



Manual

for the

Illarion Java Client

V1.2

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1 Preamble

1.1 What is Illarion?

Illarion is an online roleplaying game in the original sense of roleplaying. In this game, you have to play, or better: act your character, who is a person living in a medieval themed fantasy world (read on **Concept FAQ page** for more info). A roleplaying game is not about winning or losing battles. The main focus is in fact the purpose of acting, interacting and storytelling. To do that, you must create a character in the world of Illarion, who will live on the island named Gobaith.

Character creation in a real roleplaying game like Illarion does not only mean to set character attributes. You will have to think about a past for your character, too:

- Where in the world was he before coming to the island of Gobiath?
- How does he think, what are his habits?
- Who and what are his parents and family?

Reading the world background will also provide you with lots of ideas and hints on how or what to play, especially how to play special races. A dwarf, lizardman or elf, for example, shouldn't sound or act like a human in the game.

Your character will be a normal person, he will not be better than anyone else in fact you start weak and without any skills and equipment.

Your character might not even know anyone in this new place he just arrived to, with nothing but a few copper coins in his hands, the cloths he wears, food and a set of tools.

Note that playing another race than humans requires a lot of knowledge about its background, and it will be much harder to play than playing humans. Therefor, you should either start playing with a human character, or really read the race descriptions **in our Wiki** first.

Greetings, my nephew.

You are reading these lines, so it is very likely that my life has come to an end. I have been a little ill lately, and people of my age tend to feel it when their time has come, thus I am writing this letter.

I am not rich and only a few things and some copper coins will remain after the burial costs have been covered. But I like to tell you about the place I came to like, and where I lived over the last seventeen years. Troll's Bane is a small town unlike every other I have come across in all my wanderings. Unlike those cities in Albar or Salkamar which you might have seen, and not only humans do live here. You will also find dwarves, elves, halflings and sometimes orcs - and even these strange lizard folk people who seem to mutter prayers all over the time. So you will find a halfling settlement in the west of this island, a few orcs in its east, a dwarven mine is in the mountains just a few miles away from here, and there is even a small elven settlement on a small island nearby.

Troll's Bane is located on the island of Gobaith, so you will indeed have to travel by ship to reach this interesting place. Don't worry about the costs of the trip, you will find a ticket in the small package which should have come with my letter, along with a few copper coins. Those may not be many, but perhaps enough for you to start a new life over here - as far as I heard, your business did not turn out to go far too well anyhow.

Know that this place might be dangerous sometimes. I myself saw the huge club of an ogre from a far lesser distance than I ever wanted, and I must tell you it was a sight one hardly ever forgets. And when searching those old ruins for interesting artifacts, I disturbed the one or other dried-up mummy. Do not expect these undead things to stay asleep when you approach their coffins.

So, you can use the ticket, travel to Gobaith, start a new life, or just leave it be - the choice, dear nephew, is up to you.

Yours sincerely,

your old uncle Todd

2 System requirements

2.1 Hardware

It is highly recommended to use a 3D graphics adapter with at least 16 MB of graphics memory, a reasonably fast CPU (not tested below 500 MHz) and about 200 MB of hard disk space. The client has also been known to run on older machines with less graphic memory, however you will need to turn off some graphic features.

2.2 Software

- Operating system: Windows 98/ME/2000/XP/7, Linux, MacOS
- A Java 1.5 runtime environment or higher

A recent version of Java can be downloaded for all operating systems on <http://www.java.com>.

Windows Vista does not support the free graphics standard OpenGL. Therefore Illarion will not run with the graphics drivers included with Vista. Nor will any other OpenGL application, for that matter. With a better graphics driver from your graphics card manufacturer including OpenGL support, everything should work.

3 Getting started

It's about time to explore Illarion, now that you know more about Illarion and its system requirements. All you need is the client, an account and a playable character to play Illarion.

3.1 Account and Character Creation

Click the button "Create Account" at top in the middle of the homepage or "Register" in the left navigation bar under the article "Account". After that you will have to set a login name, an e-mail address and a password. The field "Displayed Name" is optional and can be completed at subsequent date. The name which you are going to fill in then will be used when you want to write quests into the questplanner, for example or when you log into the chat with the chat plugin. If you don't fill in any name then the login name will be used. Please consider that you are just able to set a name just once, so choose wisely.

If you have completed the form then you should receive an e-mail with an activation-link just some moments later. When you then click the link in the e-mail your account is ready.

Start logging in on the homepage with your login name and the password of your account and click on "Characters" to create a new one.

There you will find every Character of yours and also the status of them. At the beginning the list will be empty but to make a new character just click on "Create a new character" and work yourself through Step 1 to Step 3. Make sure to brush up on the name rules, or else your character may end up having to be renamed, you can find them under http://illarion.org/illarion/us_name_rules.php.

After that, your newly created character with the status "playable" should now show up in the list. When you have any troubles or questions then please look if you can find answers in the FAQ (Chapter 7).

3.2 Download and Installation of the Client

Click on the button “Download” under the article “General” in the left navigation bar. On this site you also can find the system requirements again as well as some hints to the client. You will start to download the client when clicking on “Online Installation”. Please confirm the question that you want to trust the certificate from “Thawte Freemail member”. It is one-time that you have to download around 34 MB and you should make sure that your browser is able to detect the *.jnlp file, which will be opened with Java Webstart.

The download can take some minutes and can also stop downloading, depending on your internet connection. You will get asked in which directory you want to save the data of your characters as soon as the download is completed. This data includes name lists of characters and maps. It's best to choose a directory which you are able to find again, easily.

Sometimes you have to install updates since Illarion is in constant further development. This will happen mostly automatically when you start the client so that it starts searching for new updates and begins downloading and installing them.

4 The Java Client

After a successful installation you are in possession of the Illarion java client. Next, the options of the client will be described.



The above picture shows the login window, to login please fill in the name of your character and your account password, do not use the name of your account. Be mindful with the exact spelling of the name and the password. When you select “Save password” the password will be saved in your client permanently and doesn’t need to be inserted with the next start of your client. This is recommended when using private computers to which only you will have access. Under language you can set the language of your client. There you can see that “German - the old language” and “English - the new language” is available. These are likewise the names of the languages how we call them in our game. There is no german or english but the old and new language.

4.1 Account

When you click on the button “Account” in the login window then you will get redirected to the site with the list of your characters, as long as you are logged in on the homepage.

4.2 Manual

Opens this manual.

4.3 Forum

Opens the Illarion forum in a new browser window. There you can find news regarding the client and to the project in general as well as news from the game in the form of roleplay posts. We also have a special forum to ask questions which are not answered in the manual yet.

4.4 Options

4.4.1 General

- **Operation mode:** Here you can set if your client shall be started in window or fullscreen. In game you can change it by pressing F11.
- **Log file:** Everything your character hears or says will be written into a logfile. The logfile is saved into the folder of your character and is called illarion.log. Every month a new log file will be set up thereby the old log file will be provided with a time stamp and a new illarion.log file will be set up. The file illarion.log contains therefore the latest records.
- **Rotated map:** Rotates the map to 45°, therefore the map will be oriented like the main playing field.
- **Show ID numbers:** Here you can choose if you want to see the ID's of the characters. If you let this option disabled then unknown characters will be displayed as “Little man” or “Huge woman”. In game you can switch the ID's on and off by pressing F12. The numbers shall not be used ingame.
- **Play background music:** You are able to listen to the background music when enabling this option. You can set the volume in percent, 0 for mute, 100 for full volume.
- **Play sound effects:** When enabling this option then you can hear the surrounding sounds in game, for example combat sounds or sounds by different works. The volume will be displayed in percent, 0 for mute, 100 for full volume.

4.4.2 Timing

- **Scrolling speed:** Sets the speed of the text in the text field when scrolling up. 0 for off, 100 for fast.
- **Hiding editor after:** When you stop typing, and have no text left in your chat line, the editor line will minimize for more room for your chat log after this time in seconds. 0 will disable hiding.
- **Show help text after:** The amount of time that you need to place your mouse cursor over an element to let a help text about that element appear, given in seconds. 0 will disable showing the help text.
- **Display descriptions:** This is the amount of time that the description of an item or character appears on the screen when you examine or look at them, given in seconds.
- **Fade out obstacles in:** This will change the speed that items blocking you from seeing your character fade out, in milliseconds.

4.4.3 Special

- **Framerate:** Shows the desired framerate, given in frames per second. A low value will speed up the client on slow systems, while too high of a value may slow down your client extremely.
- **Graphics quality:** Depending on your system it might be a good idea to reduce the graphics quality. It will make the client faster and reduce memory consumption.
- **Relative mouse wheel:** If you encounter problems with your mouse wheel, try to enable this option.
- **Disable mouse wrap:** If you encounter problems with your mouse cursor when leaving the game window, try enabling this option.
- **Grab mouse:** If you encounter problems with local hotkeys, which are used in game for different actions, then activating this option may help.
- **Disable texture updates:** Some graphics cards may have problems with texture updates that occur on the mini map. If your client freezes at start, try to enable this option - it will activate an alternative way of drawing the mini map.
- **Preloading sounds:** Loads the music and sound effects into the memory when starting the client. Just highly recommended when using an computer with a lot of memory. When disabled, it can lead to short delays in game.

4.5 About

This will open a new window giving some details on the client and showing the path to the folder, which includes your characters data.

4.6 Play

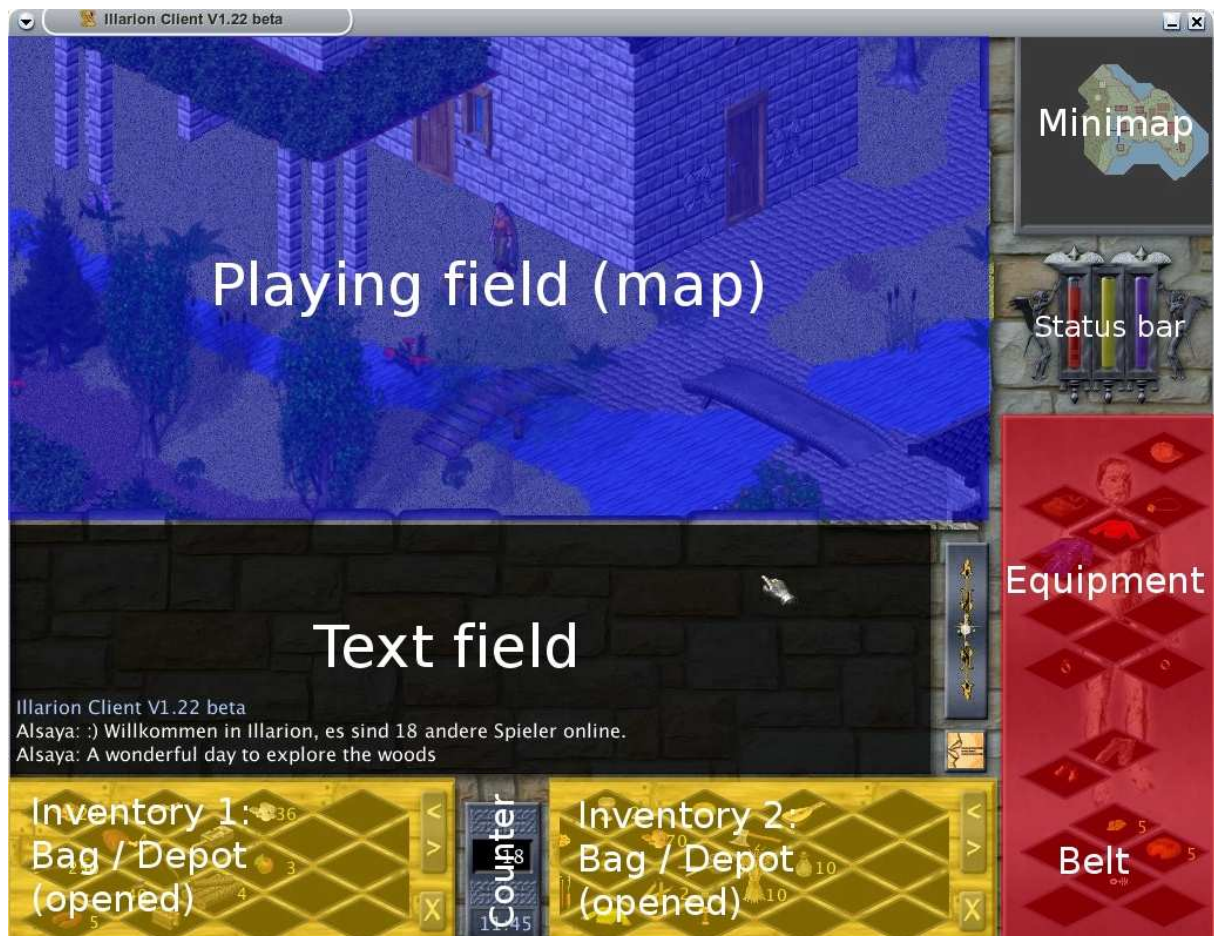
Click that button to start playing! It will of course take some time for the client to load and to connect to the server.

4.7 Cancel

Cancel the login process and quit the client.

5 Screen elements

5.1 Playing field



In the main window of the client you see your characters in the middle and the surrounding in form of other characters, animals, monsters or nature. The names of player characters have four different colors, with a different meaning for each, as followed:

Yellow: This is an unarmed person.

Green: This person has a distant weapon in his hand, for example a bow.

Blue: This person has a mage wand in his hand.

Red: This person has a weapon in his hand for example a sword or a waraxe.

5.2 Text Field

In the text field you can see what was written and from whom. There are also different colors here, which have the following meaning:

White: This is normal text.

Yellow: This is action that your character, or another has performed.

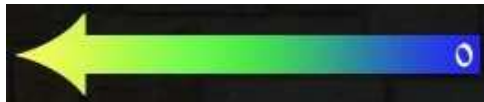
Red: This text was screamed by another character and can be heard over big distances.

Grey: This text has been whispered and can only be heard near the character.

Blue: Those are system messages.

To enter text into the test field, simply start typing. A text editor line will open, where you can see your written text. To send the text press enter.

When you right click on the text field, you can choose between two options: “Unfold” and “Skills”. Unfold means that the text field will expand so that you can reread something which you may have missed. Skills opens a list with things your character knows how to do. Below can be seen an arrow with a colorcode. Dark blue means that your character knows only a little about this skill, yellow means your character has mastered this skill. The name of the skill is also highlighted with a colored bar. It shows how much experience you have collected so far. Once the bar is full, you get another skill point in this skill.



5.2.1 Commands in the Text Field

You can perform different commands in the text field. They are listed and described below:

- **#w <Text>:** This text will be whispered and is only hearable two tiles in each direction and one tile in the diagonal.
- **#s <Text>:** This text will be screamed and is even hearable beyond your visible playing field.
- **#me <Text>:** With this command you can show what your character is doing right now and how he/she looks like. For example “#me smiles” will result in “<Your charactername> smiles”.
- **#o <Text>:** This text will be whispered and surrounded bei two parentheses ((..)) to show that this text is meant OOC (out of character). This text goes from player to player and should have no influence on your character.

- **!l <Language>**: With this command you can change the language which your character speaks. Please note that your character can only speak the languages he learned and which are visible in the list of skills. The languages are: common, human, elf, dwarf, orc, halfling, lizard, fairy, gnome and goblin. The language which every character can speak is common.

There is also another way to use those commands. On the right of the text field is a small button, which graphically indicates in which speaking mode you are right now. With simple clicks you can switch through the different modes or right click on the button and select the desired mode from the list. There you can also change the language your character speaks. Keep in mind that those commands only work while in normal talking mode.

- **!suffix <Text>**: Sets an addition to the name of you character.
- **!prefix <Text>**: Sets a title in front of the name of your character.
- **!gm <Text>**: Sends a message to the gamemaster team. With this you can report rule breaks or ask for help when you encounter a problem. As soon as a gamemaster reads your message, he will take care of it. Sometimes this can take a while.
- **!bag <Text>**: With this command you can rename your bag. Enter the command and press enter, afterwards press and hold the shift key, click on the bag and let go of the shift key again. You will get a message if the renaming was successful.

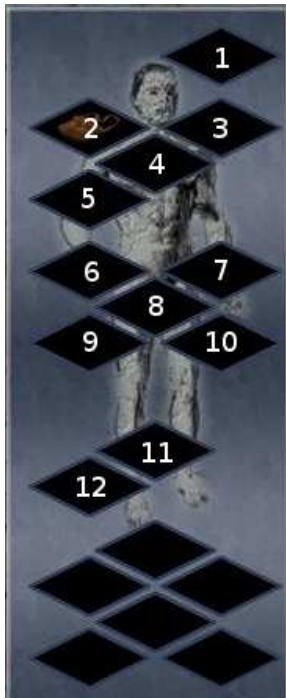
5.2.2 Text Editor Line

The text editor line allows to execute different commands, which are described below.

- shift + home: Delete contents of the editor line. Alternative: right click on the text field and select “Clear”.
- Ins: Change speaking mode. Alternative: click on the symbol next to the text field or right click on it to select the desired mode
- shift + ins: Paste text from the clipboard into the text editor.
- ctrl + F2-F6: Save the text editor line as quick text. Alternative: the contents of F2 can be saved by right clicking on the text editor and select “Save description”.
- F2-F6: Load the quick text into the editor line.
- ctrl + shift + F2-F6: Save the contents of the editor line as alternative text.
- shift + F2-F6: Load the alternative text into the editor line.

5.3 Equipment

Here you can see what your character is wearing and change it when needed.



- Slot 1: Headdress, for example a hat or helmet
- Slot 2: Bag
- Slot 3: Neck, for example a necklace
- Slot 4: Upper part of the body, for example a shirt
- Slot 5: Outerwear, for example a coat
- Slot 6: Right hand
- Slot 7: Left hand
- Slot 8: Gloves
- Slot 9: Right ring finger
- Slot 10: Left ring finger
- Slot 11: Legs, for example pants
- Slot 12: Feet, for example shoes

The six boxes below are the so called “belt”, here you can place items which you would like to have quick at hand.

5.4 Inventory

The inventory opens when you right click on a bag or a depot and select “Open” from the menu. You can store items in there which you do not need frequently. The things which you store in a depot are only accessible by you. Depots are magically linked, which means that you can access your things from more then one place.

5.5 Miscellaneous

5.5.1 Minimap

The minimap shows you your position on the map. The black areas are places which you have not discovered yet. In the course of time those areas will become smaller and smaller until the whole map is discovered. You can zoom in and out by clicking on the map.

5.5.2 Status bar

The status consists of three bars. The red bar shows you if your character is wounded, the yellow bar shows you if your character is hungry and the blue bar shows you how much if any mana your character has.

The blue bar is only needed by mages, to show them how much they can still cast. For everyone else this bar is always empty and is not needed.

5.5.3 Dragon Clock

The dragon clock appears by pressing F7 or clicking on the status bar. It shows the time of day, the temperature and the date. A calendar with all months and a tool to convert real time to Illarion time can be found on the homepage.

5.5.4 Counter

The counter can be helpful when you want to move a greater amount of the same item from one place to another. Set the counter by simply clicking on it to the needed amount and drag the items where you want them. Additionally there are other ways to manipulate the counter:

- You can set the counter by turning the mouse wheel.
- You can set the counter by pressing the Page up/down key.
- Home sets the counter to 1.
- End sets the counter to 250.
- Right click on the counter opens a menu with predefined numbers.

6 Handling

In general a right click on any screen element opens a context sensitive menu. When you hold the mouse over a element of the screen, a short description of it will be shown. For most actions there is a keyboard as well a menu command.

6.1 Movement

You can control your character with the arrow keys. There is also the possibility to shove the own or other characters via drag & drop (clicking and dragging with the mouse).

With shift + arrow keys you can turn your character without leaving the tile, you can also do that by pressing 7 and 9 on the number block or hold your mouse over your character and turn the mouse wheel.

6.2 Craftmanship

You can move items to another place with drag & drop and you can use them by pressing the shift key and clicking on the item until a circle appears around it and releasing the shift key afterwards. You can use two items together the same way. You can also right click on an item and choose “Use” or “Use with” from the menu.

To examine items you can either click on an item or right click on the item and select “Examine”.

For actually making things, you need certain tools, like a hammer or a saw, a place to work, like an anvil or a carpentry table, and resources, like ingots or logs.

6.3 Combat

There are two options to attack a monster, animal or character. You can either press ctrl and click on the target or you right click on it and select “Attack”. When your attack is successful you will see a red circle around your target.

To abort an attack you can again click on the target while pressing ctrl or right click and select “Abort attack” from the menu.

Please keep in mind that it is against the game rules to attack a character without a roleplaying reason. Braking of this rule can and will be punished.

6.4 Casting

When your character learned the art of magic, you can cast different spells, which consist of combinations of runes. The rune menu with all runes your character knows can be accessed by pressing the alt key.

6.4.1 Cast spells

1. Pressing and holding the alt key
2. Combine runes by clicking on them, a circle appears around selected runes. Keep in mind that not all combinations produce a spell
3. Select target by clicking on it
4. Release alt to cast the spell or click on the X next to the spell to abort it

The target can be a monster, animal, another character or an item. If you don’t choose a target, the spell will be casted on your character.

You can equip your character with a wand. When you now attack a monster, animal or character, it will be your primary target. You will not need to choose a target in order to cast a spell on your enemy.

6.4.2 Saving spells

To have your spells faster at hand it is possible to save up to 8 spells. You will need to combine the runes like always, but instead of casting the spell by releasing the alt key you will have to simply click on the quill next to the selected spell.

To delete a spell just right click on it and select “Delete”.

To cast a saved spell just click on it, choose a target and release the alt key.

7 Support

7.1 Illapedia

Illapedia is the wiki from Illarion. You can find a(space between words here)lot of useful things in it, for example what different merchants buy and sell, what you need to craft different items, what kind of gods there are and what they stand for and a description of some characters which you can meet ingame. There are also some background stories around the world Illarion and especially about the island Gobaith, which you enter in the beginning of the game.

7.2 Forum

There are two categories on the board which are important when you have questions. They are “Support/ Hilfe” and “Newbies/ Anfänger”. When you have a certain problem or question please look in there to see if the questions has been answered before and especially use the search function. The index of the forums is separated into two parts. The player forum area, (things your character would not necessarily know) which is at the top and the roleplaying (these may be flyers, an organizations potentially secret place to share information, to personal stories of a character to group story telling) forum area which is at the bottom.

7.3 Chat

On the left side of the Homepage is a link to our chat plugin. The chat itself is a Quakenet IRC channel and can also be reached with any other IRC client:

Server: irc.quakenet.org

Channel: #Illarion

You can ask any question in the chat. But please be patient because there isn’t always someone around who can answer you. It sometimes helps to directly ask for a gamemaster.

7.4 FAQ

Questions which are asked frequently, found there way into the FAQ:

<http://illarion.org/community/wiki/index.php/FAQ>

8 Quick tips

Key	Function
Arrow keys	Moving
Shift+ Arrow keys	Turning
Number block 2486	Moving
Number block 79	Turning
Shift+ Left click	Use an item
Ctrl+ Left click	Attack/ Abort attack
Page up/ Page down	set counter
Home	Set counter to 1
End	Set counter to 250
Number block +	Zoom into the minimap
Zahlenblock -	Zoomt out of the minimap
F1	Loads this manual
Ctrl+ F2- F6	Saves the text editor line as quick text
F2- F6	Loads the quick text into the text editor line
Ctrl+ Shift+ F3-F6	Saves the text editor line as alternative quick text
Shift+ F3- F6	Loads the alternative quick text into the text editor line
F7	Toggles between the status bar and the dragon clock
F8	Opens the skill list
F9	Opens and closes the worldmap
F10	Changes the size of the text field
F11	Toogles between fullscreen and windowed mode
F12	Changes the mode to display the names
Shift+ Home	Clears the text editor
Ins	Changes the talking mode
Shift+ Ins	Loads the contents of the clipboard into the text editor