

Bunny, Mayoress, Prostitute & Succubus (BMPS).

*This is the "might actually be useful" help document.*

Starting with Version 0.80, the local version of BMPS changed from being a CURSES command line program, to being a mini-web server (therefore, I created this new help document).

This means you need to use a web browser to play the game locally.

This wasn't done on a whim. There are actual images that are part of the game now.

The bad news is that you need to start the program, then start a web browser.

The good news is that the game interface between the "over the interwebs" web server and this local version are now practically identical.

While this has been tested with a couple of web browsers, I haven't tested it with all of the web browser combinations that exist "out there in end userland". If you find an issue with the interface, please let me know.

To start the program you either need to click on the program (windows will let you do this), or run it from a command line (the Linux xterm way).

Windows users can get a pre-compiled Win32 binary, but Linux users will need to build the program from the source code.

Linux users just need "make", "gcc" and a bunch of "headers and libraries" for your Linux OS of choice.

```
~/BMPSv0.80$ make
gcc -c main.c
gcc -c futils.c
gcc -c mutils.c
gcc -c mdialog.c
gcc -c menuraw.c
gcc -c httppost.c
gcc -c htmlskin.c
gcc -c gamelogic01.c
gcc -c gamelogic02.c
gcc -c gamelogic03.c
gcc -c statedata.c
gcc -c statefile.c
gcc -o BMPS main.o futils.o mutils.o mdialog.o menuraw.o httppost.o htmlskin.o gamelogic01.o gamelogic02.o gamelogic03.o statedata.o statefile.o
~/BMPSv0.80$
```

If that does not work, then there is always the online version at:

<http://108.61.218.181:1080/registration/> (to register)

<http://106.61.218.181:1080/dgames/> (after you have your username and generated your password).

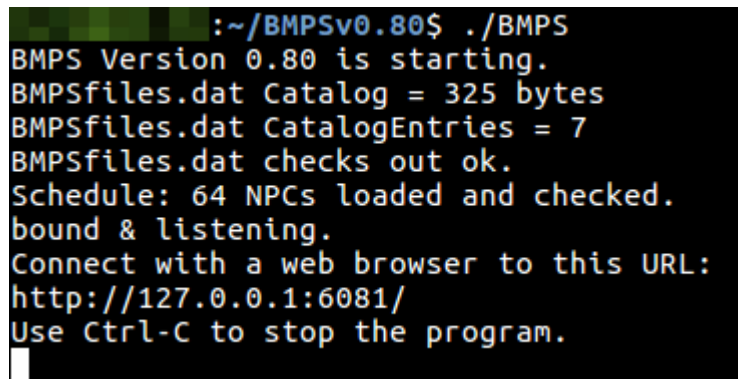
The local version will be an executable program. On a Linux command line, this consists of the following argument structure (Windows is similar, except it has the version number as part of the program name, and a .exe extension):

```
./BMPS [-D] [port] [IP Address]
```

The optional `-D` flag turns on debug mode (which is also referred to as cheat mode). In BMPS this just alters the "Give me a hint" menu.

The second optional parameter is the port number. By default the program selects port 6081. You can change it.

The third optional parameter is the bound IP address. By default the program selects 127.0.0.1 (if you don't specify it). Normally you would not have to change it. To set the IP address, you ALSO need to set the port number. Remember, Port comes first, IP address second.

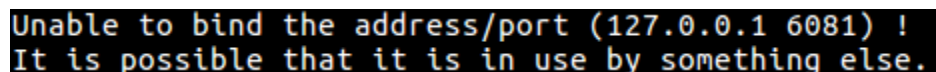
A terminal window with a black background and green text. The prompt is '~/.BMPSv0.80\$'. The user has entered './BMPS'. The output shows the program starting, checking files, and displaying a URL to connect to.

```
~/.BMPSv0.80$ ./BMPS
BMPS Version 0.80 is starting.
BMPSfiles.dat Catalog = 325 bytes
BMPSfiles.dat CatalogEntries = 7
BMPSfiles.dat checks out ok.
Schedule: 64 NPCs loaded and checked.
bound & listening.
Connect with a web browser to this URL:
http://127.0.0.1:6081/
Use Ctrl-C to stop the program.
```

If you don't supply any parameters, then the default port, IP address, and the fact that the program is not running in debug mode is selected.

Now with the program running, you can connect to it with a web browser. The URL is clearly shown by the program.

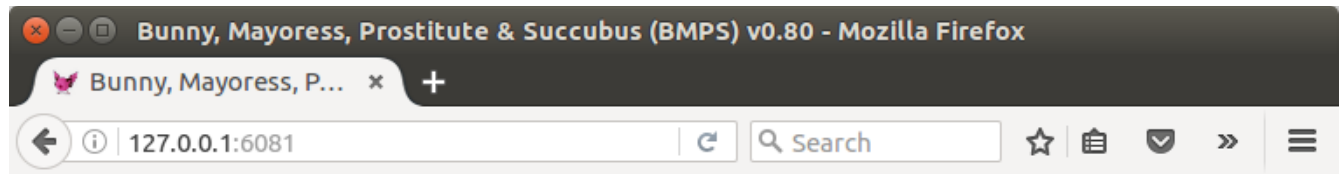
If there is a problem with binding to the IP address/port, the program will say so:

A terminal window with a black background and green text showing an error message.

```
Unable to bind the address/port (127.0.0.1 6081) !
It is possible that it is in use by something else.
```

Now all that you have to do is connect to the game with a web browser:

In the example provided here, it will be <http://127.0.0.1:6081>



Bunny, Mayoress, Prostitute & Succubus (BMPS). Version 0.80

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This text game has heavy adult and sexual content and is not meant for minors. At bare minimum, you should be above the "age of consent" to play this game. If you don't know what "age of consent" is, then close the web browser now.

**About BMPS** for information about this game, such as what it is about.

**Start a new BMPS game** to start a new game.

**BMPS credits** for people involved.

**BMPS spoilers** Hints, tips, spoilers and cheats.

**-Select to change skin-** : Changes the appearance of the game and menus.

Bear in mind, this is exactly the same menu system as the "over the interwebs" version. One difference is that you don't need to register to play this one (but it is a single player version only).

One feature that had to be added to the standalone version is the "-Select to change skin-" dropdown at the bottom, you can use that to change the game appearance from black on white (as shown here) to white on black, and change the font used.



A lot of aspects of this standalone version is the same as the Internet version.

>Start new game

:: select the difficulty ::

Easy = get 33 of 64 villagers to fully trust you.  
Medium = get 54 of 64 villagers to fully trust you.  
Hard = get all of the 64 villagers to fully trust you.

The bad ending occurs if any of the villagers, not including the previous mayor (Zeke), start being openly obedient to you, BEFORE you reach the required level of trust from the required number of villagers.

---

☐ Easy  
☐ Medium  
☐ Hard

Submit

---

Save Screen Main Menu

The game keeps some of the "previous dialog" available for you to scroll back and view. The game play menu consists of a set of radio buttons, and you can click on the links next to the radio buttons to select them (I hope that works properly now, as there was a bug affecting IE11).

When you select an decision option, the submit button below the list of radio buttons enables, and you can perform that action.

At the bottom of the window are the "Save Screen" and "Main Menu" buttons.

Exactly the same as the Internet version, the game has autosave turned on at all times now. If you close down the web browser, or close the mini-web server that is running in that other window, you can restart the game, and pickup from where you left off.

It should be noted that as you access the game with a web browser, the text output of the program is showing what is happening.

```
Connect with a web browser to this URL:
http://127.0.0.1:6081/
Use Ctrl-C to stop the program.
client 127.0.0.1 57578: GET /, S 200 done.
client 127.0.0.1 58090: GET /favicon.ico, File ico done.
client 127.0.0.1 58602: POST /, 26 posted bytes, S 200 done.
client 127.0.0.1 59114: POST /, 14 posted bytes, S 200 done.
client 127.0.0.1 59626: POST /, 17 posted bytes, S 200 done.
client 127.0.0.1 60138: GET /images/BMPS-Concept1-by-Inkeranon.jpg, File jpg
done.
client 127.0.0.1 60650: POST /, 18 posted bytes, S 200 done.
```

The game IS a mini-web server, so what you are seeing here is an overview interaction of you talking to the game with your web browser.

If you are familiar with HTTP status codes, you might notice there are 200's in there.

You may also see 500 HTTP status codes.. *(for example)*

```
client 127.0.0.1 24753: Invalid HTTP structure.. 500 done.
```

These can happen, more often than not, depending upon the the web browser and operating system combination that you are using. It seems to happen more often on windows systems.

Unless you see an actual 500 response in the web browser, it isn't anything to be worried about. Because the game is using browser side caching for the images, some web browsers have a habit of connecting to the game web server, then figuring out that they don't have anything to request right now, so the web browser does not send anything to the web server.

Yeah... I know, quite the discovery, and to think that there are millions of web browsers out there, doing the same thing to any unfortunate sites they are visiting over the Internet.

After a number of seconds, the web browser disconnects from the mini-web server, causing these "warnings", which result in 500 status return codes. This does not bother the game engine.

Because of this behavior, I had to turn off the server's ability to timeout the clients (otherwise you WILL see those 500 status returns with the web browser). This should not be a problem if you are playing the game with a local web browser.

If the game engine should happen to lock up (and I have not seen that yet), you can Ctrl-C the game engine, and start it again. The game will pick up from where you left off.

To close down the game engine, you just need to Ctrl-C in the text window.