Topic I –Introduction

The purpose of this program is to organize characters ideas for a future game.

Topic II – Installation

Make sure both the TCPServer and Character\_Editor project folders are in your workspace folder and that the dom4j library is added to their build path.

NOTICE: The TCPServer must be running in order to use the Character Editor Client!

Topic III – Adding a New Character

Once the program is open, an input field for the character details will appear. Fill them out accordingly. Press that “Add” button to store the information in the database. Any values left empty will be filled with default values.

Topic IV – Editing a Character

Click on the “Edit Character” tab - if you are not there already, and you will have two options: Search for a hero from their names and use those results, or manually enter the Character ID and fill the edit form accordingly.

Topic V – Deleting a Character

When a Character is deleted, it is sent into the Trash Bin. Click on the “Trash Bin” tab - if you are not already there - to view all trashed Characters. To permanently delete a record from the database, select the Character you want to delete from the list and press “Delete.”

Topic VI – Undeleting a Character

To remove a character from the Trash Bin to allow reediting, first click on the “Trash Bin” tab - if you are not already there - to view all trashed Characters. Select the Character you wish to undelete from the list and press the “Undelete” button.