# PythianRealms Documentation.

## How to Launch

1. Locate a file named “Launcher.exe” if you are running Windows. If you are using Linux, locate “Launcher.py”.
2. Right-click the file you just located and click “Run as Administrator” if on Windows. If you are on Linux, simply launch the program.
3. The Launcher will check for updates for PythianRealms. This should take up to 5 minutes, depending on your internet speed and computer speed.
4. The latest version of PythianRealms will automatically be launched.

## Menu

1. You should now see a menu screen, with the PythianRealms logo at the op and 3 buttons below it: “Single Player”, “Multi Player”, and “Quit Game :(”.
   1. The “Single Player” button will launch PythianRealms in Single Player mode. In this mode there are no outside connections and you can go play the storyline by yourself, and build what you want.
   2. The “Multi Player” button will launch PythianRealms in Multiplayer mode. In this mode, as of 0.5.1, you can talk to any other players currently on the same server as you are.
   3. The “Quit Game :(” button will close the game.
2. Select the game mode you wish to play in.

## Single Player

1. In single player mode, you are completely isolated from the outside PythianRealms community. However, it’s very similar to multiplayer. Here’s a list of buttons and what they do:
   1. Q – Places a block on the Ground layer. The Ground Layer is the layer you’re standing on – it consists of things like diamond, gold, sapphires, ruby, grass, etc.
   2. W – Places a block to the left of you on the Wall Layer. The Wall Layer is the layer you are on, so anything placed on the wall layer will stop you, and you cannot walk over or under.
   3. E – Places a block on the Roof Layer. The Roof Layer is the layer above you. If you walk under a block on the Roof Layer, all blocks on the Roof Layer will become invisible so you can see yourself. Walking back out from under the roof layer will make the blocks visible again.
   4. C – Removes the block to the left of you on the wall layer.
   5. V – Removes the block above you on the Roof layer.
   6. Left CTRL – Attacks the NPC that you are on the same block as you.
   7. Left ALT – Talk to the friendly (Name is green) NPC that you are stood next to, behind, or in front of.
   8. Space – Removes a block on the Ground layer below you.
   9. Left Arrow Key – Walk West.
   10. Down Arrow Key – Walk South.
   11. Right Arrow Key – Walk East.
   12. Up Arrow Key – Walk North.
   13. F1 – Display Options Menu.
   14. F2 – Enter Fullscreen.
   15. ESC – Exit Fullscreen.
   16. F3 – Show Debug Info.
2. Try them out, and try walking to the far left of where you spawned. You should appear somewhere else. That’s because the world is made up of chunks. The world is, quite literally, a 5x5 grid of chunks. You spawned in the top-left chunk.

## Multiplayer

1. First thing to note – connecting is a pain. When you’re used to them easy text-boxes and you jump into PythianRealms, it can be tricky. But soon you’ll get used to our text input methods and be on your way to glory!
2. So, in order to make a text input box (gray boxes that have explanatory text in them, such as “Address”), you have to click them. Once you’ve done that, move on:
3. Now that it’s selected, you need to give the box content. Type information. So, if you wanted to Connect to the Official Server, enter 92.234.196.233 in the Address box. **Note that user text is green.**
4. But now you need to *deselect* the text box! Simply press the Return (or “Enter”) key! The box will then be set. ☺ Now just click the next box (Port) to set that, and so on. **The Official Server’s port is 9009.**
5. Multiplayer is very similar to single player when it comes to controls, except for one button – The Return key! (Some may know it as the enter key). This key allows you to chat with the other players on the server you are on.
6. ~~As of 0.5.1, this is the only feature for Multiplayer, but more are being developed.~~ As of 0.5.2, the Server now sends the Tilemap to your client upon connection! So far, you cannot save multiplayer maps, since the server doesn’t get updates to the map, but this feature is due for 0.5.3… Just wait…

# Options Menu

1. The Options menu is menu where you get to customize PythianRealms. So far it has the ability to give you the power to **edit locked maps**, or **disable music and enable fancy GFX.**
2. So, to disable/enable music, hit F1 to open the Options Menu. You should see a list of editable features, some of which are difficult to understand. So, to disable music (if it’s enabled), simply click the **green box** to the right of the text, “Music:”. The Box will go red, showing that music is off.
3. Next, there’s admin. This is disabled by default, and for good reason. In fact, it’s **locked** (can’t be enabled) on Multiplayer servers! What a scandal! Anyway, admin allows you to edit gamelocked maps. Game maps are locked because they are crucial to the storyline, and so edits to them can be devastating. However, to inspire creativity, they can be unlocked. (For safety purposes, servers are recommended to backup maps as much as possible.)
4. And AIOs. These are pretty self-explanatory, so I’ll leave them…
5. … Only kidding! It’s freaking hard to determine what that means. That acronym means “Active Item Overlays”, and it simply shows and hides the green overlay on your active items.
6. And now Seams. These have the ability to impact your GFX experience drastically… But they’re also a (small) drain on FPS. Don’t worry – it’s not too bad of a drain. Some people have them disabled by default, other enabled. It all depends on how much RAM PythianRealms can use. Just enable them if you want to see what they do.
7. And last, but not least, Walk! … Best name ever. Basically, it changes your game between walking/gliding and teleporting ;), but it’s also a small drain, so it’s similar to Seams. It’s just a GFX improvement.

# Fullscreen Environment

1. Fullscreen is a neat feature of PythianRealms, but it can ruin graphics dependant on your screen.
2. So, to enter fullscreen, you simply hit F2. PythianRealms will resize everything to fit, and you can have the time of your life. NOTE: If your graphics get messed up by entering fullscreen, just restart your game! (Hit ESC then close the window.)
3. And use ESC to get out of it. ☺

# Debug Information

1. Let’s face it – everyone likes showing off about how much FPS they get. That’s what the debug info’s for! …Nope, just kidding. Debug info helps me determine information from users to help squish bugs.
2. So, to show debug info, hit F3 (F3 to hide it, too!).
3. You should see a bunch of info in black text at the top left of the screen. That’s debug info. Most of it’s pretty self-explanatory, so I won’t go through it. But that’s just a neat way of seeing information such as what Realm you’re in, and what chunk you’re in (helpful for fixing maps in future).

# Closure

So, I hope this WIP documentation was helpful. If you need further help, or think something else should go in here, contact me as Scratso on <http://indierising.net> or email me at [d.s.heaton@outlook.com](mailto:d.s.heaton@outlook.com) – Have fun! ☺