TASA Instructions 0.1Beta (By Gerwyn Jones)

PREFACE

You will need A Traveller Rule Book (Preferably Mongoose)
Java 1.8 must be installed on your System
Requires min of 2GB memory and A Graphics Card (Windows 7,8,10) or (a good Mac/Linux system)
Warning->(There is no Copy And Paste Redo Undo Implemented Yet)

Screen Convention

Left Mouse Button ->Selects

Middle Mouse Button ->Deletes Selected Item

Right Mouse Button ->Deselects

Rotating Wheel -> Zooms (Only in Draw Star Ship Map)
Rotating Wheel -> Move A->P or P->A (Only in Sector Selection Map)

Holding Down Shift ->Moves Screen (Only in Draw Star Ship Map)

Control -> Expands (Only in Draw Star Ship Map)

W,A,S,D -> moves 3D Aspect (only in Probe or Produce Screens)

Arrow Keys -> move 3D Camera (only in Probe or Produce Screens)

File Convention

Files Are Exported as Text and HTML
Images Are Exported as .PNG

Files Are Saved in 4 formats

.TSEC	Sector Maps (Found in User Defined Folder)
.TWF	World Survey File Maps (Found in User Defined Folder)
.TSF	Ship Design File (Found in User Ships Folder)
.TSM	Ship Design Deck Plan Maps File (Found in User Ships Folder (if a Deck Plan is Saved))

Sectors Are Imported from Text File (If Used)
Sector.txt would contain the following directions

Sector A.txt
Sector B.txt
Sector C.txt
Sector D.txt
Sector E.txt
Sector F.txt
Sector G.txt
Sector H.txt

Sector I.txt
Sector J.txt
Sector K.txt
Sector L.txt
Sector M.txt
Sector N.txt
Sector O.txt
Sector P.txt

in each sector file would contain the following format (Note no Spaces or Strange Symbols Allowed us - if you need Letter Space in World Name)
example Binary.txt

name of world	local	UWP	Temperature GGiants and Belts
Sarage	05 08	B440523-C	T G B
Auitawry	07 10	A5668XA-F	T G B

<space must be added for the EOF of the end of the file

NOTE

Mac and Linux Users please download Java SDK & NetBeans from Oricle to Compile for Your System...
The Program Has Only Been Tested on Windows (7,8,10) and Linux (so far).
Star Ship Deck Plans Have Not Been Fully Tested on Larger Than 300 Tons...

BEGINNING

At the start of the program you will be given four button options in the splash screen,

At this point the program will expect you to choose one of the options...

1. Character

This option allows you to generate random characters with homewolds and career history it only supports Human and Vargr but Other races will be available soon. The names of the characters can be inputed and used or names can be generated randomly (This is done using the Solomalani.txt file and any word forms you would like to use for your campaign style should be reposited here.)

2. Civilian Star Ship

This option allows you to design a star ship according to the rules born out in

Mongoose Publishings Traveller 1st Edition. Then once you have designed the ship you can start drawing the deck plans using the components you have place in your ship design. In the Map Builder you can view a rendering of the star ship in 3D using the Produce 3D image.

3. Sector Map   This option allows you to fill a sector map with as meny world codes you wish, you can name and randomise them as well as Import them via Text File(.txt). An Image of the sector can be exported allong with text file list implamentation. Save and Open sector files as well as a auto survey of any choosen world.

4.Survey World System

This option allows you to survey world codes, using the System developed by Digest Group Publication For GDW's MEGA TRAVELLER. As well as control of the maps you generate it also enlarges each dodecahedron (d20) side of the world into large map images. It produces population data and random animal tables for common life forms found on the world if it has life. These are saved in both text and HTML format for use in your scenario or campaign. In 64 bit mode if you have more than 8 GB of memory it can try to survey the whole star system for Population an Life and all companion star systems also. Weather tables for each world are automaticly generated to give the GM more data on what the world is like to live on.

Characters

Using standard Mongoose Publishings Traveller 1st Edition character generation this programming interface allows you to generate character sheets for PCs or NPCs within a second. You can save any character you like in the file menu and they are Exported as Text and HTML (in the "Characters" Folder of your "TravellerApplication" Folder).

To generate a character you have 4 major rolling convensions.

1. Random NPC   This generates a complete random npc with random name and homeworld using standard 2d6 method for attributes and any character preferences can be choose and used (eg. Career Commands)

2. NPC   This generates a complete npc with the name and homeworld chosen by you using the command input to the right of the window, standard 2d6 method for attributes and any character preferences can be choose and used (eg. Career Commands)

3. Random PC   This generates a complete random pc with random name and homeworld using a best practice method of first over 5 in 5 rolls 2d6 method for attributes and any character preferances can be choose and used (eg. Career Commands)

4. PC   This generates a complete npc with the name and homeworld chosen by you using the command input to the right of the window, best practice method of first over 5 in 5 rolls 2d6 method for attributes and any character preferances can be choose and used (eg. Career Commands)

Once you have a character you like, you can do a standard survey of their homeworld if you wish, this survey will be stored in the Characters folder of the TravellerApplication folder under the characters name. The progress of the survey can be monitored in the label marked progress (once finished it should go back to 0%).

On the right of the screen are the character controls these control the names, homeworlds and career choices the character makes as it goes through the random process of generation.

<u>Ambition</u> Level controls how old the character may be at the end of generation. High ambition means the character will look for work until he is no longer of use, but ends up with high levels of benefits and experience and low statistics through aging,while low ambition can cause a character to enter only one career and have no benefits and little actual experience but have is health still intact.

<u>History</u> prints history to the screen text area that holdes the characters statistics. The characters history is divided into Career History, Mishaps and Life History (This may not be important if you are using it for NPC's the choice is yours)

The careers your character atempts to join are controled by adding career Commands to the Career Command List, depending on your added commands the character will try to join and make a career out of that command. If the character fails it will join another career or Move to the next command, If the character leaves a career and there are more than one command he may depending on

ambition and health atemt to join the next. If you do not like the characters attributes or skills or anything at all the command will stay there until reset. So if you wanted to create cops to hound a criminal pc then you could just place the agent command in and export any characters that fit the Bill.

Tip: (Make sure you move important characters and files to your Campaign folder to prevent needless confusion, as up to four character files can be saved per character)(eg. Homeworld, .TXT, .HTML and .TCF)

Solomanise Language

Vilanise Language

The Two language buttons help you randomise or humanise the random word generator, if you find the names your getting are alien or noisome click Solomanise them, if you want an Alien sounding name click Vilanise. If you wish you can change all the language data by opening the Solomalani.TXT file and add or remove word lists, you could even just copy and paste your faverate Science Fiction and try those word sylable combinations. But you should have some words in this file as it is loaded when the program is run.

Character Name   Random Name

Gadtha Hreqijo

Home World   Load Home World

Sector Name   Random   Select Home World

Ndrose

Sub Sector Name   Random

Ckcase

World Name   Random

Belltriou

UWP   Random

A434640-A

The characters name and the name and UWP code of his homeworld is set by the bottom part of the right hand side of the screen. Random names and random codes can be given and homeworlds can be loaded or selected from a stored sector map. The character must be named before generation but if you wish to change the name latter on you can open the saved files and rename the character. The .TCF file should be intelligable if you are familiar with the character sheet.

the following character is in the example..

Name: Kstecu Hohahu Age: **26** Race: HumanHome World : Kskakimi Xmuinsno 0 0 C148530-6Career: nullCareers: Agent Intelligence for 2 terms**STR: 8 : 0DEX: 7 : 1END: 6 : 0INT: 8 : 0EDU: 5 : -1SOC: 5 : -1**Skills:**Animals : 0Admin : 0Physical Science : 0Streetwise : 0Drive : 0Investigate : 1Computers : 0Recon : 1Gun Combat : 0Deception : 1Stealth : 1Pilot : 1**ContactsAlliesPatronsEnemiesBenefits Benefit Money 10,000crPortfolioMoney :**10000** creditsPension :0 creditsShip Shares :

and can be Edited in text or HTML editors freely available with OS or Downloaded Online.

The .TCF system file can be editted as Text but make a copy first just incase a mistake is made, A Character editor will be available soon...
This is the important stuff at the beginning of the file....

{0}{0}{:Human}{:Kstecu
Hohahu}{**8,7,6,8,5,5**,0,0,8,0}{**0,1,0,0,-1,-1**,-3,-3,0,-3}{**26**}{false}{0}{0}{12}**{:Animals}{0}{:Admin}{0}{:Physical Science}{0}{:Streetwise}{0}{:Drive}{0}{:Investigate}{1}{:Computers}{0}{:Recon}{1}{:Gun Combat}{0}{:Deception}{1}{:Stealth}{1}{:Pilot}{1}**{1}{: Benefit Money **10,000**cr}

SECTOR MAP

The sector map Interface is used for Selecting worlds in a Sector and Editing of the Sector Data, so be aware that if you edit a sector make sure you have a backup in your campaign folder for reference, if a mistake is made and you have saved the data it will erase the old with a new copy. It is used in the character program interface to select homeworld UWP data from a sector map, and also by the world builder program to select worlds to survey.
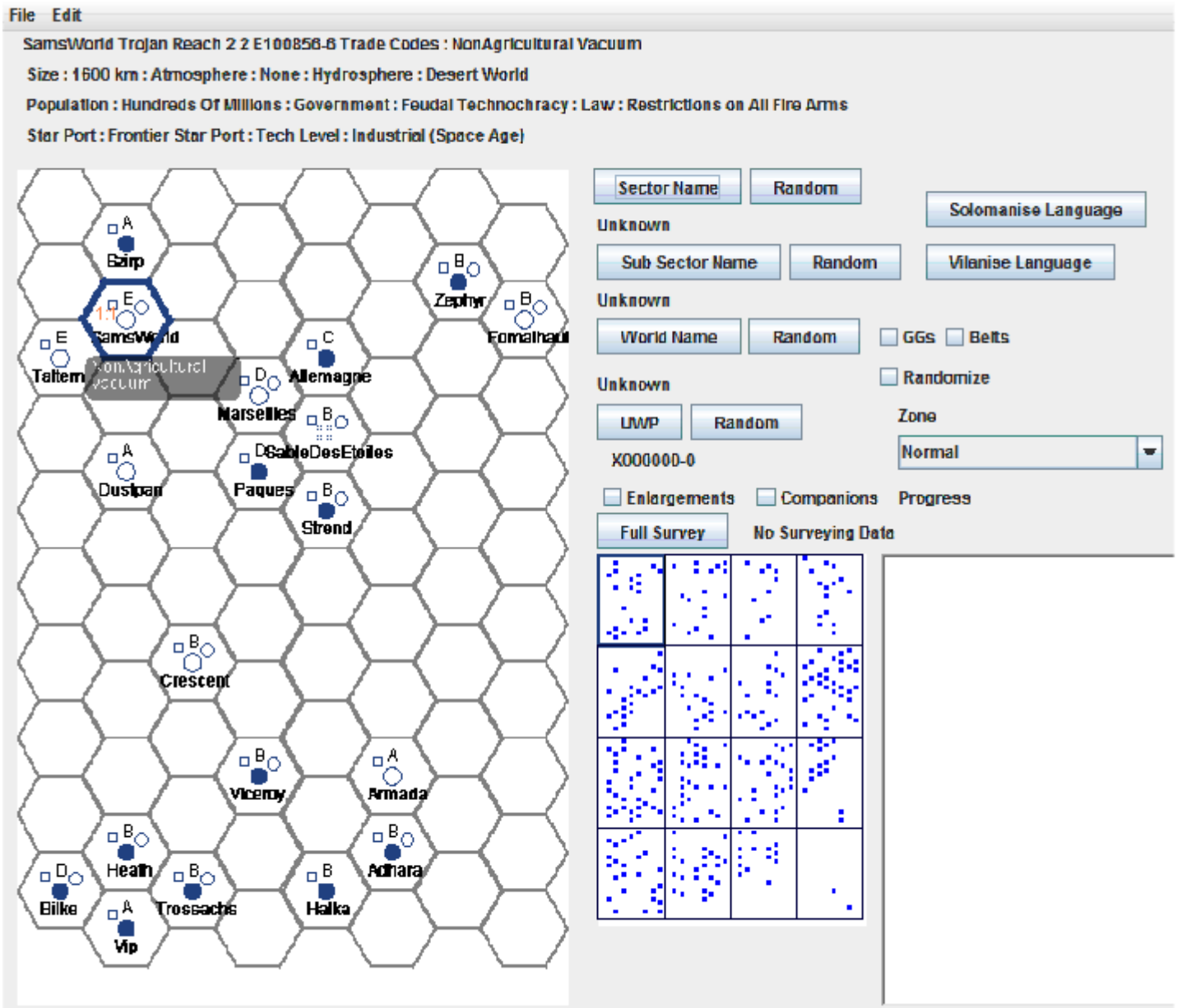
Most of its interface should be familiar to you each sub sector map is showen on the left part of the screen and the details of each world are displayed at the top of the screen.

The mouse controls a Hex cursor that once placed on a world displays its Data And Codes. With the middle mouse roller you can roll through and back through the sub sector alphabeticaly. Pressing the middle button on a world will delete it, so mind your trigger finger. Pressing the left mouse button will select a world and its data will be displayed into the world data editor and you can change any of the worlds data or if you are selecting this data it will be placed into the calling program,(eg World Builder or Characters Homeworld). Pressing the Right Mouse button cancels your selection replacing it with another Random World.

The File Menu

Load reloads the current sector if it has been saved.
Open opens any .TSEC file data for editing
Save saves the sector as a .TSEC file

Import loads sector files as text data.

Export saves a .PNG file of the sector map and a text version of the sector and sub sectors used for import and creates folders for world survey by sub sector.
Export And Survey exports does a world survey on the current world,Subsector or Whole sector (This may take some time and has not been tested!)

The Edit Menu

Random World Places a random world in a random location in the current sub sector, the quick key is control F1.

Random Sub Sector Fills the current Sub Sector with random worlds in random locations the quick key is control F2.

Random Sector Fills the current Sector with a random number of worlds in random locations the quick key is control F2.

Clear Sector Clears the current Sector leaving it empty quick key is control Alt Delete.

Clear Sector Clears the current Sub Sector leaving it empty quick key is control Shift Delete.

The Sector Map can also be navigated by clicking on the sub sector square in the dot matrix representation of the whole sector.
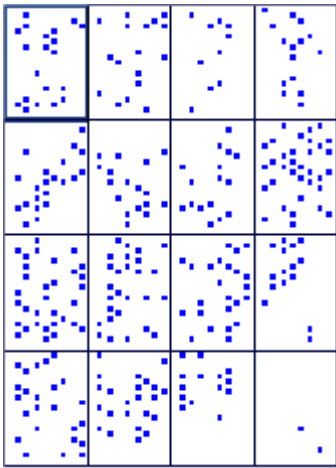
☐ Randomize   If the randomize option is On every mouse selection click on a empty hex produces a new random world and places it inside that hex.
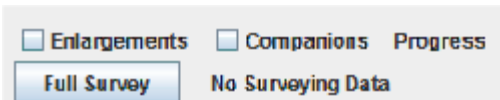
☐ Enlargements   ☐ Companions   Progress
Full Survey   No Surveying Data   The program will also survey any world you have selected by pressing the Full Survey Button and the progress will bw marked in the label next to the button. It will be exported into a file marked Survey in the TravellerApplication folder.

Survey World System
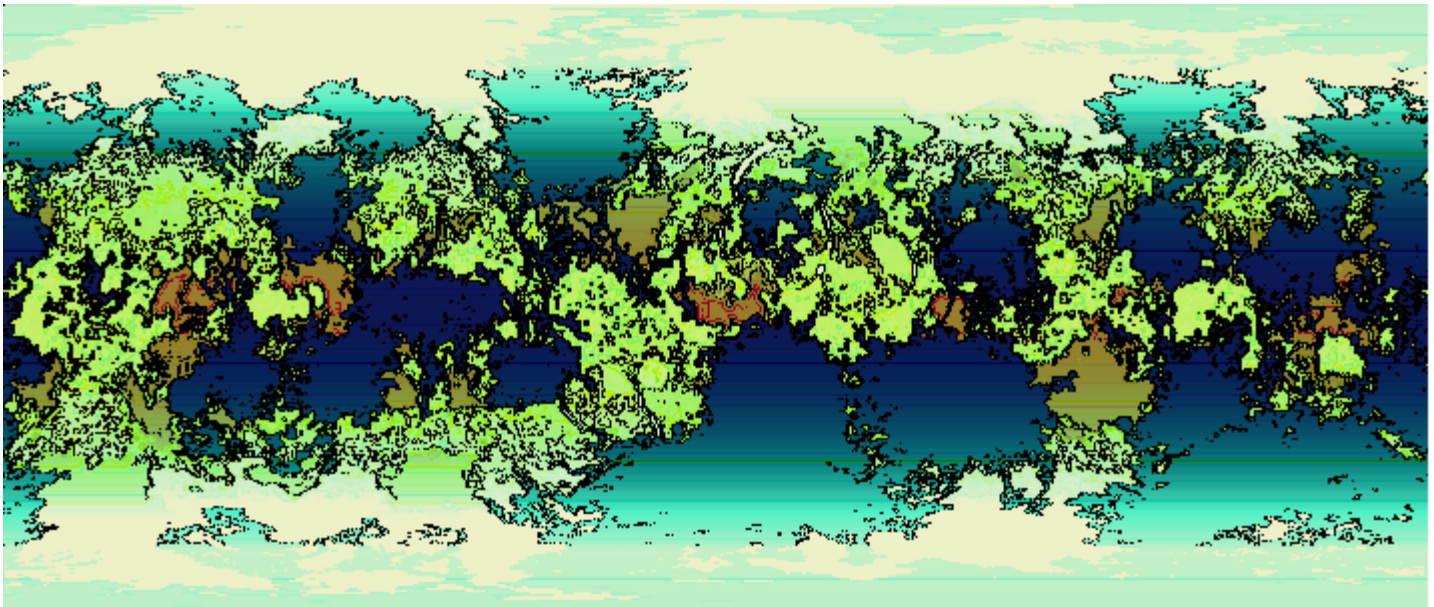
The SWS or world builder is a Random World generation and Survey system for almost any Traveller scenario or campaign, the data produced is random and the best way to use it is with a pinch of salt. The data much like a characters data sheet can be interpreted in any way the GM feels fit, it can be taken or left depending on the GM's game its up to the user what data is used and what is not. The system can be seeded if you do not wish to save data (as the data can be saved faster than it Loads). But the seed may be (I believe?) different on different machines as the random numbers generator is somtimes specific to that machine.

The GUI for the world builder is big and most of it you may not wish to use and companion stars and bodies of interest are disabled on 32Bit Mode.

File   Edit

| Sector Name | Random |

Trojan Reach

| Sub Sector Name | Random |

Menorial

| World Name | Random |

SamsWorld   Zone

| UWP | Random | | Normal ▼ | Hex Divisions

E100856-6   ☐ GGs ☐ Belts   ☐ Randomize

Noise   27
Smoothness   27

Solid Hex   32

Light Hex   32

                               5

| Survey World | ☑ Population ☑ Animals ☐ Seeded
| Regenerate Worlds | ☐ Bodies Of Interest   ☐ Companion Stars

Progress 0.0%

| << | >> | SamsWorld-Gamma- Trojan Reach 0 0 E100856-6-[NonAgricultural Vacuum]

☐ Auto Enlarge
☐ Enlargement Atmosphere
| Enlarge All Maps |
☑ Natural Color
☐ World Hexes

| Draw Enlargement Maps |
| Select World |

| Load World |

| Redraw Map |
| Draw Hex Map |

| Probe |

Gas Giants 4
Asteroid Belts 5
Planets 1
Dwarf Planets 8
Star SubGiant K5
\Trojan Reach\Menorial\
Orbits Found 17
World E100856-6
Gas Giant
Dwarf Planet X100000-0
Dwarf Planet X400000-0
Planet X520000-0
Gas Giant
Dwarf Planet X450000-0
Dwarf Planet X560000-0
Belt X004000-0
Gas Giant
Dwarf Planet X100000-0
Dwarf Planet X307000-0
Belt X006000-0
Belt X000000-0
Belt X000000-0
Belt X000000-0
Gas Giant
Entering System
Surveying World E100856-6
No Life Found
Survey Complete

SamsWorld-Gamma- Trojan Reach 0 0 E100856-6
Size: 1600 km Atmosphere: None Liquid: Desert World
Frontier Star Port Population: Hundreds Of Millions Government: Feudal Technochracy Law: Restrictions on All Fire Arms Tech: Industrial (Space Age)
Temperature: Molten 543C Stars: 1 Gas Giants: 4 Asteroid Belts: 5 Other Worlds: 1 Small Worlds: 8 Orbit: 3 Modifier: Near Edge -1

| Sector Name | Random |

Trojan Reach

| Sub Sector Name | Random |

Menorial

| World Name | Random |

SamsWorld   Zone

| UWP | Random | | Normal ▼ |

E100856-6   ☐ GGs ☐ Belts

You should be familliar with the world interface and it works much like it does for Characters and Sectors.

The Survey World button will survey the world if no world maches the file for the world data folder (eg.Euya-Gamma- Unknown 0 0 X867000-0) will not write over (Euya-Gamma- Unknown 0 0 X867000-0) but if the random Greek letter position of the world is (Euya-Beta- Unknown 0 0 X867000-0) a new survey is made. The tick boxes are parameters Seeded is used to seed the random number generator to the name and code of the world(This should produce the same world from the same name and UWP code).

The bodies of interest surveys in 64bit mode has any planet that has people or animals on it including moons and gas giant moons surveyed, while companion stars surveys any companion solar systems (Max of 5) that could be rotating round the central star (If so a .PNG of the companion systems will be Saved in the folder), Its not a good Idea to save/load while using Bodies of Interest as the files can become large. Its better to use seeded values or not save the world as a .TWF at all.

The Redraw Map will redraw and save the currently selected map with new Smooth and Colour settings. And the Draw Hex Map does the same, but also adds hexes for strategic game play. These files are copies and are saved straight into the TravellerApplication folder and can be written and overwritten if not moved to your campaign folder.

Below the progress label are two buttons they select the current map and << moves back and >> moves forward and each map can be individually drawn in the enlargments folder or as Hex Maps and Natural Colour Maps rather than the Default Temperature Map. The label to the right indicates the current map world data and UWP code.
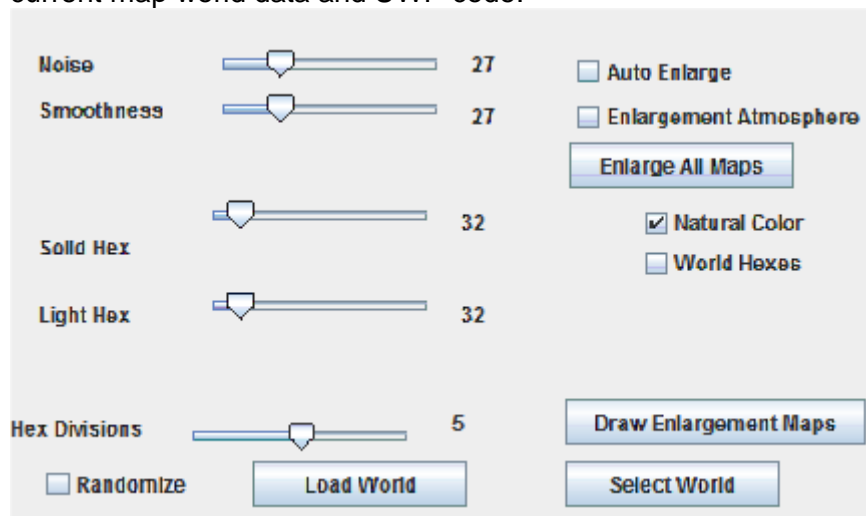

The color and enlagement sliders and buttons are used to change the default setting of the survey and enlarge selected maps acording to these values. Noise controls the amount of noise used for the enlargement maps so if you wanted a flat even map it would be low and if you wanted a rough chaotic map it would be set high. The smoothness is the bit value for the bit seperator and is used to add or remove contours from the final image(This is an image effect unlike the Noise which is a Map Enlargement Effect).

Solid and light hex control how solid or how light or dark the hex map is drawn to the enlargement maps and Hex Divisions deturmins the number of Hexes per planet hex map Hex. If World Hexes tick box is selected then included in the map there will be drawn the world hexes too. Auto enlarge goes straight to enlarge after the maps are drawn and Enlargement Atmosphere Colorizes the maps so they appear in atmosphere(for use with Dark hexes). The enlarge all maps will draw enlargement maps for all maps that

are in the last survey.

Note(Enlargement maps will be written over if they already have been drawn in your survey file so if you intend combining them Move Them To Another File or Rename Folder).
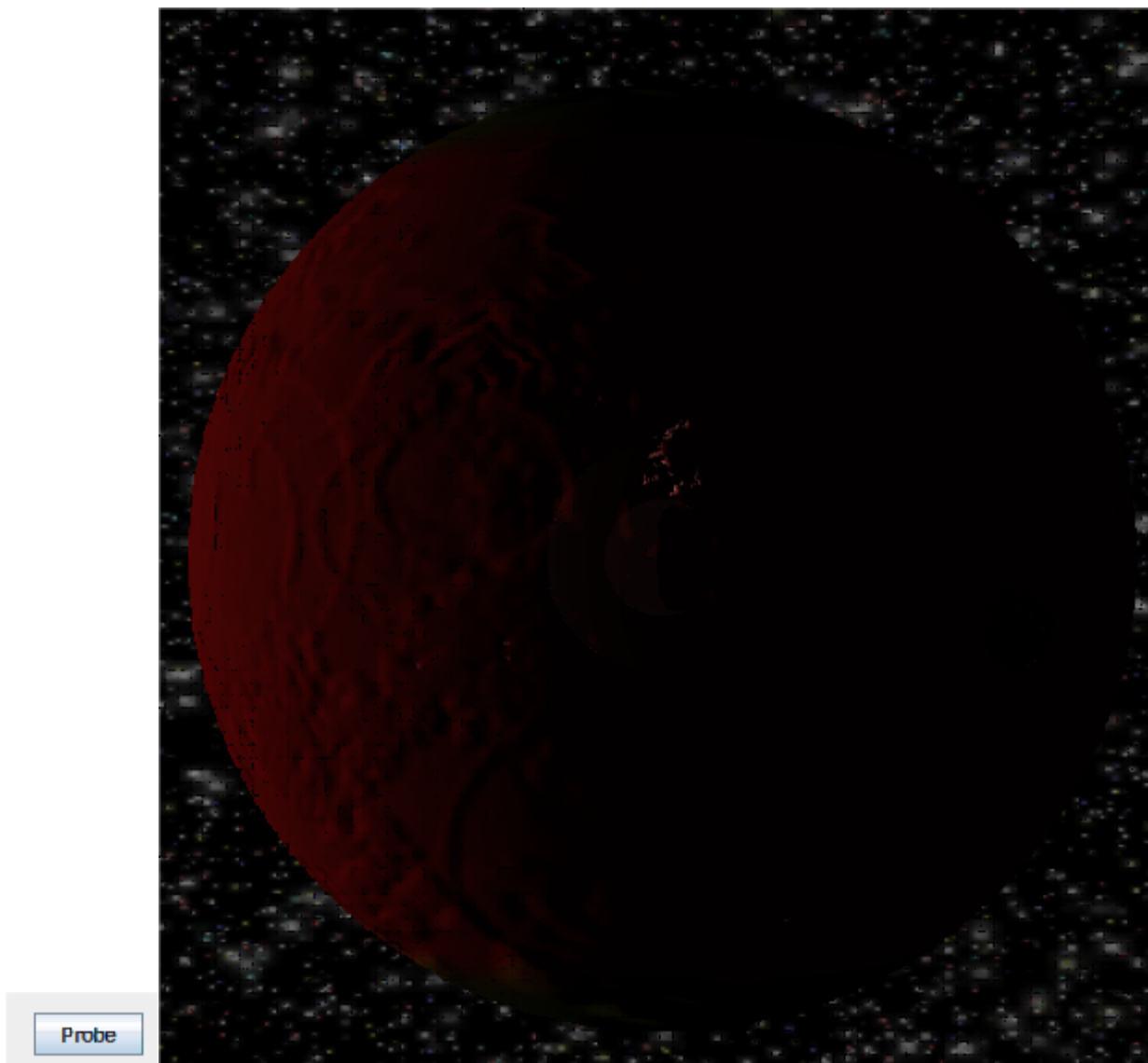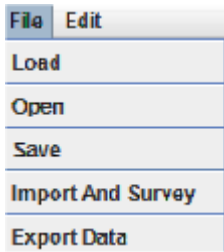
The probe button draws a 3D rendering of the world and save .PNG files for the world to be used in Shaders and Blenders. W and S zoom in and out A and D rotate camera orbiting the world while Up and Down look up and down and Left and Right cause a stationary or Tidal lock rotation in a stable orbit(Night and Day).