NAME
magicmapper – Real-time map display for MUD games

SYNOPSIS
magicmapper [**−ChlVv**] [**−H** *hostname*] [**−P** *port*] [**−p** *proxyport*] [**−S** [*version***:**][*username*[**:***password*]@]*hostname***:***port*] [**−w** *url*]

magicmapper [**−−copyright**] [**−−help**] [**−−host** *hostname*] [**−−local**] [**−−proxy** *proxyport*] [**−−port** *port*] [**−−socks** [*version***:**][*username*[**:***password*]@]*hostname***:***port*] [**−−verbose**] [**−−version**] [**−−web−base** *url*]

DESCRIPTION
The Ragnarok MUD has a long-standing history (since the early 1990s) of hosting a built-in mapping utility called the "magic map" which shows the locations each player has explored so far. The **magicmapper** program documented here provides a real-time map display during game play. Previous versions required the user to periodically download a PostScript or PDF file of their map to print or view indepentently.

The **magicmapper** provides two modes of operation. The default allows the player to use any MUD client of their choice, including **telnet**(1), using **magicmapper** as a proxy between the MUD client and the MUD server. In this mode, **magicmapper** intercepts map content, displaying it in a window it controls, while the rest of the MUD session is passed on to the MUD client.

Alternatively, **magicmapper** may be used in "local" mode, where it provides its own built-in MUD client rather than an external one, so the **magicmapper** program is the only software needed to play the game.

OPTIONS
The following options may be specified at the command-line to control the operation of the program. In cases where a short form of the option is provided (e.g., "**−v**,") it may be combined with other short options in a single argument (i.e., either "**−vl**" or "**−v −l**" are equivalent), and any value which is supposed to be given for the option follows it as a separate argument ("**−p 2222**") or as the remaining text after the option ("**−p2222**"). In the case of long option names, they must be given separately from each other, although values may be given as, for example, "**−−port=2222**" or "**−−port 2222**".

−C / −−copyright
Print the copyright and licensing information and exit.

−H / −−host=*hostname*
Connect to the MUD server at the given *hostname*. The default is **rag.com**.

−h / −−help
Print a short synopsis of the program usage and exit.

−l / −−local
Use the local built-in MUD client rather than acting as proxy for a separate MUD client program.

−P / −−port=*port*
Connect to the MUD server on the specified TCP *port*. The default is **2222**.

−p / −−proxy=*port*
Open a local TCP port on the specified *port* number, to accept connection from the external MUD client. The default is **2222**.

−S / −−socks=[*version***:**][*username*[**:***password*]@]*hostname***:***port*
Connect through the SOCKS proxy at the given *hostname* and *port* to make connections with the MUD server and web server. If *version* is specified, it indicates the version of the SOCKS protocol in use. Supported versions are **4**, **4a**, and **5**. Version 5 is assumed by default.

If a username and password are required to log in to the SOCKS server, they may be specified before the *hostname* as, for example:

−−socks=alice@proxy.example.org:1080

or

−−socks=alice:mypassword@proxy.example.org:1080

−V / −−version

Print the **magicmapper** version number and exit.

−v / −−verbose

Add extra debugging information on the program's standard output. Specifying this option multiple times increases the verbosity.

−w / −−web−base=*url*

Fetch map and image content from the MUD's web server. The URL for this content starts with the specified *url* followed by the specific file structure required by the map content being fetched. The default is **https://www.rag.com/magicmap**.

PROXY OPERATION

The default mode of operation for **magicmapper** is to display maps in a side window while you use a separate MUD client program to play the actual game. If you invoke

$ magicmapper

with no other options, it will assume it is connecting an external client program to the Ragnarok MUD system. Configure your MUD client (telnet, zmud, whatever) to connect to port 2222 of **localhost** (127.0.0.1) and start it *after* you start **magicmapper**.

If you wish to use this with a different server, or use a different local port to connect your MUD client to, you may arrange this by giving the options documented above.

LOCAL OPERATION

If you wish to use the local MUD client built in to **magicmapper**, just invoke it with the **−−local** option:

$ magicmapper −−local

This will open a split-screen window where you can type commands at the bottom while the MUD game text continuously scrolls in the upper window.

SEE ALSO

magicmap(5).

VERSION

This document describes version 6 (V6) of the Ragnarok Magic Map system. The version numbers of the various public tools are kept in sync with this major revision number. The tool version referenced here is 6.0.

HISTORY

The **magicmapper** command first appeared in version 6.0.

AUTHORS

The magicmapper was originally created by Ron Lunde, then subsequently rewritten and enhanced by Steven Willoughby, with help from Polyone.

NOTES

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