



DM Guide

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1) Introduction to UOA

The Universe of Arlandia (UOA) module is based on a special dynamic system which makes it be infinite and unlimited. Areas, creatures, resources, and much more, everything is unlimited. This is supposed to induct a special behaviours for the DMs not to brake the equilibrium of the module.

The next chapters will explain shortly the points the DMs must take attention at. For more informations, questions or suggestions, check the forum (<http://www.simtotal.com/uoa/forum>) or contact the author (TheRack - mr.simtotal@simtotal.com).

2) How to use the standard DM tools and shortcuts

- "**Chooser**" : use this button only to check the creatures in an area or to take creatures from the limbo. Don't teleport yourself with the chooser, use the DM tool instead !
- "**Creator**" : no limitation in using this menu.
- "**Show Triggers**" : no limitation in using this menu.
- "**Appear/Disappear**" : You will need to appear each time you will be asked to write in the message field.
- "**Pause**" : no limitation in using this menu.
- "**Difficulty slider**" : Don't change it !

Other DM options :

- "**Jump**" shortcut : don't use it to jump yourself to a player. Use the DM tool instead.
 - Radial options "**Jump all players to point**" and "**Jump player to DM**" : you must stay in the area until the first of the teleported players enter it, otherwise the area will lose its number and the players will remain lost in an "no-mans-land" area.
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3) How to use the UOA DM tool

A) With target :

1. "**Animations/Effects**" : apply several animation or effects on creatures.
 2. "**Appearances**" : change the appearance of a creature.
 3. "**Cavalry**" : make a creature (humanoids) mount or dismount a horse
 4. "**Debug**" : this option should only be used for the tests.
 5. "**Destroy**" : destroy the object.
 6. "**Duplicate**" : duplicate creatures.
 7. "**Faction**" : change the creature faction.
 8. "**Flee**" : make the creature flee or no longer flee (toggle option)
 9. "**Henchman**" : make the creature a hench (toggle option)
 10. "**Leader**" : make the creature a leader (toggle option)
 11. "**Level up**" : give a level to the creature (works only on creature basically level 1)
 12. "**Name**" : change the creature name
 13. "**No name**" : hide/show the creature name (toggle option)
 14. "**Persistent**" : make the creature persistent (toggle option)
 15. "**Stabilise**" : when dying, the creature will slowly recover to 1 HP
 16. "**Stock**" : stock the creature in the DM database
 17. "**Transform**" : transform the creature into another
 18. "**Wandering**" : the creature will start/stop wander alone (toggle option)
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20. "**AREA MODE**" : activate/unactivate the Area mode (toggle option) : the options will apply on all creatures of the same type as selected in a radius of 10 meters.

Note : some options will be unavailable depending on what creature is selected.

B) Without target :

1. "**Creatures**" : recall, destroy or make land the creatures you have stocked in your DM database (see "Stock" option in the A section)
 2. "**Place**" : place camps, interests, scenery, stores in the current area.
 3. "**Players**" : see all the players (included other DMs) currently playing in the server. Clicking on the player name will teleport the DM to it. Use this option to teleport yourself to a player !
 4. "**Sound**" : play sounds or change the current sound ambiance.
 5. "**Teleport**" : teleport to another place, choosing the right option. The DM must appear when using the "Custom location" option.
 6. "**World**" : act on several options changing the current settings of the world or of the area. The "debug" options has to be used carefully.
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4) **Credits**

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