */gsay "group name" message.*

Say This type of text is only heard a short distance from the player. It represents voices heard over a normal speaking distance. Many role-players prefer to play with only Say and Shout turned on so as to strengthen their immersion in the game world.

Shouts A shout message is heard farther from the player than a normal Say message. Shouts appear in the chat logs as bolded text to accentuate the fact that it was spoken in a louder voice. To should something type: */shout text*

Auction An auction message is heard farther from the player than a normal Shout message. Auctions appear in the chat logs as bolded text to accentuate the fact that it was spoken in a louder voice. Auction messages are used by merchants when hawking their wares. In crowded cities this can be a significant amount of text to read through, so the option is available to suppress these messages if desired. To auction something type: */auction text*

OOC Out of Character text is designed for players who wish to talk about non-game related things without disturbing the immersion of other players. To say something in OOC simply type: */ooc message*

Private Private messages are sent directly from one person to another. No one else can hear these types of messages. Clicking the Private option indicates that this room is to receive all private messages, no matter what person they are from. If you also fill out the Specific Person box then only those private messages from that person will be shown. As an added feature if you enter text in a room which is setup for a specific person then it will sent automatically to that person without the need for the /tell

command.   If you are not in a person specific room then you can send a message to the group by typing */tell name message*. If the group name has more than a word in it you can surround it in double quotes like this: */tell "player name" message.*

Chat Windows

Chat windows can be separated and recombined whenever you would like. To separate a room into its own window simply drag the room-tab off the chat window and position it where you would like to see it. Using the above examples you could pull the 'Order of the Phoenix" group room off the main chat window and put it in its own window like this:
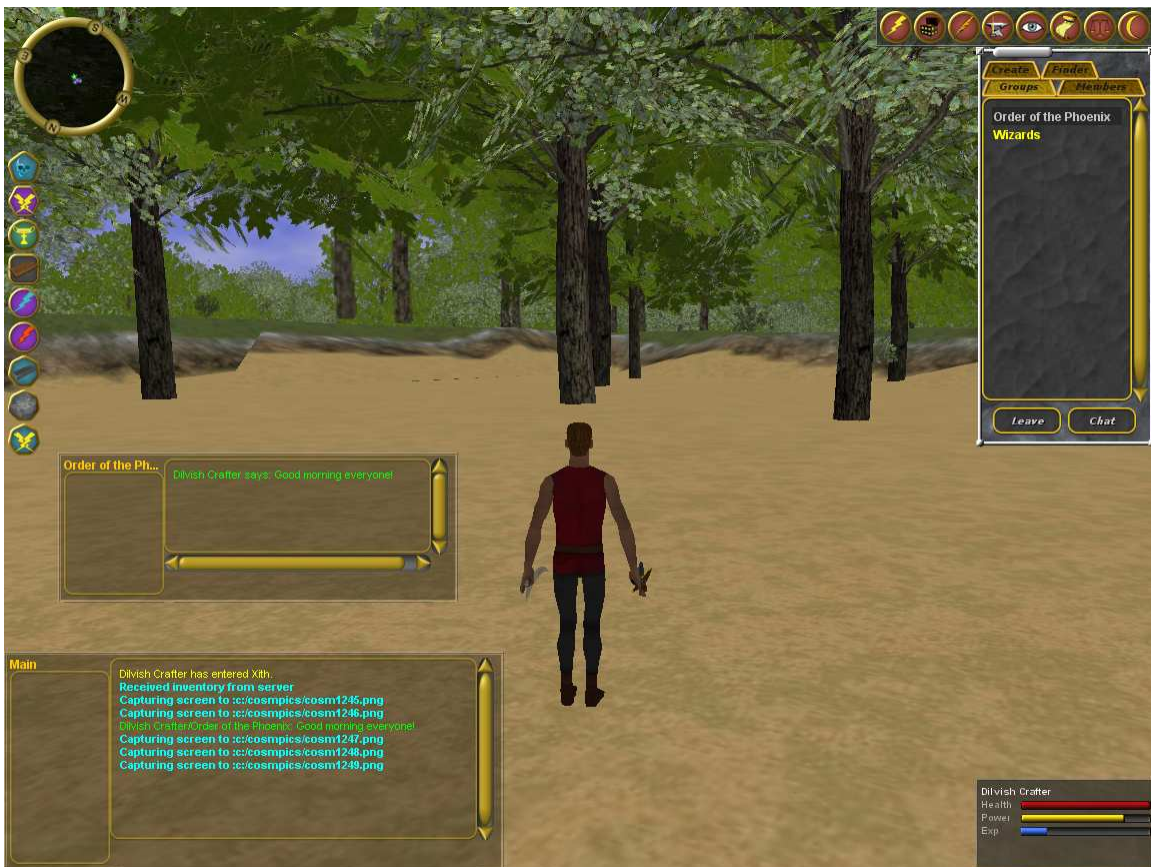

Figure 4 - Splitting Chat Windows

You can drag rooms between windows at any time. If there is only one room left in a chat window then you can drag the whole chat window and drop it into another chat window. This will remove the chat window from the screen and add its room to the target window.

Standard chat

"/tell Wurp Hey Wurp!" will show the character with character name Wurp a message saying "Hey Wurp!" where "Hey Wurp!" can be any arbitrary text of up to 80 characters long, and Wurp can be the name of any character currently online. /tell with characters who are offline will be defined later.

If George executes the command "/say Hey guys", then all of the online characters within 20 meters (location units) of George will see the text "George says 'Hey guys'", where George can be any online character and "Hey guys" can be any arbitrary text of up to 80 characters long.

If George executes the command "/shout Hello out there", then all of the online characters within 400 meters (location units) of George will see the text "George shouts 'Hello out there'", where George can be any online character and "Hello out there" can be any arbitrary text of up to 80 characters long.

Groups

We recommend using the group chat window (/group window show) for all group functionality except /gsay.

For these examples we will assume a group named Bravo. Bravo can be replaced with any group name. Any digit or upper or lower case letter is allowed in a group name. Group names can be at least 30 characters long. Group names are case sensitive.

The player can use "/gcreate Bravo" to create a new group. If a group named Bravo already exists, then the creation is denied with an appropriate error message. The player's character is automatically added to the group as a group leader. If the group name starts with a + (e.g. +Bravo) then anyone can add themselves to the group whether they're in it or not (the group is a public group). If the group name starts with a - (e.g. -Bravo) then only leaders can add new group members (the group is a private group).

Any character who is in Bravo can use "/gadd Bravo Wurp" to add Wurp to the group Bravo if he's not already in it. Wurp will then be added to the list of characters in group Bravo. In the case of public groups (whose name begins with a +), Wurp could type "/gadd Bravo Wurp" to put himself in the group, i.e. the inviter doesn't need to be in the group. In the case of private groups, only group leaders can add members to the group.

If a character is in group Bravo, the character can "/gleave Bravo" to be removed from the list of characters in group Bravo.

"/gwho Bravo" will list all characters in Bravo. For private groups, only group members can see who is in the group.

"/gmemb" will list all of the groups your character is currently a member of.

"/glist" will list all non-private groups.

If a character in group Bravo uses the command "/gsay Bravo This is a message" (where "This is a message" can be replaced with any arbitrary text up to 80 characters in length) then "This is a message" will be reported to each group member who is online, with text indicating who sent the message and on what group. /gsay to group members who are offline will be defined later.

Chat support commands

"/ignore George" will cause George to be added to that character's ignore list. No emote or other chat command from George will show up as a message for that character. George can be any character name Group invitations performed on your character by anyone in the ignore list will also be ignored.

"/unignore George" will cause George to be removed from that character's ignore list. George can be any character name.

"/who" will list all character names and user names. In the future, user names will not be shown unless the user has turned off user privacy or the users have introduced themselves to each other.

"/who matcher" will list all character names that match matcher. Matcher can be any text. Text is interpreted literally if it is a letter or a digit, but * is considered to match any number of any character. The characters are listed in the same format as /who lists them.

Crafting

Finding sources for raw materials

Natural resources

These are things like mineral deposits, wooded areas, bodies of water, etc. from which you can reap raw materials. Typically, the areas from which you can get these raw materials are either obvious if you know how to look for them, or can be found using prospecting skills, or some combination of the two. For example, a lake is an obvious source of water. To a trained eye, an outcropping of rock may hint at the presence of a rich vein of ore, and a prospecting skill can confirm it.In some cases you will be able to seed a natural resource into the environment or use other methods that affect a resource's availability. For instance, planting seeds in a fertile patch of soil can yield an herb garden. Or leaving some saplings untouched can cause a forest to grow up more quickly, leading to a more profitable logging operation. Non-replenishable natural resources like mineral deposits will eventually run out of material, but new mineral concentrations will also occasionally come to light. Such events will usually be preceded by a geological upheaval (minor earthquake) or something similar.

Animals

Almost any creature has useful parts, if you know how to extract them. A tracker or hunter can be very useful in finding that albino bear whose claws you need to brew your potion. Some of these raw materials must be extracted by an expert from a very fresh kill, spurring enterprising crafters to hire adventuring parties to take them out for a romp in the woods, and some can be extracted under less demanding circumstances, such as purchasing the corpse from the adventurers or by an adventurer with minor harvesting skills.Some animals can be domesticated and kept on hand for harvesting.

Extracting resources

Natural resources

Characters typically set up some form of mining operation to extract natural resources.This can range anywhere from the lone prospector panning for gold in rugged mountains to a full scale operation of twenty player characters with a retinue of hired non-player characters with a huge mine outpost, funded by a player run government. There is a bonus on the extraction rate for multiple player characters working together to extract materials from the mine. Logging operations also fall under this basic heading-

Animals

A furrier can extract a useful hide from virtually any freshly killed creature, mages have skills to get the raw materials for spell components they may need, 'expert treasure-

hunters' occasionally have the odd venom extraction skill, etc. Domestic animals can either be slaughtered for parts or parts can be harvested periodically from the live animals (like wool from sheep, for example).

Turning raw materials into finished products

It's nice to have raw materials, but conking someone on the head with that block of ore or clinging to that log as it floats in choppy waters is not nearly as effective as a nice riposte with a long sword or sailing the high seas in your cog. Magicosm supports a fairly rich economy of construction. To build anything of real value, you will almost certainly have to buy some materials from other experts who refine the materials they are most skilled at producing.

What this means to you is that almost any item can be raw material for building another item, and most items will involve multiple steps to build. For some items, it is commonly known (among those who have the necessary skills) how to build the item, what materials are needed, etc. For other items, you may need to go on a quest to find the recipe or purchase the recipe. Some recipes may be charmed so that no one can copy them without the proper magical paper and a very high crafting skill.

Troubleshooting

Reporting Bugs

Beta testers are expected to log any bugs they find in a bug report on
http://www.magicosm.net/bugtracker/bug.php or with an email to bug@magicosm.net, or
by simply typing /report in your chat window. Anything that the manual says is possible
but isn't, or doesn't do what the manual says, or random teleportation or other obvious
misbehavior should be reported. Please list your character name and the time (and time
zone) that the bug occurred. Please also attach all of the *.log files from your Magicosm
installation directory to the email or bug report.

Common problems

- Magicosm seems to ignore whatever keys I press: try clicking anywhere on the 3d
  view
- the screen is dark and the game is very slow: edit xith.props, find
  enable_shadows=true, and change it to enable_shadows=false
- the game locks up periodically: try editing xith.props and changing the following
  property to false instead of true: sound_enabled
- the game still locks up periodically: try editing xith.props and changing all of the
  following properties to false instead of true: linear_fog,
  multitexture_distance_terrain, animate_sky, clutter_load, clutter_enabled,
  mipmap, detail_textures, sound_enabled, terrain_indexed, collision_detection,
  terrain_splatting
  - If that works, you can go back in and try turning the properties back to
    true one by one and rerunning the game until you find the problem, or you
    can just leave them false. The true values are only to make the game look
    better or run faster, setting them to false shouldn't affect gameplay.
- sometimes targeting will show the item in the info panel, but not actually target it
  for your activities. Just target the item again.

Getting Help

To get help, either wait until a dev is available or check out the following information
sources. You can find out when the devs are available to help you from the schedule at
http://dev.magicosm.net/cgi-
bin/public/twikipub/bin/view/Players/BetaPlaySupportSchedule

Magicosm Website

http://www.magicosm.net

Magicosm Customer Support

End-User License Agreement

As a beta tester, you agree to keep the client download private as well as your password. You also agree to avoid grief play, which is defined as anything that we at Magicosm believe will unduly negatively affect another players gameplay. It includes but is not limited to killing a character repeatedly, stealing, killing a monster someone else is already fighting without their consent, and leading monsters to unsuspecting characters. We reserve the right to revoke your login and status as a beta tester at our own discretion.