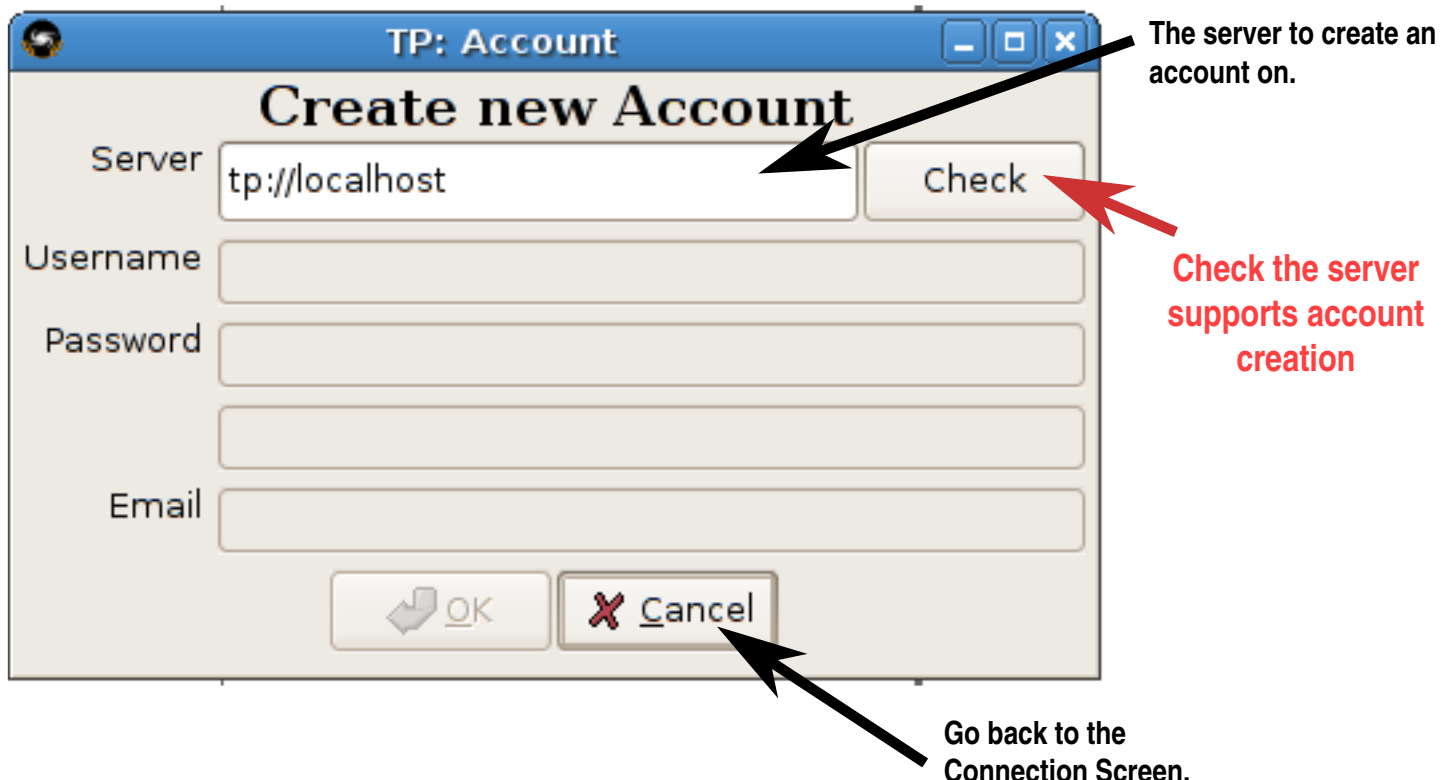


Step 1 - Connecting and Creating an Account

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.

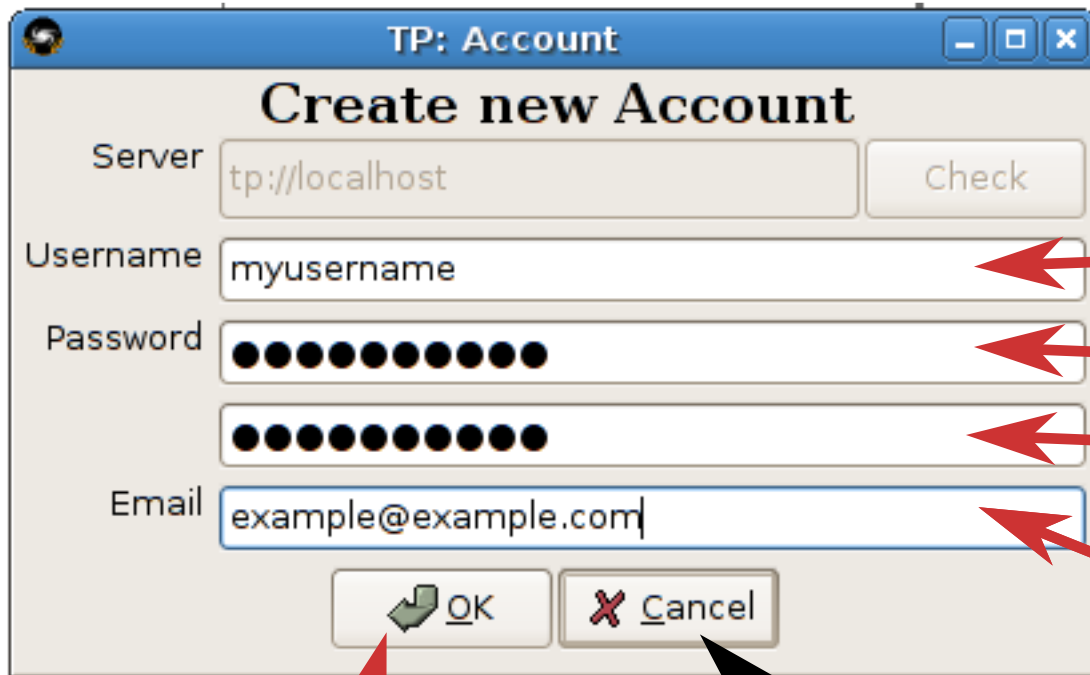


When you click the new button the "Account Dialog" will pop-up. This dialog is used to create a new account on the server. You can see this dialog below. Before you can create an account the client must first check if the server supports it, you do this by clicking the "Check" button.



If the server supports account creation the 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.



The dialog box is titled "TP: Account" and "Create new Account". It contains the following fields and buttons:

- Server:** A text field containing "tp://localhost" and a "Check" button.
- Username:** A text field containing "myusername".
- Password:** Two password fields, each containing ten black dots.
- Email:** A text field containing "example@example.com".
- Buttons:** "OK" (with a green arrow icon) and "Cancel" (with a red X icon).

Enter the desired Username here.

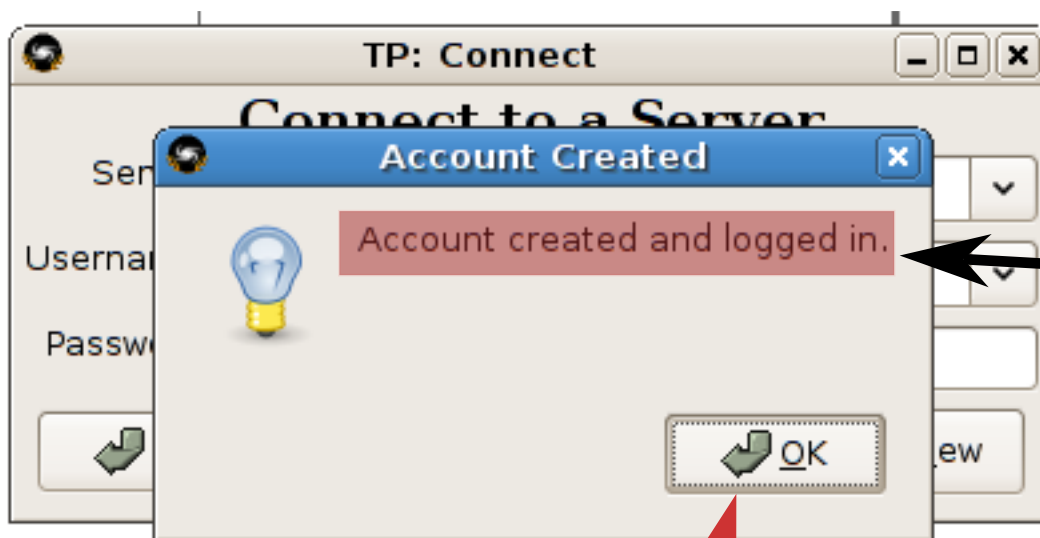
Type your password here

Retype your password here

Type a valid email address here

Go back to the Connection Dialog and DO NOT create an account.

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.



The dialog box is titled "TP: Connect" and "Connect to a Server". It contains the following fields and buttons:

- Message:** A message box with a lightbulb icon and the text "Account created and logged in." highlighted in brown.
- Buttons:** "OK" (with a green arrow icon).

The message highlighted in brown is determined by the server, so it may be different.

Click here to go back to the Connect Dialog

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".

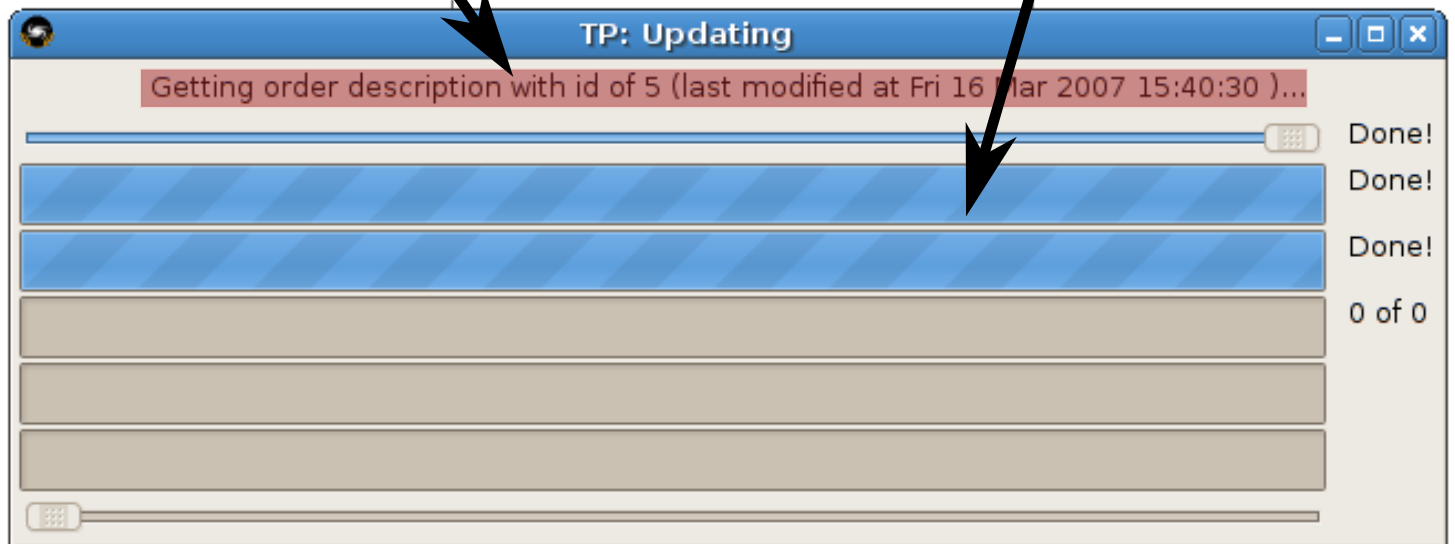
Downloading a large game for the first time can take a long time. The client will cache the details so next time you only have to download the differences which is much faster.

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.



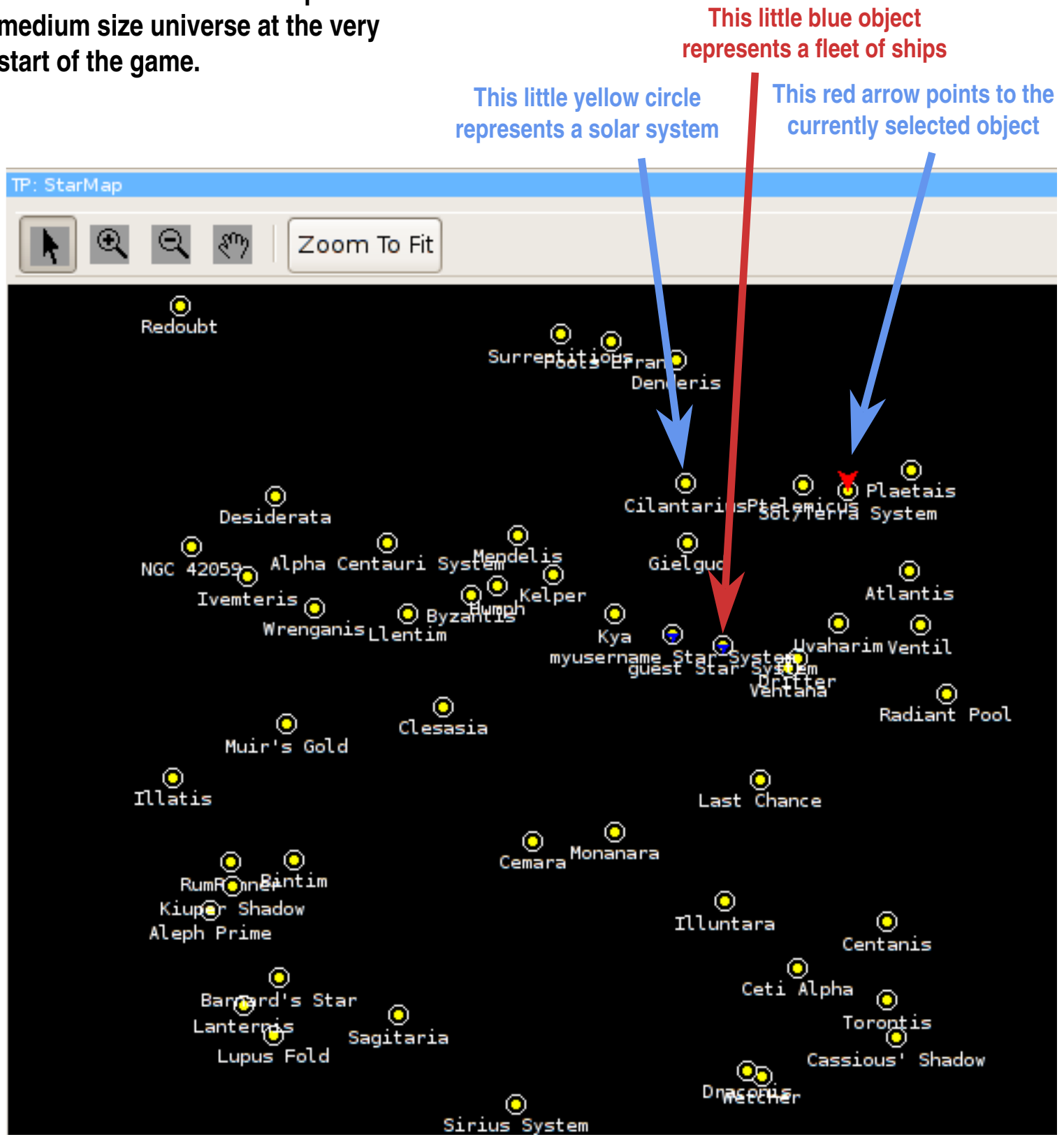
When everything has been downloaded it the Update Dialog will disappear and the main Thousand Parsec windows will appear. You can read the next section to find out how to use these windows.

Step 2 - The tpclient-pywx Interface

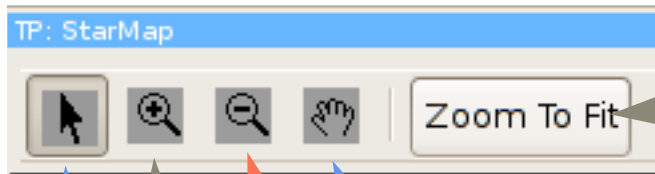
The Starmap Window

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.



StarMap Toolbar



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.

