

## 手册 Manual

在 game 文件夹下，查看和修改'keys.txt'来控制游戏按键。游戏中经常用 j 键打开查看玩法提示。如果您有多个显卡，请设置 libs 文件夹下的 panda111.exe 采用高性能 GPU 运行。游戏作弊码(通过回车键激活)如下表：

Keys are configured in 'keys.txt' under the 'game' directory. In the game, if you don't know what to do, always press 'j' to see hints. If you have multiple video cards, please set the panda111.exe under libs folder to run with high performance GPU.

Press Enter can invoke console for cheats.

Cheat code:

Code	Function
additem [0 1 2 3 4 5]	Drop random item
place {NPC name} {plot name}	Activate plot on NPC
move {NPC name} {x,y,z}	Move NPC to position (x,y,z)

NPC names and plot names can be seen from console outputs if you are running the game from cmd.

For non-Chinese players: All plots are in the form of xml files under the 'game\levels' directory, you can translate and modify those Chinese characters. But please do not add any punctuations apart from , and .

音乐音量大小在 game 文件夹下的 music\_volume.txt 设置。Music volume can be changed by modify the file music\_volume.txt under the game folder.

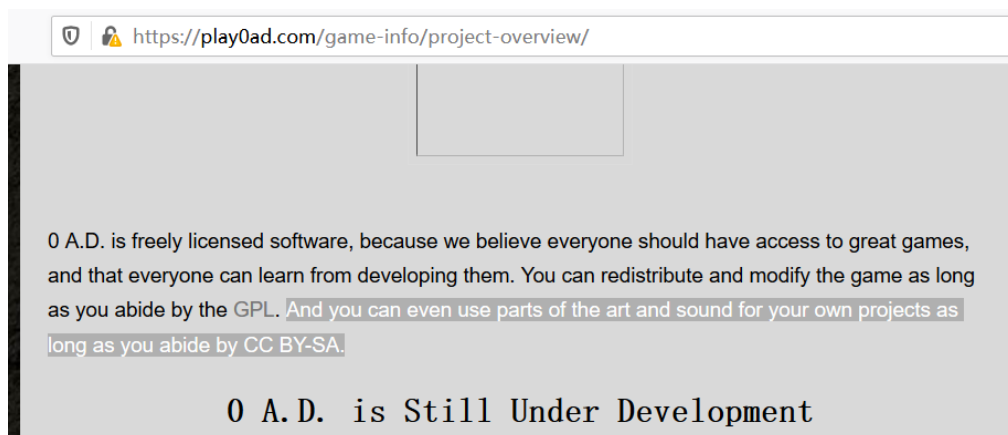
## License

This game includes files from several CC series copyrighted.

Under the directories 'musics/peace' and '0addata' under the game directory. All ogg files are from this project:

<https://play0ad.com/>

They are distributed under this license.



Under the 'animation' directory, models and animations are created by Makehuman software and Blender 2.79. Resources created by Makehuman users and are used, these used resources

are distributed under CC-BY license and CC0 license.

Links of these resources are:

<https://www.blender.org/>

<http://www.makehumancommunity.org/>

[https://download.blender.org/demo/test/pabellon\\_barcelona\\_v1.scene\\_.zip](https://download.blender.org/demo/test/pabellon_barcelona_v1.scene_.zip)

[http://www.makehumancommunity.org/content/user\\_contributed\\_assets.html](http://www.makehumancommunity.org/content/user_contributed_assets.html)

[http://www.makehumancommunity.org/clothes/elvs\\_clubdress\\_2.html](http://www.makehumancommunity.org/clothes/elvs_clubdress_2.html)

[http://www.makehumancommunity.org/clothes/elvs\\_long\\_halterdress1.html](http://www.makehumancommunity.org/clothes/elvs_long_halterdress1.html)

[http://www.makehumancommunity.org/clothes/ghandi\\_gown.html](http://www.makehumancommunity.org/clothes/ghandi_gown.html)

[http://www.makehumancommunity.org/clothes/elvs\\_daisy\\_hair1.html](http://www.makehumancommunity.org/clothes/elvs_daisy_hair1.html)

[http://www.makehumancommunity.org/clothes/french\\_braid\\_01\\_variation.html](http://www.makehumancommunity.org/clothes/french_braid_01_variation.html)

[http://www.makehumancommunity.org/clothes/leather\\_boots.html](http://www.makehumancommunity.org/clothes/leather_boots.html)

[http://www.makehumancommunity.org/clothes/armored\\_corset\\_wonder\\_woman.html](http://www.makehumancommunity.org/clothes/armored_corset_wonder_woman.html)

[http://www.makehumancommunity.org/clothes/vambraces\\_wonder\\_woman.html](http://www.makehumancommunity.org/clothes/vambraces_wonder_woman.html)

[http://www.makehumancommunity.org/clothes/armored\\_boots\\_wonder\\_woman.html](http://www.makehumancommunity.org/clothes/armored_boots_wonder_woman.html)



















[http://www.makehumancommunity.org/clothes/bracelet\\_wonder\\_woman.html](http://www.makehumancommunity.org/clothes/bracelet_wonder_woman.html)

<http://www.makehumancommunity.org/skin/stonebuddha.html>

And there are of course the PANDA3D software ([www.panda3d.org](http://www.panda3d.org)) and tobspr's render pipeline:

<https://github.com/tobspr/RenderPipeline>

RenderPipeline include following files (under the 'game' directory):

 config	2020/7/16 16:21	文件夹
 data	2020/7/16 16:21	文件夹
 effects	2020/7/16 16:26	文件夹
 rpcore	2020/7/16 16:26	文件夹
 rplibs	2020/7/16 16:27	文件夹
 rpplugins	2020/7/16 16:27	文件夹
 samples	2020/7/16 16:28	文件夹
 toolkit	2019/12/11 12:53	文件夹
 .flake8	2019/12/11 12:53	FLAKE8 文件
 .gitignore	2019/12/11 12:53	GITIGNORE 文件
 .pylintrc	2019/12/11 12:53	PYLINTRC 文件
 .travis.yml	2019/12/11 12:53	YML 文件
 __init__.py	2019/12/11 12:53	PY 文件
 LICENSE.txt	2019/12/11 12:53	文本文档
 README.md	2019/12/11 12:53	MD 文件
 setup.py	2019/12/11 12:53	PY 文件
 start_daytime_editor.py	2019/12/11 12:53	PY 文件
 start_plugin_configurator.py	2019/12/11 12:53	PY 文件

The libs folder contains a minimal Python environment that runs the game. It is distributed under the python software foundation license.

Apart from files mentioned above, other files and codes are copyrighted to the game author Zhiyang Xiang (email [sbxzy@foxmail.com](mailto:sbxzy@foxmail.com)). Please contact the author if any of your arts are not listed above. If you want to use models, sounds or other code stuff created by the author in your own projects, also contact [sbxzy@foxmail.com](mailto:sbxzy@foxmail.com).

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