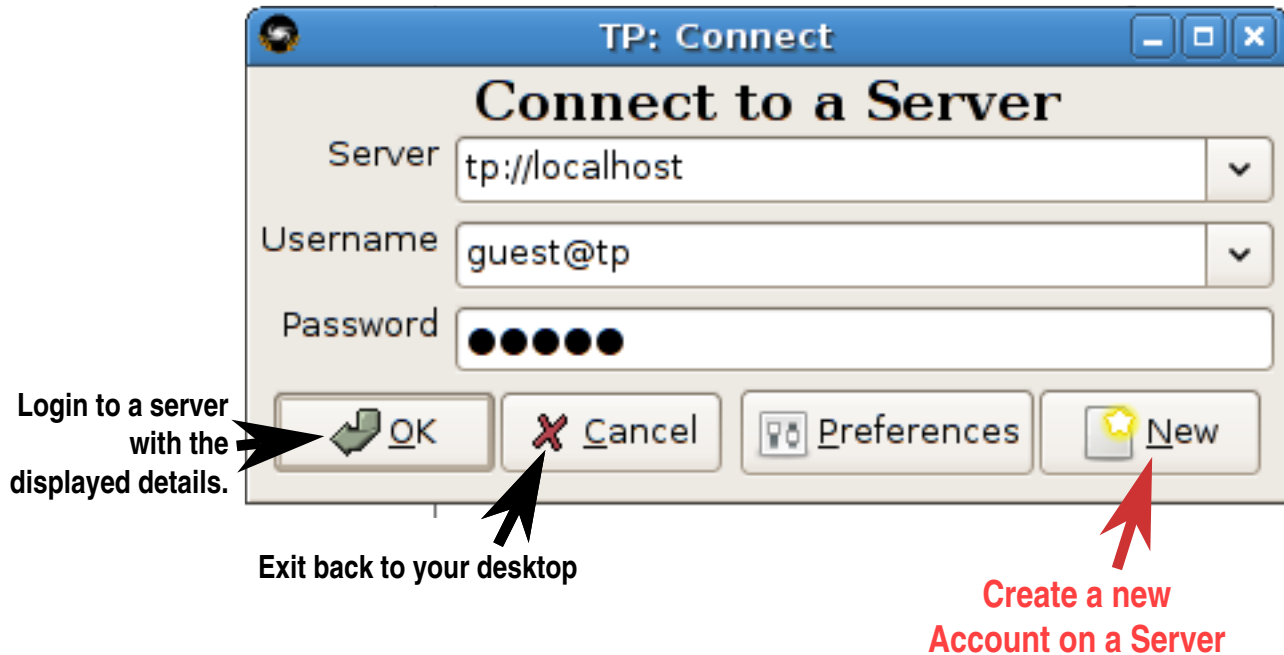# Step 1 - Connecting and Creating an Account

The first screen you will see when you start up tpclient-pywx is the "Connection Dialog". From here you can connect to a game or create a new account on a server. You can see this dialog below.

Login to a server with the displayed details.

Exit back to your desktop

Create a new Account on a Server

When you click the new button the "Account Dialog" will pop-up. This dialog is used to create a new account on the server. You can see this dialog below. Before you can create an account the client must first check if the server supports it, you do this by clicking the "Check" button.

The server to create an account on.

Check the server supports account creation

Go back to the Connection Screen.
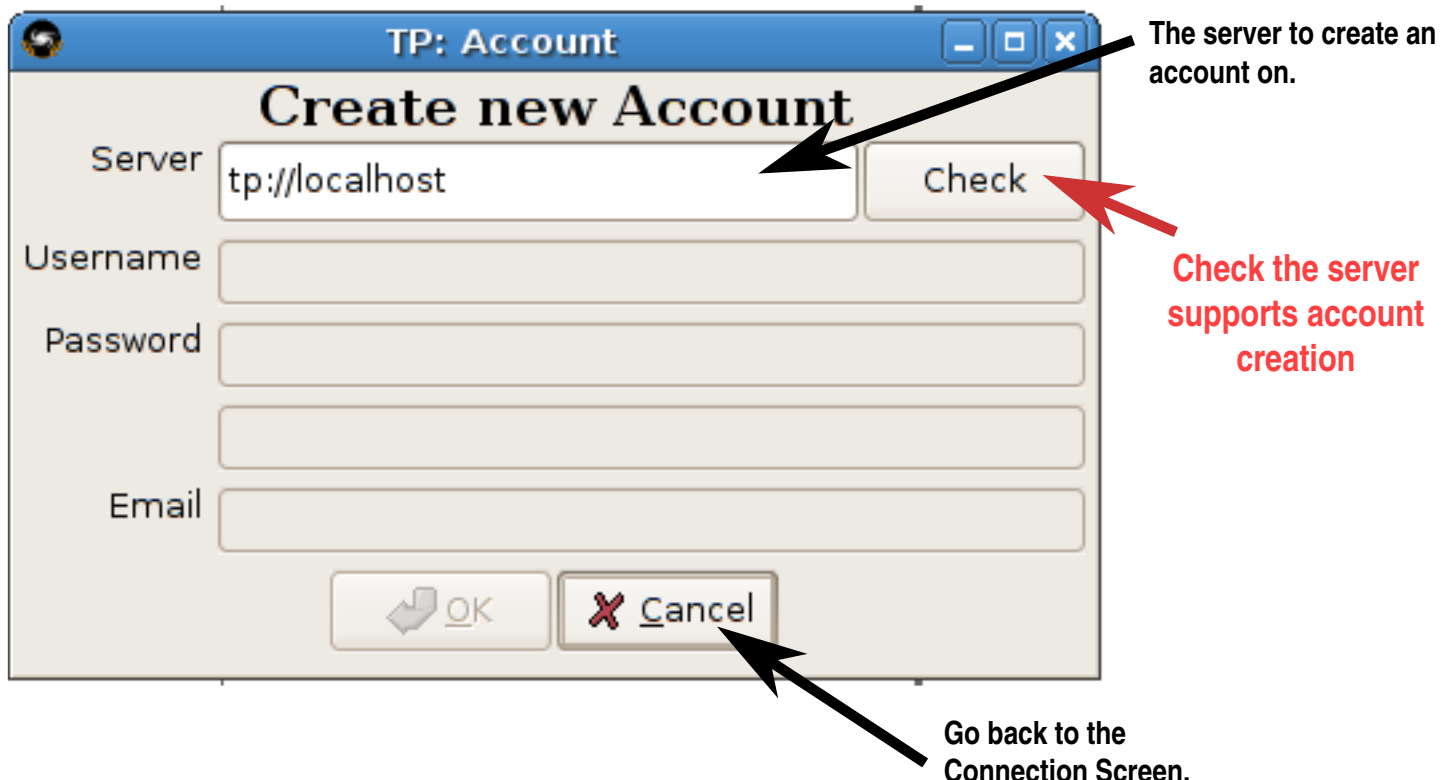
If the server supports account creation it dialog will change to look like below. You can now enter a username, the password and an email address. Some servers may require you to verify your email address, to make sure it is correct.

Once you have entered all the details click the okay button.

If the account creation was successful you will get a message which looks like what is seen below. The message may be different depending on the server.

When you click "Ok" on the Connection Dialog, the Update Dialog will appear. While this dialog is shown, tpclient-pywx is downloading information about both the game you are playing and "the universe".

Downloading a large game for the first time can take a long time. The client will cache the details so next time you only have to download the differences which is much faster.

The progress bars will fill up as things are downloaded. The text at the top should give you a detailed description of what the client is doing.

You can see the Update Dialog below.

The message highlighted in brown give information about the client is downloading.

These progress bar will fill as objects are downloaded.
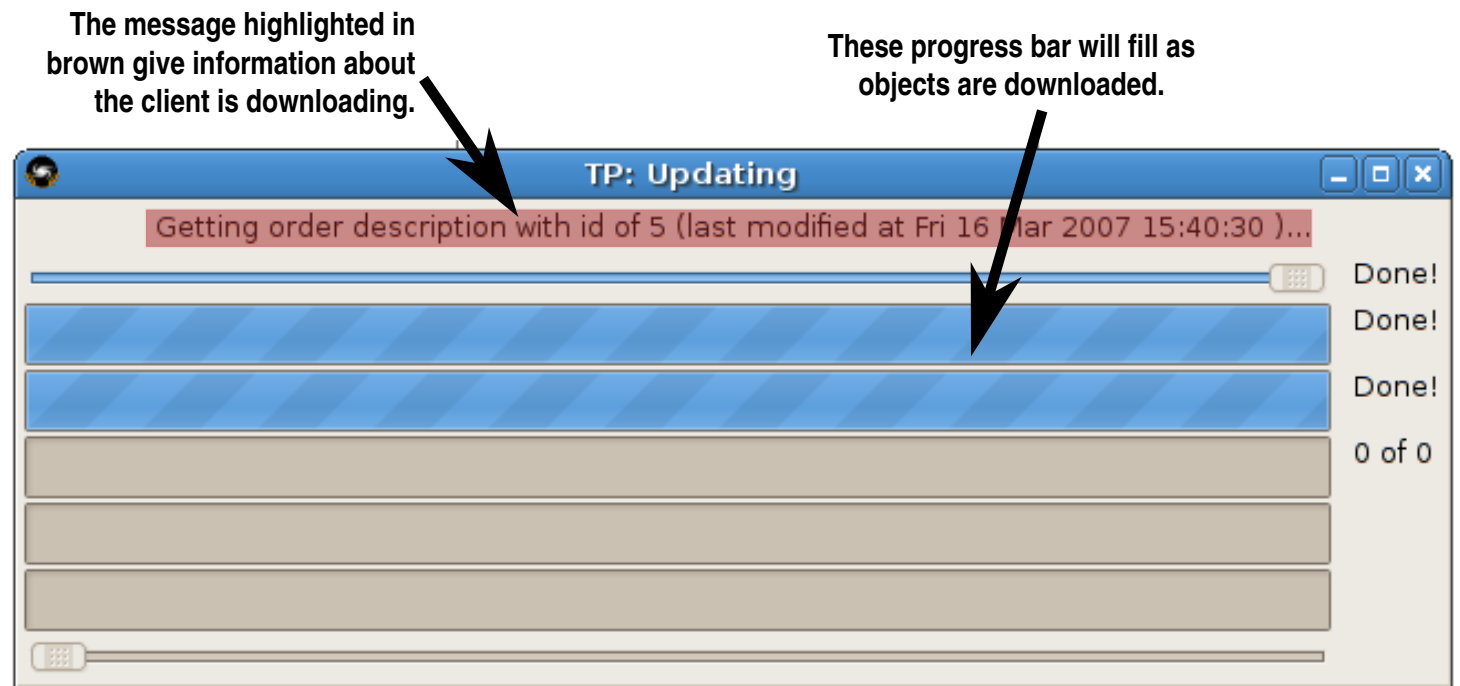
When everything has been downloaded it the Update Dialog will disappear and the main Thousand Parsec windows will appear. You can read the next section to find out how to use these windows.

Step 2 - The tpclient-pywx Interface

The Starmap Window

The starmap window is your viewport onto the Universe. While technically the Thousand Parsec universe is 3d, tpclient-pywx only supports 2d games.

Below shows the map for a medium size universe at the very start of the game.

This little blue object represents a fleet of ships

This little yellow circle represents a solar system

This red arrow points to the currently selected object

Starmap Toolbar

TP: StarMap

Zoom To Fit
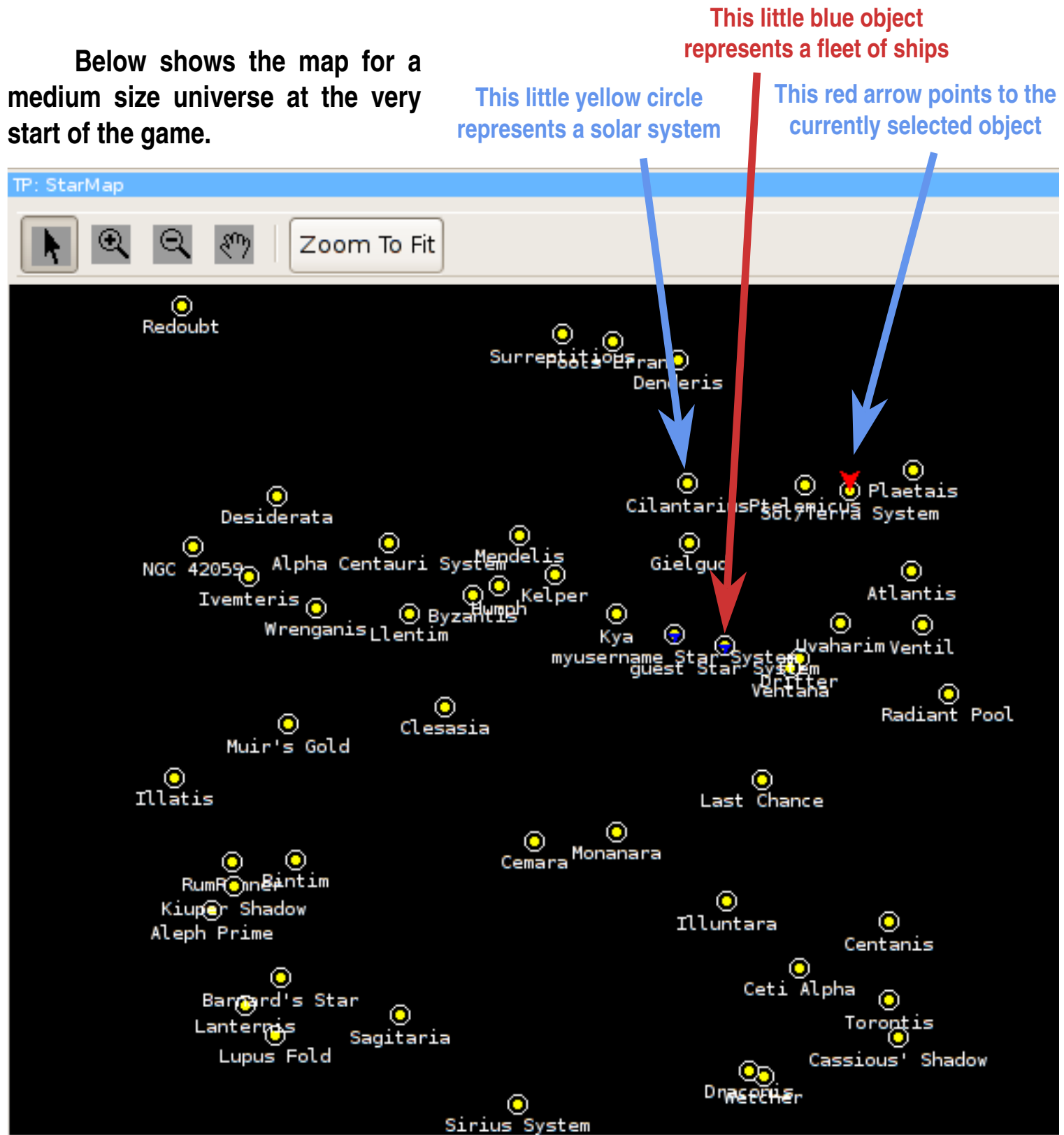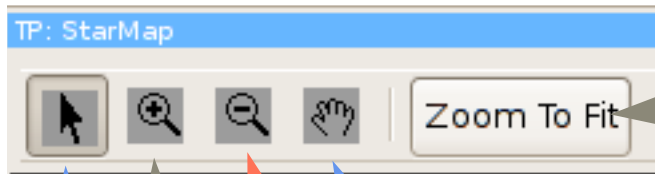
Clicking this button will Zoom the starmap so that all objects in the Universe can be seen.

Click this button will put the Starmap in "Drag" mode. In this mode you can click and hold to drag the starmap about.

Inverse of the "Zoom In" Button

Click this button will put the Starmap in "Zoom In" mode. In this mode you can click on starmap and it will zoom in centered around the point you clicked.

Click this button will put the Starmap in "Select" mode. In this mode you can click on objects on the starmap to make them the active object.

Below shows the same universe as on previous page zoomed in.

TP: StarMap

Zoom To Fit

Gielgud

Kya

Uvaharim

myusername Star System

guest Star System

Drifter

Ventana
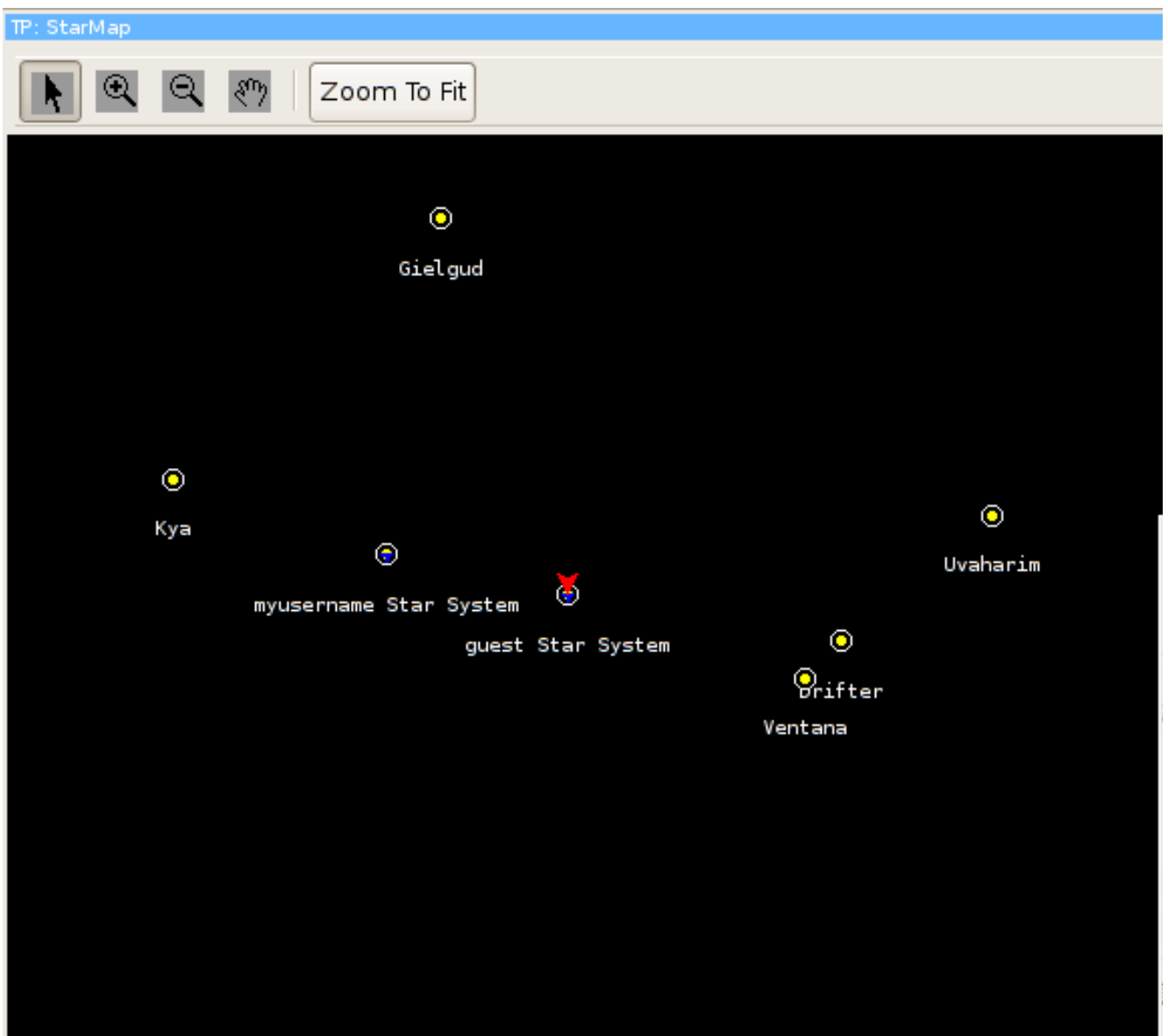
The Message Window

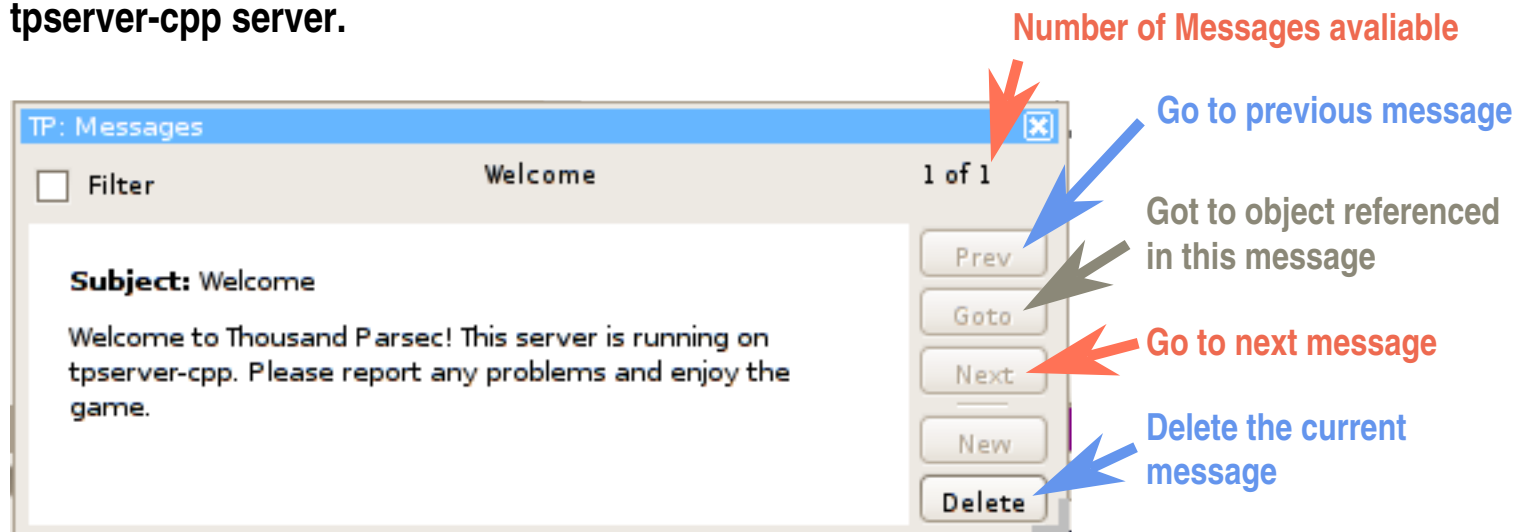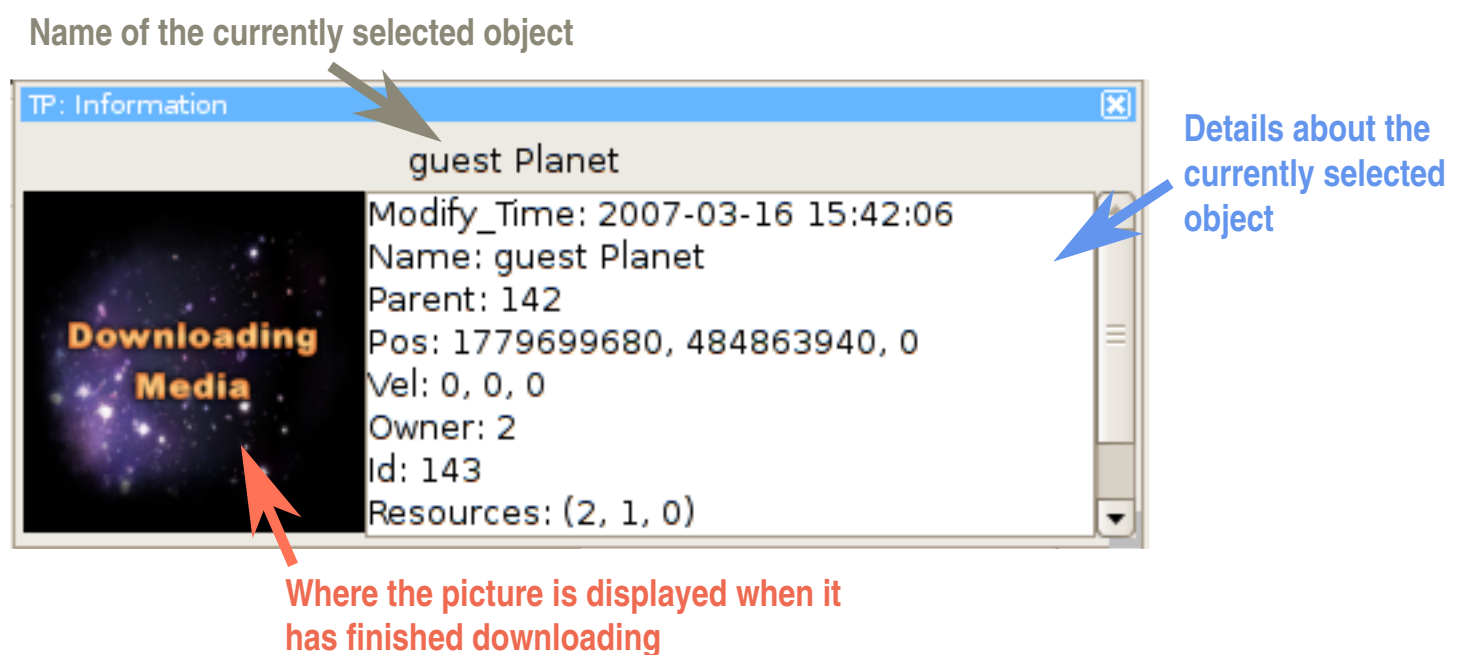The message window gives you feedback about actions which have occured. Below you can see the window displaying the first message you get when you connect to a tpserver-cpp server.

Number of Messages avaliable

Go to previous message

Got to object referenced in this message

Go to next message

Delete the current message

TP: Messages

Filter   Welcome   1 of 1

Subject: Welcome

Welcome to Thousand Parsec! This server is running on tpserver-cpp. Please report any problems and enjoy the game.

Prev
Goto
Next
New
Delete

If you hold down the shift key, the buttons on the message window will change to allow you to skip to the first or last message.

The Object Information Window

The object information window displays information about the currently selected object. It also displays a picture. When no picture is avaliable the client will automatically download one off the web.

Name of the currently selected object

Details about the currently selected object

TP: Information

guest Planet

Downloading Media

Modify_Time: 2007-03-16 15:42:06
Name: guest Planet
Parent: 142
Pos: 1779699680, 484863940, 0
Vel: 0, 0, 0
Owner: 2
Id: 143
Resources: (2, 1, 0)

Where the picture is displayed when it has finished downloading

The System Browser Window

The System Browser window lets you quickly view the universe. It displays the universe in a tree like view.
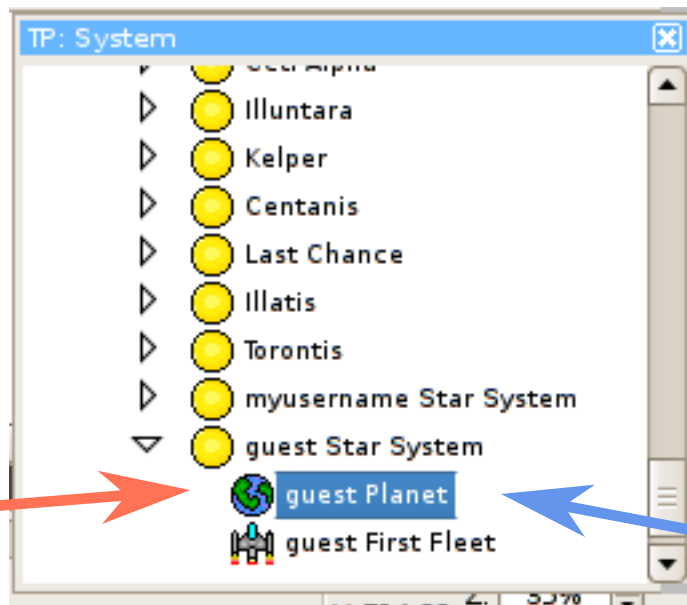
The different icons indicate the type of the object.

The currently selected object is highlighted

The Orders Window

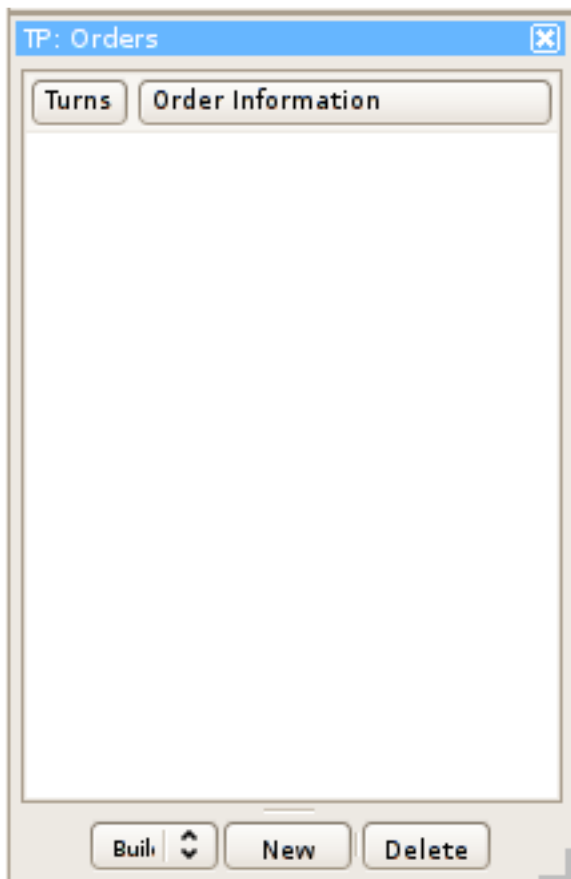The Order windows displays the orders for the currently selected object. It also lets you manipulate orders, such as adding new orders, deleting old orders or changing existing orders. The next section is dedicated to using the order window.

Step 3 - Issuing Orders
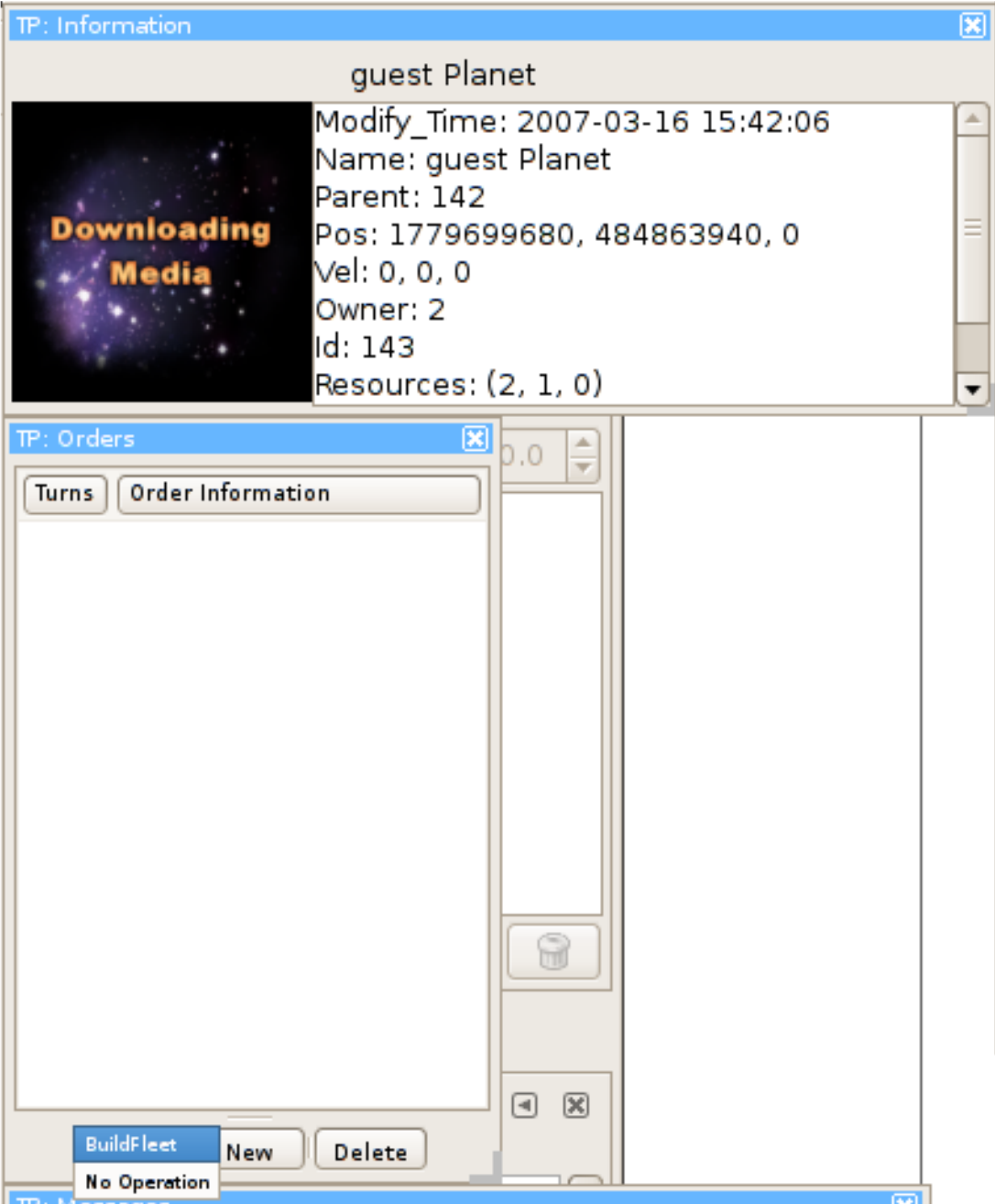
TP: Information

guest Planet

Modify_Time: 2007-03-16 15:42:06
Name: guest Planet
Parent: 142
Pos: 1779699680, 484863940, 0
Vel: 0, 0, 0
Owner: 2
Id: 143
Resources: (2, 1, 0)

TP: Orders

| Turns | Order Information |

0.0

| BuildFleet | New | Delete |

No Operation

TP: Messages

TP: Orders ☒

Turns | Order Information
0   BuildFleet

Buil ↕ | New | Delete

| Type

Ships

↕ | 0 ↕ | Add | [

Name | A Fleet

Save | Revert

TP: Orders ☒

Turns | Order Information
0   BuildFleet

Buil ↕ | New | Delete

| Type

Ships

Scout | 0 ↕ | Add | [
Frigate
Battleship

Name

Save | Revert

TP: Orders ☒

Turns | Order Information
0   BuildFleet

Buil ↕ | New | Delete

| Type

Ships

Friq ↕ | 2 ↕ | Add | [

Name | A Fleet

Save | Revert

TP: Orders ☒

Turns | Order Information
0   BuildFleet

Buil ↕ | New | Delete

| Type
2   Frigate

Ships

Friq ↕ | 2 ↕ | Add | [

Name | A Fleet

Save | Revert

TP: Orders ⊠

Turns	Order Information
4	**BuildFleet**

Buil ↕ New Delete

Ships

#	Type
2	Frigate

↕ 0 ↕ Add [

Name My Fleet

Save Revert

TP: Information

guest First Fleet

Modify_Time: 2007-03-16 15:42:06
Name: guest First Fleet
Parent: 142
Ships: 2 Scout, 2 Frigate
Pos: 1779663050, 484834990, 0
Vel: 0, 0, 0
Owner: 2
Damage: 0

No Image Found

Kya

myusername

TP: Orders

Turns | Order Information

Colonise
Move
No Operation
SplitFleet
MergeFleet

New | Delete

TP: M

Welcome | 1 of 1

Prev
Goto
Next
New
Delete

Subject: Welcome

Welcome to Thousand Parsec! This server is running on tpserver-cpp. Please report any problems and enjoy the game.

TP: Information

guest First Fleet

Modify_Time: 2007-03-16 15:42:06