

Xyla's Little Elven Adventure (XLEA).

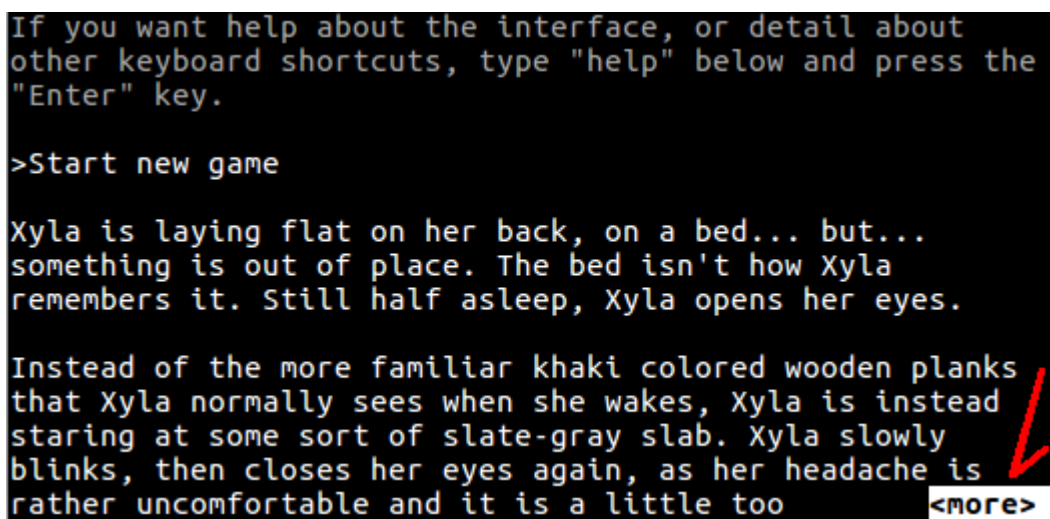
This is the "sort of helpful help" document.

The CURSES version of XLEA has a rather simple user interface. This interface consists of 3 modes.

## ::Text-scroll

This is where there is more text to be shown to the user than can fit in the screen window.

Note: you can resize the screen window at anytime.



```
If you want help about the interface, or detail about
other keyboard shortcuts, type "help" below and press the
"Enter" key.

>Start new game

Xyla is laying flat on her back, on a bed... but...
something is out of place. The bed isn't how Xyla
remembers it. Still half asleep, Xyla opens her eyes.

Instead of the more familiar khaki colored wooden planks
that Xyla normally sees when she wakes, Xyla is instead
staring at some sort of slate-gray slab. Xyla slowly
blinks, then closes her eyes again, as her headache is
rather uncomfortable and it is a little too
```

You can tell when you are in "text-scroll mode" by the inverted `<more>` in the bottom right corner of the window.

It should be noted that you can also "scroll up" into "dim text". The dimmed text is the previous actions/events that has happened. The game will only hold onto 64-kilobytes of previous text actions, so only the reasonably recent events/actions will be remembered.

And those events/actions are included in the save files, and restored when those files are loaded.

You can jump to the bottom of text using the "end" key, and to the top of the current text using the "home" key.

You can scroll the text up and down using the up and down arrow keys, as well as the page-up and page-down keys.

## ::Direct-input

This is the default command entry mode (unless you are using the -t command line switch when starting the program, in which case the default is "Arrow-selection")

You can tell when you are in "direct input mode" when the input caret (>) is bold. The other giveaway is the fact that the interface is telling you how many commands can match on this one action (in this example, there are 5).

```
than the wind in the distance, there are no other sounds...
either metallic or footsteps.


>Stand up

Xyla decides that she just cannot stay sitting all day.

"Let's see if I am hit with that spell again."

Xyla stands up, slowly, and looks around the cell. This time,
there is no hissing sound... no mist... and no sudden headache.

"Okay... so... where should I look next?.."

> 
+ 5 commands..
```

One of the features of the interface is auto-complete.

You can either use tab (or down arrow) to change to arrow-selection, or if you already know a short cut character, you can type it.

In the above example, only one of the actions begins with a "c", so just typing "c", the program completes the rest of the command.

```
Xyla stands up, slowly, and looks around the cell. This time,
there is no hissing sound... no mist... and no sudden headache.

"Okay... so... where should I look next?.."

>c
:Check out the chair?
```

The program asks below the entry prompt if "Check out the chair" is the action you want to take. Then you just press "Enter", and that is the action performed.

```
"okay... so... where should I look next?.."
>Check out the chair
Xyla turns around and looks over the chair that she was sitting
in.
```

If there is more than one command that starts with those characters, then the program will tell you the potential matches in the status line below.

```
"There has to be something more interesting to look at around
here."
>wa
+ 5 commands..
```

This is useful when used with "Arrow-selection".

The "delete" and "backspace" keys can be used to erase characters. Left and right arrows both enable you to navigate into an entered command. But it is far easier to use "Arrow-selection", if not the auto-complete function to enter commands.

## ::Arrow-selection

This used to be called "Tab-selection" because the hot-key to get into and out of this is to use the tab key. Once in "Tab-selection" mode, the up-down and left-right arrow keys are used to select between the potential commands.

If no characters were entered in "Direct-input" mode, then the entire list will be there.

If some characters were entered in "Direct-input" mode, then only the commands that start with those characters will be there. For example:

```
"There has to be something more interesting to look at around
here."
>Wait for a while
:command 1 of 5..
```

This is the interface showing that there are 4 possible actions (via the filter), and if we were to press "Enter" now, we will perform action 1 ("Wait for a while").

But there are another 4, and we can scroll through the list using the arrow keys.

```
"There has to be something more interesting to look at around here."  
  
>Walk over to the contraption  
:command 3 of 5..
```

Let's say (for this example) what we really wanted to do was "Walk over to the contraption". With this command shown, we press enter and..

```
"There has to be something more interesting to look at around here."  
  
>Walk over to the contraption  
  
The contraption is right next to the chair. As Xyla walks over towards to the contraption, she takes note of the distance between it and the chair that she woke up in.
```

.. that is the action.

## ::Hot-keys

During the game, there are a couple of hot-key combinations that are useful.

Ctrl-S (holding down the Ctrl key, while pressing the S key), is used to access the save screen.

You can save at anytime during the game.

To load a save file (of which there are limit of 9), you need to go back to the main menu and access the "Load previous game" menu entry.

Ctrl-U will take you to the main menu inside the game.

Note: if you have not saved the game first, you will lose it.

Ctrl-C and Ctrl-Q will allow you to quit from the game program entirely.

Note: The same as Ctrl-U, if you have not saved the game, you will lose it.