



Palace User Software Guide for Macintosh

Version 3.5

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The Palace User Software Guide for Macintosh, version 3.5

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Preface

This manual describes how to use The Palace User Software for the Macintosh and be a member of The Palace community. It is designed to get the new users up and running, guide advanced users through the more advanced Palace features, and serve as a reference for the client graphical interface.

Sections of this manual

This manual has the following sections. If you need to find a specific subject, use the index at the end of the book.

- *Introduction*

This section introduces the community and client software for The Palace.

- *Getting Started*

This section guides you through installing your software, and describes all elements of interface.

- *Connecting to Palace Sites*

This section explains how to connect to different Palace sites so you can start exploring community for The Palace application.

- *How to Use The Palace*

This section explains features and how to use them: your avatar, talking to and finding other people, props, and moving around.

- *The Palace Client Interface*

This section is a reference for graphical interface, describing its menus, tools, icons, and keyboard shortcuts.

- *The PalacePresents Viewer*

This section describes the PalacePresents viewer. This plugin allows you to take part in large-scale networked events, such as conferences, guided web tours, slideshows, live interviews, lectures and other one-to-many interactions.

- *Advanced Features*

This section describes advanced features that you will want to try when you get more acquainted with The Palace: special commands, Iptscrae, and creating member rooms.

In addition, a number of appendices are included:

- *Appendix A: Community Standards*

-
- *Appendix B: User Command Summary*
 - *Appendix C: The Palace Client Plugin API*

Manual conventions

This manual has the following conventions:

- Code samples and text you enter are set in `Courier`, whether standing alone or embedded in the text.
- Technical terms appear in ***boldface italic*** in the text in their first appearance, usually accompanied by a definition.
- Graphical User Interface (GUI) elements, such as menu items and buttons, appear in **boldface**.
- References to other books, chapters, or sections are in *italics*.

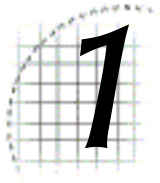
NOTE – Notes to the user look like this.

Other sources of information

Besides this *User's Guide*, you can use many other related manuals for administering your personal server, becoming an operator, and mastering Iptscrae. These manuals are all available from The Palace website section.

- *Server Guides*. These manuals tell you how to obtain, install, setup, and run your own Palace server. Macintosh, Unix, and Windows 95/98/NT versions are available.
- *Operator Guide*. Describes the responsibilities of an operator, and details the client's operator interface and commands.
- *Iptscrae Language Guide*. This manual is a programming and language reference guide for the Iptscrae language used in The Palace.

In addition to online manuals, check out The Palace website for support, information, and online documentation at www.thepalace.com.



Introduction

Welcome to The Palace - a vast online community of graphical interactive sites. With The Palace User Software client as your gateway, the variety of Palace destinations you can explore is limitless. You can visit a diverse range of communities such as business, training, and learning resources; entertainment and gaming centers; gathering points for special interest groups; and personal sites where you can go to chat and socialize with friends and family. If you download The Palace Server, you can even build and customize your own personal Palace site to host other people. An eight-user version is available for free on the Palace website: www.thepalace.com.

One of the best things about The Palace is that it is an open system, letting you create and control much of your site's content. The Palace User Software client not only functions as a front-end to browse the Palace community, but also does double-duty as a full-fledged authoring tool. By using the built-in "operator powers", available Palace tools, and the Iptscrae scripting language, you can create your own virtual world and share it with others. The system also ensures that all Palace sites can be interlinked. This means that you can build new rooms and sites, then connect them to other Palace sites using various networking options. You can even create links between Palace sites and web pages, making it all that much easier for people to find you!

The Palace community is a client/server system, with Palace sites running on individual computers, local area networks, and the Internet. You enter a Palace site through your Palace client, which is designed to communicate with any Palace server running on another (or even the same) computer. This is similar to the way your web browser interfaces with "webservers" while surfing the Internet.

The Palace allows users to communicate effortlessly over various types of networks. You can run your Palace software on a TCP/IP-based LAN, using AppleTalk, or on the Internet via a SLIP or PPP connection. Palace sites running on Local Area Networks hooked to the Internet will allow interaction between people on the LAN and folks coming in via the Internet.

2

Getting Started

This section describes how to get started using your Palace client:

- *Requirements* on page 11
- *Installing The Palace client software* on page 13
- *Logging on for the first time* on page 19
- *The Welcome Palace* on page 20
- *Logging off* on page 22

Requirements

This section details the requirement for running The Palace User Software client on your Macintosh.

Software

The Palace client software has the following requirements:

Computer: Color Macintosh with System 7.1 or higher. To run the PalacePresents viewer, you need Macintosh System 7.6 or better.

NOTE – You will need Appearance Manager in order to use The Palace User Software. Appearance Manager is included in System 8 and higher. If you are currently using an earlier system, Appearance Manager will be installed automatically along with the client.

Monitor: High color, supporting at least 800x600 pixels.

RAM: At least 16 megabytes.

Disk space: The Palace requires about 3 megabytes of free hard disk space for storing its required programs, datafiles, pictures and sounds. If you plan on traveling to other Palace sites, you should know that many of these servers make use of original artwork and sounds. As you enter new rooms in these servers, you will need additional hard disk space to store these additional assets.

Browser: In order to access all Palace sites, you need a web browser. Either Netscape or Internet Explorer version 4.x or greater is required.

Connectivity: To access Palace sites, you need at least a 28.8 kbps internet connection. In general, if you can use a web browser, you should be able to use The Palace. There are a number of different ways to get connected to a PalaceServer:

- To use The Palace with a modem over the Internet, you will need a SLIP or PPP connection to an Internet Service Provider. You may establish this connection using FreePPP, MacPPP, or just about any Internet connectivity software.
- To use The Palace on a Local Area Network (LAN) or on the same computer as the Palace server, all you need is your standard TCP/IP connectivity software, and you are ready to go.
- To use The Palace on an AppleTalk network, you and the PalaceServer must be on the same AppleTalk network. You will not be able to connect to PalaceServers on other AppleTalk networks or on the Internet.

Accessing Palace sites from behind a firewall

If your computer is running on a LAN inside a firewall, you might not be able to connect to Palace sites outside the LAN. If you have problems connecting, your network administrator needs to make the following two firewall changes:

- **Permit TCP/IP connections on a particular port (usually 9998).** The Palace software uses TCP/IP to establish a reliable connection to a Palace server that is listening on a particular port. When you use The Palace to connect, you specify the name of the server (for example, *thepalace.com*) and the port (usually 9998). Note that the port number can vary for servers but most servers use the default 9998.

The software sends a TCP/IP connection established message over that port to the server. However, firewalls often prevent communication over all but a few well-known ports. Therefore, to allow The Palace to make contact with servers, the network administrator must configure the firewall to permit internal workstations to establish TCP/IP connections on the specific port (usually 9998).

- **Permit incoming packets on that same port over established connections.** Once The Palace establishes a connection to the server, the software and server send packets back and forth over the Palace port (usually 9998). However, firewalls often prevent incoming packets from other than well-known ports. Again, the network administrator must configure the firewall to permit incoming packets over the specific port (usually 9998) on established connections.

The key to permitting incoming packets is that the firewall should not allow them



except when the connection has already been established by an internal workstation. This minimizes the security risk of hackers trying to break into the LAN, because someone inside must establish the connection first. The firewall also must permit outgoing packets over the specific port on established connections. This usually happens as a result of permitting TCP/IP connections over the port.

NOTE – In LANs where workstations are not directly connected to the firewall but instead are connected to a proxy, the network administrator might need to perform additional configuration steps to allow packets through on these ports.

Installing The Palace client software

NOTE – Before using the Palace client, you should obtain a registration code to unlock the full features of the software. This code is free. Be sure to register before you download. You can access the registration form from the software download page by clicking **Register Now**.

Do not give out your registration code. A Palace server does not allow two users with the same code to connect at the same time. This means if somebody else uses your code, you might be locked out of Palace sites all over the Internet.

The Palace client contains several related files including executable programs, graphics, sounds, prop files and script files. All of these assets are distributed in a single, self-extracting archive file.

To obtain Palace client software, go to the website at <http://www.thepalace.com/downloads>. Select The Palace User Software, then choose the correct Macintosh version. This steps you through the registration process and then downloads the install file to your machine. Click on this file to begin installation.

After the software installs, the Palace client launches automatically. You can choose to enter your registration code at this time to become a full-fledged member. The registration code was emailed to you after you completed the registration form online. If you choose not to register at this time, you can register later by selecting **Enter Registration Code** from the **File** menu.

Updating your software

The Palace upgrades are released fairly regularly. Be sure to visit the Palace website periodically for updated versions. This is how to do it:

1. Determine which version you are currently using. To do this in the finder, click the **Palace** icon in your Palace folder, then select **Get Info** from the Macintosh **File** menu.

2. To grab the newest updated version (or just to check for one), select **Software Updates** from the **Help** Menu. This will launch your web browser and send you to the appropriate page on the Palace website.
3. Download the current software executable to your machine, and install it. Make sure you choose the current Palace installation as your install folder.

Setting up InternetConfig

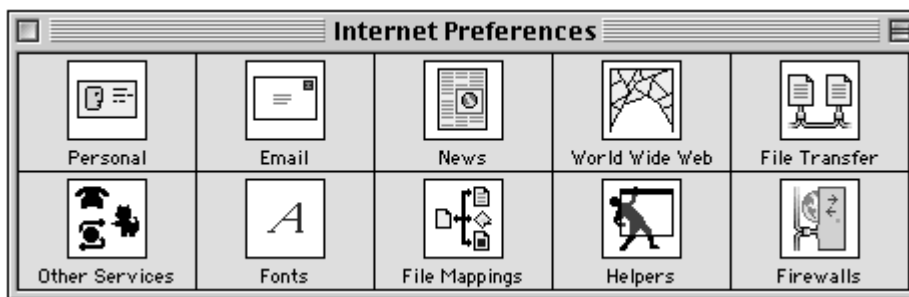
This version of The Palace fully supports InternetConfig. You can use the InternetConfig options to set up your email information, protocols for web browsers, file mappings, and default web browsers. Setting up most of the options is standard and is therefore not covered in this manual. This section explains how to add The Palace application and set up sound (MIDI) support for the SoundApp application. If you are using MacOS 8.5 or later, use the Internet Control Panel.

NOTE – InternetConfig is a public domain application and was not developed by Electric Communities. For additional information about InternetConfig, see <http://www.quinn.echidna.id.au/Quinn/Config/> and <http://www.stairways.com/ic/>. InternetConfig version 2.0.2 is compatible with MacOS 8.5. Also, many applications support InternetConfig.

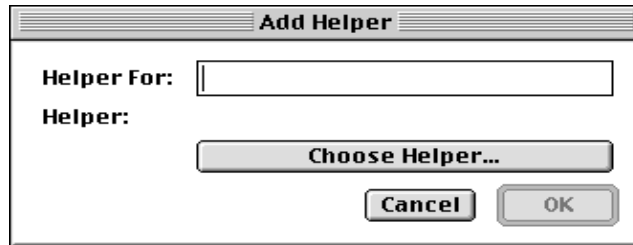
Adding The Palace

To add The Palace:

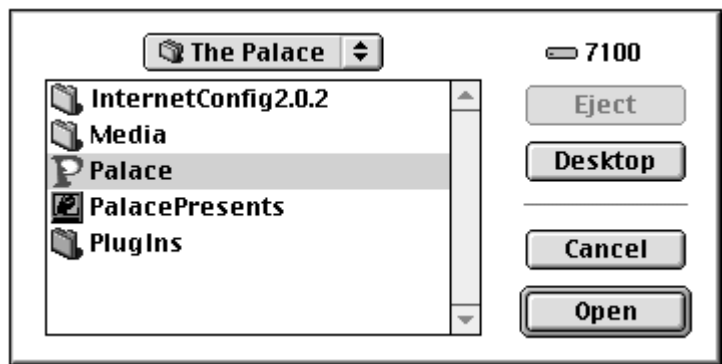
1. Open the :The Palace:InternetConfig2.0.2 folders. Then, double-click **Internet Config** to display the Internet Preferences dialog box. Note: If the dialog box does not open, select **Open Internet Preferences** from the **File** menu.



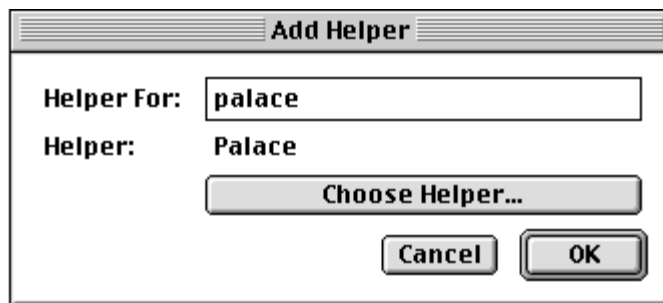
2. Click **Helpers** to display the **Helpers** dialog box.
3. Click **Add** to display the **Add Helper** dialog box.



4. Enter `palace` in the **Helper For** text box.
5. Click **Choose Helper**, locate The Palace, and then click **Open** to return to the **Add Helper** dialog box.



6. Click **OK**. Your dialog box should now look like this.



7. Click **OK**.
8. Choose **Save** from the **File** menu to apply your changes.

Adding MIDI support

This procedure explains how to set up InternetConfig to route `.mid` and `.midi` files to the SoundApp application. Once you have set up MIDI support, you can type, for example `)titanic.mid` and the sound file (if located in your *Media* folder) plays in SoundApp. You can also use the `SOUND` command to retrieve or play files. This is

done using room scripts or command lines (for example, /"titanic.mid" SOUND). (For details or to download SoundApp, see <http://www-cs-students.stanford.edu/~franke/SoundApp>).

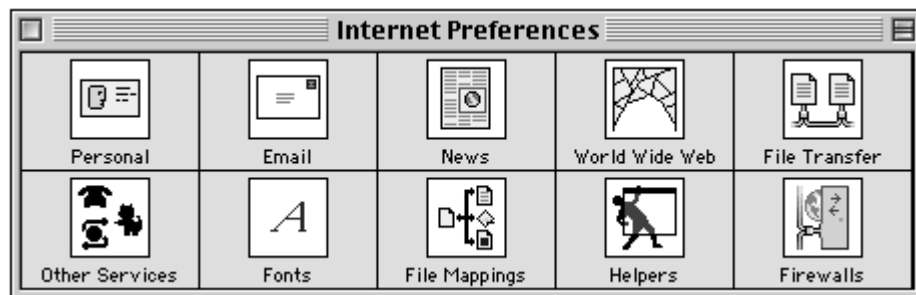
NOTE – Though the MIDI support is now compatible for the Macintosh and PC client, the MIDISTOP Iptscrae command will not work with this revision of Macintosh client.

Keep the following issue in mind when using MIDI files:

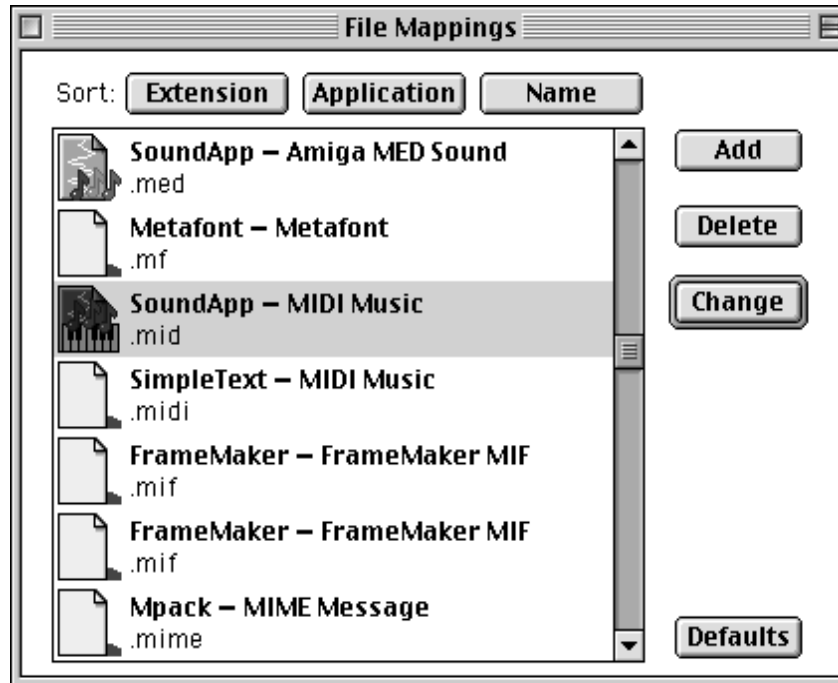
- To script a single command that works for both Mac and PC, use "filename.mid" SOUND. Users for both platforms can then simply type ")filename.mid" to play a midi file.

To set up MIDI support for SoundApp (the steps are the same for choosing any other sound application):

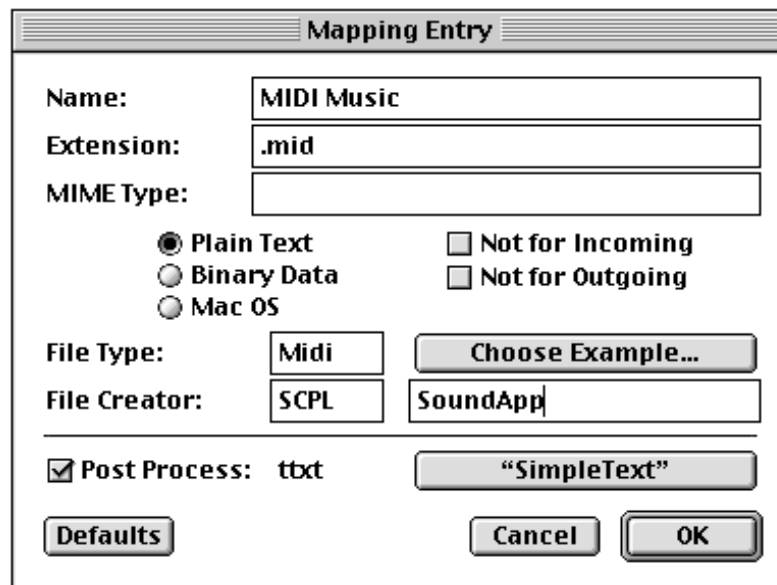
1. Install the SoundApp application, if necessary. See <http://www-cs-students.stanford.edu/~franke/SoundApp> to download SoundApp.
2. Open the :The Palace:InternetConfig2.0.2 folders. Then, double-click **Internet Config** to display the Internet Preferences dialog box. Note: If the dialog box does not open, select **Open Internet Preferences** from the **File** menu.



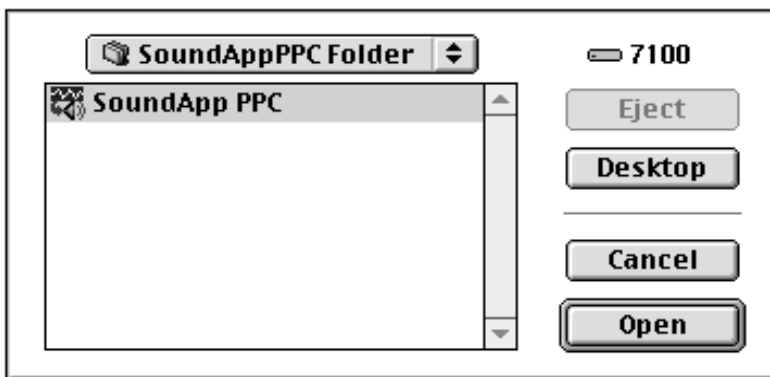
3. Click **File Mappings** and then scroll down the list and click **.mid** in the left side of the dialog box.



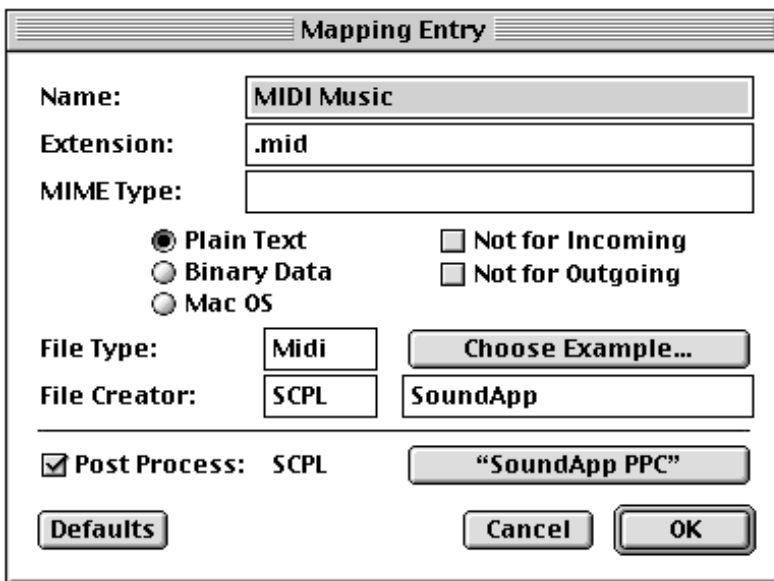
4. Click **Change** to display the **Mapping Entry** dialog box.



5. Click **Plain Text**, change **File Creator** to **SCPL**, enter **SoundApp** in the text box below **Choose Example**, and click **Post Process**.
6. Click **Simple Text** to find the **SoundApp** application.



7. Click the application and then click **Open** to return to the **Mapping Entry** dialog box. It looks like this now.



8. Click **OK**.
9. Repeat steps 3 to 8 for the midi extension.
10. Choose **Save** from the **File** menu to apply your changes.



Logging on for the first time

You are now ready to log on to a Palace site and start socializing with other members! Your client is automatically launched when you first install it. If you exited and now wish to log on again, select **Programs:The Palace:Palace** from your Windows **Start** menu.

Logging on as a registered member of The Palace

Use this procedure if you already have or wish to get your free registration code.

1. Your client is automatically launched when you first install it and displays the Welcome dialog box. If you exited the application, click the **Palace** icon on your desktop to display the Welcome dialog box.
2. Click one of the following options to log on as a registered member:
 - **Get FREE code:** Click this option if you do not have your registration code. Once you fill out the registration form and click **Submit**, you will get an email response with your registration code within an hour. Once you have received the code, continue with *Activating your membership* on page 20.
 - **Enter code:** Click this option if you already have your registration code and then continue with Step 3.
3. If you clicked **Enter code** in Step 2, the **Palace Membership** dialog appears.

The image shows a dialog box titled "Palace Membership". It contains three text input fields: "Name:", "Organization:", and "Membership Activation:". At the bottom of the dialog are two buttons: "Cancel" and "Register".

4. Enter your name, organization name, and then the free registration code sent to you by email in the **Name**, **Organization**, and **Membership Activation** text fields respectively.

NOTE – Do not give out your registration code. PalaceServers will not allow two users with the same number to connect at the same time. This means that if someone else uses your key, you may be locked out of Palace sites all over the Internet.

5. Click **Register**.

Logging on as a guest

Use this procedure if you do not wish to register at this time. Note that you can view and use a limited set of features if you are a guest.

1. Your client is automatically launched when you first install it and displays the Welcome dialog box. If you exited the application, click the **Palace** icon on your desktop to display the Welcome dialog box.
2. Click **Stay a Guest**.

Activating your membership

To insert your registration code, follow these steps:

1. If you are connected to any Palaces, disconnect from them by selecting **Disconnect** from the **File** Menu. Note that you cannot enter the registration code while connected to a PalaceServer.
2. Double-click the **Palace** icon to start your Palace software.
3. Pull down the **File** menu and select **Activate Membership**.
4. A dialog box will appear prompting you for your Name, Organization and Registration code. Enter this information, and click **Register**.

Once this is complete, you are a member of The Palace.

The Welcome Palace

You access the Welcome Palace as your first site. Your first entryway is the Welcome Palace gateway.

Learning on your own with the Welcome Palace Gate

When you enter the Welcome Palace gate using The Palace User Software, the Web browser on your machine also launches to the Palace's web page, where you can find links to other exciting Palaces. Note that if you later enter the Welcome Palace using a bookmark under the **Bookmarks** menu, you enter a different room and the web browser is not automatically launched.

The Welcome Palace gateway is private, and you are the only user. You can use this room to get comfortable with the basic layout of the Palace software user interface.



The Welcome Palace gate has several links:

- Avatar Dispenser
- Palace Web page
- Practice Palace
- Welcome Palace Site

NOTE – The Welcome Palace gateway is your default entry to the Palace community until you change it. See *Connecting to Palace Sites* on page 25 for information on bookmarking Palaces, connecting to new Palaces, and creating a Home Palace from the **Edit:Preferences** window.

Avatar Dispenser

In The Palace, your onscreen representation is referred to as your **avatar**. You first come into the Palace wearing a default avatar. Use the Avatar Dispenser to change your appearance.

To change your image, click on the Avatar Dispenser's **Change your appearance** button. The image that represents you will change. Continue clicking this button until you find an image that you like. You can also click the Back button to go back to a previous Avatar. The Dispenser will loop back to the beginning after displaying the final avatar.

If you would like to change your appearance again later, go to the **Avatar Palace**. To go to this Palace, select **Avatar Palace** from the **Bookmarks** menu.

Palace Web Page

Clicking this link opens a new browser window displaying the Palace Channels Guide. Here you can find links to hundreds of other exciting Palaces, and lists of Events held in Palaces.

Installing The Palace User Software automatically launches your Web browser to this web page. You can use this button to relaunch your web browser if you have closed the web page.

The Practice Palace

Click this link to access the Practice Palace. This is an interactive tutorial that teaches you how to do different things in the Palace. When you are finished, click the Palace icon (P) to go back to the Welcome Palace gateway. You can return to the Practice Palace by selecting **Practice Palace** under the **Bookmarks** menu.

Entry to the Welcome Palace

Click this link to enter the Welcome Palace itself and socialize with others. The Welcome Palace is a site for new users, where you can meet people and learn more about the Palace community in general.

NOTE – To make navigating through the Welcome Palace easier, try viewing door outlines. To see the door outlines, hold down the control key.

Talking, moving around, and other actions

Here is a list of some things you'll want to do next in the Palace. For other ideas, see the *Quick Reference* on page 79.

- To talk to people, click on the **Input Box** at the bottom of your screen (typing will usually activate the **Input Box**, but you may first have to press the Tab key activate the **Input Box**), type something, and press Enter. Your text will appear in a cartoon-balloon near your head. Talking and balloons is described in more detail in *Talking to people* on page 37.
- To move around, see *Moving around* on page 40.
- You can personalize some of your Palace settings; for example, you can automatically display user names and have tinted word balloons. Use the **Edit:Preferences** menu item to customize these session in your **Preferences** window (see *Preferences* on page 50).
- If you would like to get a new avatar look, you can visit the Avatars palace. To go to this Palace, select **Avatar Palace** from the **Bookmarks** menu.

Logging off

There are several ways to leave your current Palace site:

- To go to another Palace, see *Connecting to Palace Sites* on page 25.
- To disconnect from any Palace site, but not shut down the Palace User Software, select **Disconnect** from the **File** menu. You are able to still access Palace features such as editing props.
- To disconnect and close the Palace User Software altogether, select **Quit** from the **File** menu.

3

Connecting to Palace Sites

There are a number of different ways to access Palace sites. This section explains the options available to you:

- *If you already have a Palace client running on page 25*
- *From your web browser on page 26*
- *Returning to a recently-visited Palace on page 27*
- *Using AppleTalk on page 27*

If you already have a Palace client running

If you are already running the Palace client, there are several ways to connect to different Palace sites:

- Select **Connect...** from the **File** menu. This displays the connection window. In this window, either select from a drop-down list of Palaces, or type the address including port number of a new Palace (for example, `test.communities.com:9997`), or the machine's IP address (such as `205.999.99.99`). Note that if you do not enter a port number, the default port number 9998 is automatically used. Then, click **Connect**.

NOTE – You cannot manually enter an address to a specific Palace room from your Palace client. However, some Palaces might have hot-spot links to other rooms; you can click on these hot spots to go to those rooms.

If you want to connect to your own server that is on the same machine, use AppleTalk. Select **Connect via AppleTalk** from the **File** menu. Click the server to connect to, and then click **OK**.

- Your connection window also recalls in the **Hostname** field, the names and port numbers of the last ten Palace sites you visited; select one of these sites from the list, and enter it by clicking **Connect**.
- The **Preferences** window lets you set a Home Palace where your Palace travels will always begin (like a Home Page on the world wide web). Select **Preferences** from the **Edit** menu to access this window.
- Some Palace sites have hot spots in their rooms that link to other Palaces. If you know about one of these hotspots, you can click it to go directly to that Palace.
- Select one of the Palaces listed in the **Bookmarks** menu. To add the Palace you are currently visiting to your bookmarks list, select **Add palace to Bookmarks** in the **Bookmarks** menu.

From your web browser

You can access Palace sites directly from the web if you know the address. You do not need to have your client running before entering a Palace site; it is launched automatically.

- In your web browser, enter the address of the Palace you want to visit in the format *machine.domain* (for example, `palace://test.communities.com`), or the machine's IP address (such as `palace://205.999.99.99`).
- A Palace site operator might even give you an address to access a specific room in that Palace. This address includes the Palace server address, room ID, and optional port number (if the port number is not specified, your Palace client will assume it to be 9998). To go to that room, enter the address in your Web browser.

This example illustrates the extended URL specification, where 89 is the room ID on the Palace server located at `mansion.thepalace.com` (port 9997).

```
palace://mansion.thepalace.com:9997/89
```

NOTE – Using the port number and room ID might not work if you are using Internet Explorer.

- The Palace website (www.thepalace.com) has several links that take you to Palace sites.
 - Periodically, certain Palaces are spotlighted in a Featured Palaces area.
 - You can browse the list of the Top 100 Palaces.
 - The Palace Site Directory lists all registered Palace sites (if they choose to be listed), even those which are not up and running. You can search for a specific Palace, choose one alphabetically, or browse Palaces by category (such as business or recreational).



You can also access the Palace Directory from your private Palace Portal (see *Logging on for the first time* on page 13), or by selecting **Palace Directory** from your client's **Bookmarks** menu.

If the Palace User Software icon appears next to the Palace listing (the red P), you can click it to go to that Palace. Or, click the Palace link itself to bring up its site page. From the site page, click **Go using The Palace Software**.

- Users might include Palace links on their profile pages; you can then click these links to go to that Palace. For information on accessing a user's profile page, see *To see somebody else's profile page* on page 32

Returning to a recently-visited Palace

In the **Hostname** field the **Connect** dialog box recalls the names and port numbers of the last ten Palace sites you visited; you can select one of these sites from this list, and enter it by clicking **OK**. Select **Connect...** from the **File** menu to access this dialog.

The **Edit:Preferences** window also lets you set a Home Palace where your Palace travels will always begin (like a Home Page on the world wide web).

If you bookmarked the palace, you can select the name of that palace from your **Bookmarks** menu.

Using AppleTalk

To sign on via AppleTalk, double-click the **Palace** icon on your desktop.

1. Select **Connect Via AppleTalk** from the **File** Menu.
2. A dialog box displays listing the computers on the AppleTalk network that are currently running the PalaceServer (your own computer will be listed here as well, even if it is not running the server). Select the computer you want to connect to, then, under **Palace Server**, select the palace you wish to connect to, and click **OK**.

Using other online services

If you do not have a direct connection to the Internet, no need to worry: a number of online services provide a level of Internet access suitable for running The Palace. These services include AOL and CompuServe.

▼ To log on through CompuServe

1. Login to CompuServe and use the *GO* feature to go to the CompuServe PPP Utility area (*GO CIS:CWE-35*).
2. Select and read "Setting up a Macintosh Internet Connection," which explains how to obtain and setup MacTCP, MacPPP and the CompuServe PPP Utility.
3. After completing all of the steps detailed in "Setting up a Macintosh Internet Connection," launch Palace and connect to a PalaceServer. MacPPP should establish the necessary connection automatically.
4. If you follow all of the directions in "Setting up a Macintosh Internet Connection" and still have trouble connecting, you can get help in the MacCIM Support Forum (*GO MCIMSUP*).

4

How to Use The Palace

This section describes various features of The Palace and how to use them:

- *Avatars* on page 29
- *Talking to people* on page 37
- *Paging an operator* on page 39
- *Playing sounds* on page 39
- *Moving around* on page 40
- *Props* on page 41

NOTE – In your Palace client, you might see different menu items for member versus guest features. Ignore these; if you have registered, you are a member.

Avatars

Your onscreen representation is referred to as your **avatar**. You first come into The Palace wearing the default avatar, which is a spherical yellow happy face sometimes known as a **roundhead** or a **yellowhead**. You can change expression and face color on your roundhead avatar. Later, you might want to edit the look of this face, or get a new avatar completely.

Changing your name

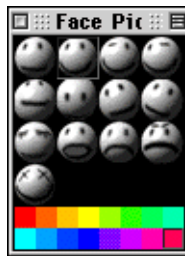
When you first log on to The Palace, your default name is Guest. You can change your avatar name through the connection window which you access when you log on to the Palace client, or select **Connect** from the **File** menu. Enter the new name and click **Connect**.

You can also change your name in the **Name** field of your **Preferences** window (select **Preferences** from the **Edit** menu) or by selecting **Avatar Name** from the **Avatars** menu.

Changing your face color and expression



You can change the expression and color for your default roundhead avatar through the **Face Picker** window. To access this window, click the Face button at the bottom of the screen or select **Guest Avatars** from the **Avatar** menu.



Beneath the array of thirteen expressions in this Window you will see a palette of sixteen colors. Clicking on one of these colors causes your face to change to that color. Face colors can be used to great effect in signifying emotional states, especially when used in conjunction with appropriate expressions (for example; red plus the angry face or blue plus the sad face.)

From this window, click the expression you want and your roundhead avatar wears this new expression. You can keep this window while moving around in The Palace, so you can change your appearance almost instantly.

You can also type these expressions directly into your Input box at the bottom of your client (if it is not activated, press the Tab key or click on the box first) window and then press Enter.

When you type:	You get:
:) or)	Happy
:(or (Sad
: or	Normal



When you type:	You get:
;) or ;	Winking
: [or [Angry

Customizing your roundhead avatar

You do not have to keep your plain roundhead as your avatar. The Palace provides many standard props you can wear to customize your avatar. To change your avatar image altogether, see the next section, *Creating a new avatar* on page 32.

- To update your roundhead by wearing new props, bring up your prop window (described in *Your Prop Picker window* on page 41) and select from your props which ones you want to wear. You can then save this avatar look through an avatar macro in your **Avatars** menu (see *The Avatars Menu* on page 54), where you can access it quickly in the future.
- You can customize your avatar even further by coloring it and changing its look. Use the **Prop Editor** to do this (described in *Creating and editing props with the Prop Editor* on page 43.)

Profile pages

Your Profile Page is a web page providing information such as your name, email address, favorite Palaces, and interests to other users. Every registered Palace user has a profile page. These are listed online at The Palace website's Profile directory.

▼ To edit your own profile page

1. From your Palace client's **Edit** menu, select **Edit Profile Page**.

Or

2. Access the **Profile Page Settings** form. From here, you can edit settings such as your name, interests, and a brief bio. Some special notes:
 - You can link to Palace site pages and other users' profile pages by entering their ID's. If you do not know the specific ID for that person or Palace, click the **Lookup** link. When a user clicks on that link on your profile page, he or she accesses that person's profile page, or that Palace's site page.
 - You can display a picture on your profile page, either your own or one provided by The Palace. If you use your own image, it must be hosted on a web server and be available even when you are not online. In the **Picture URL** field, enter the URL where the image is located.

- You can elect to not list your Profile page on the Profile directory, or prevent people from knowing where you are in the Palace at any given time. These fields are at the bottom of the Settings page.
3. When you are finished, click **Update My Profile Page** at the bottom of the form.
 4. Click **Edit My Palace Interests** to update your list of interests.

▼ To see somebody else's profile page

1. Hold down the Option key and click on their avatar.

Or

2. Select the user in the **User List** window (command + f to open) and click on **profile**.

Or

3. From The Palace website, click **Profile Directory** to access the profile lookup page. On this page, you can search for the user by name or profile ID.
4. Once you have accessed that person's profile page, you can do the following:
 - Visit their palace by clicking the Palace link under My Palaces. To use your Palace User Software client, click the red encircled P.
 - Send them email and visit their home web page by clicking the links under **Mail and Home Page**.
 - Join them in the Palace community if they are online by clicking **join me!**.
 - Visit their favorite Palaces by clicking the Palace link under **faves and raves:Palaces**.
 - See the profile pages of their friends by clicking the user name under **Palace Buddies**.

Creating a new avatar

The Palace lets you completely replace your roundhead with a new image for your avatar. You import your new avatar image as a graphic file, which you then save as a prop. Depending on how big this avatar prop is, you either save it in your prop window and wear it like any other prop, or save it as a grouped collection of props in your Avatar macro window.

An avatar is really just a collection of props, including at least one **face prop** (a prop that replaces the default roundhead image). This head prop serves as a centerpiece for the rest of the avatar. A prop measures 44 by 44 pixels; an avatar can contain up to 9



props (132 by 132 pixels). You can create your own avatars by importing bitmap graphic files that meet these size criteria. There are two ways to create your avatar, depending upon the size of the original image you've selected.

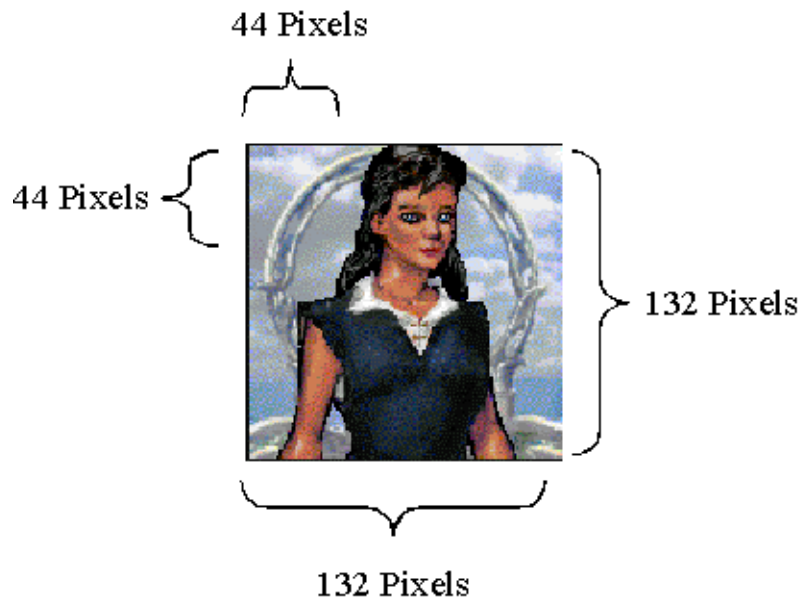
Single-prop avatars

If your avatar image is no larger than 44 by 44 pixels, it can be made into a single prop:

1. Open the desired image using any graphic editor.
2. Although The Palace automatically selects the closest available colors when you paste in a graphic, you should pre-apply the 8-bit Palace Palette to the image while still in your graphic editor. This lets you fine-tune your graphics and avoid any undesired color shifts. The Palace Palette is free. It can be extracted from any of the default graphics provided with The Palace, or downloaded from the Palace website. To extract the palette from a default graphic, consult the instructions in your chosen graphics editor.
3. When your graphic is ready to import to The Palace, copy it into your machine's clipboard.
4. In The Palace, open the **Prop Editor**. You do not need to be connected to a Palace to open this window. To open the Prop Editor, open your prop window by clicking the suitcase icon at the bottom right of the Palace View screen, and then click **New** on the resulting prop window. Or, select **New Prop** from the **Props** menu (after you bring up the prop window).
5. Make the image into a face prop. Macintosh users do this by selecting **Face Prop** from the resulting **Prop Edit** menu.
6. Save your new prop by selecting **Save** on the **Prop Editor**. It now appears in your prop window, where you can wear it as a new prop. It will completely replace your current avatar.

Multiple-prop avatars

Your total avatar image can contain up to 9 props; that is, it can be up to 132 x 132 pixels in size. The following diagram illustrates the total available area in which props may be worn: a square made up of nine single-prop-sized squares.



The **Edit** Menu contains a command called **Paste Multiple Props**. Use this option to create an oversized prop by pasting a single image:

1. Open the desired image using any graphic editor.
2. Although The Palace automatically selects the closest available colors when you paste a graphic in, you should pre-apply the 8-bit Palace Palette to the image while still in your graphic editor. This will allow you to fine-tune your graphics and avoid any undesired color shifts. The Palace Palette is free. It can be extracted from any of the default graphics provided with The Palace, or downloaded from the Palace website. To extract the palette from a default graphic, consult the instructions in your chosen graphics editor.
3. Select the area you want to use as your avatar, and copy it into your machine's clipboard.
4. In your Palace client, select **Paste Multiple Props** from the **Edit** Menu. The oversized image will automatically be cut into individual props and placed in your prop window. You don't need to be connected to a Palace to do this, and you don't need to open your Prop window. This command is not available while the Prop Editor is open.
5. The new avatar image is pasted into the prop window as individual 44x44 props (not necessarily in order).
6. If you want to edit an individual prop pane before wearing it, select it and click **Edit** to edit in the prop editor. In fact, you will want to make at least one of these props into a head prop. When the desired image is in the prop editor, select **Face Prop** from the **Prop Edit** menu (this menu appears when the **Prop Editor** is open). Save your new head prop by clicking **Save** on the **Prop Editor**.



7. Save this grouped prop as a new avatar look just as you would any other avatar look by selecting **Save Avatar** from the **Avatars** menu. You can then wear it at any time by selecting it from the **Avatars** menu. See the next section, *Saving and wearing your new avatar* on page 35.

NOTE – No matter what size your avatar is, the default behavior of cartoon balloons is to appear from a point near the middle of the central cell (the position of the roundhead in the Prop Editor). Depending on where you want these cartoon balloons to appear from when you speak, you might want to place the individual pieces of your avatar manually.

Saving and wearing your new avatar

An avatar is a specific “costume,” including face color, expression and any props worn. If you have a “look” you like (for example, you are wearing special props, or have a new avatar image altogether), you can store this look for quick access when you want to change your appearance.

You do this through the **Avatar Macro** window. To display this window, select **Member Avatars** from the **Avatars** menu. This window lets you store up to 80 avatars and instantly recall them, either by clicking in the listbox provided, or with the following key combinations followed by the numbers 0 to 9:

- Command
- Shift + Command
- Control + Command
- Option + Command
- Shift + Option + Command
- Shift + Control + Command
- Shift + Control + Option + Command
- Control + Option + Command

NOTE – Some Shift key combinations only work if you are using the keypad on the extended keyboard or the Avatars Menu. On MacOS 8.5 - 8.6 you cannot access the shift and shift-control avatar set from the keypad, though they can still be accessed from, the **Avatar Macros** window. Hotkeys that cannot be accessed from the keypad are displayed in parentheses in the **Avatar Macros** window.

The **Avatar** window is divided into three parts, as shown in the following window. The scrolling list in the center of the window contains a slot for each Shortcut Key (these function as hotkey combinations for ultra-speedy changes). In addition, the list indicates which avatar slots are currently in use and which are available.



- **Browsing for Avatars.** To view an avatar without wearing it, click on its slot in the **Shortcut Key** list. The saved avatar image on the right side of the window will instantly change to display the selected avatar. Selecting an empty (“available”) slot displays a default groggy-faced roundhead. You can scroll through the window manually, or use the command key with the up/down arrows. To scroll a page at a time, use shift + command with the up/down arrows.
- **Wearing an Avatar.** To wear a selected avatar, click **Wear** . The current appearance image on the left side of the window will instantly change to duplicate the selected avatar.
- **Saving an Avatar.** To save your current appearance in an avatar slot, select an available slot from the **Shortcut Key** list (or an in use slot that you want to overwrite), and click **Save**. The saved avatar image on the right side of the window will instantly change to duplicate your current appearance.

Animating your avatar

You can **animate** your avatar (for example, have a blinking eye). You do this through your prop edit window.

Palace avatars have a fixed animation rate, and checking the **Anim** field of an individual piece will make the piece animate in rotation with any other of the pieces in the avatar that also have the **Anim** box checked. Since each avatar has a total of up to 9 pieces, 9 is the maximum number of "frames" that can be animated in one avatar. Note that you must have two or more props marked **Anim** to do this.

Most people just animate a "section" of an avatar. For example, they will take a six-piece avatar, and decide to animate something specific, such as an earring or winking eye. Use the following steps to do this:

1. Animate the avatar piece containing the prop you want to animate by marking it **Anim** in the prop edit window.
2. Save that change.



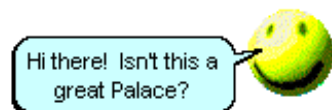
3. On the prop edit window, click **Dupe** to duplicate the prop. This duplicated prop will already have **Anim** checked. When both pieces are worn, they will animate.
4. You can use step 3 to make additional animating pieces.

NOTE – There's no elegant way to animate two completely different sections of one avatar, since they will alternate and produce a choppy effect.

Another setting in the edit window that can affect animation is the **Bounce** setting. If the animating pieces don't have **Bounce** checked, they will animate in the order they were put on in rotation, (1,2,3,4,1,2,3,4,1,2,3,4 etc.) If **Bounce** is checked, the pieces go back and forth(1,2,3,4,3,2,1,2,3,4,3,2,1 etc.) Sometimes this can enhance the animation effect, and sometimes it's better not to use it. Experiment and see what works best for your prop.

Talking to people

The primary activity on any Palace site is conversation between people. Therefore it is not surprising that The Palace software provides you with a number of ways to express yourself.



The most commonly used form of speech is called *talking* . Talking is represented by normal text, appearing in a cartoon-balloon near the speaker's head (or center-most prop). To talk, click on the **Input Box** at the bottom of your screen (usually typing automatically activates the **Input Box**, but you may first have to press the Tab key activate the **Input Box**), type something, and press Enter. Your text will appear in a cartoon-balloon near your head.

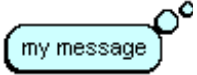
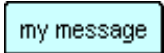

You can control the length of time text stays up on your screen by setting the **Balloon Delay**, which can be found under **Preferences** on the **Edit** Menu. From there you can also control the Font and Font Size used in all cartoon-balloons.

Special balloons

The default state of your cartoon-balloons is the normal talking balloon.

Of course, talking in a normal manner sometimes does not get your point across quite the way you mean it. For these situations, the Palace provides you with several additional types of cartoon-balloons, including shouting balloons, thinking balloons and rectangular sign balloons.

To change the type of balloon used to display a typed message, use special characters in front of your typed text. The following table explains how to activate the various balloon types, and illustrates their effect on an example message (“my message”).

Balloon Type	via Input Box
 my message	: my message Want to give people a piece of your mind? This gives you a thought balloon, instead of the normal talking” balloon.
 my message	^ my message This gives you a rectangular sign balloon, that stays up until you move or say something else. Useful for saying things like BRB (Be Right Back).
 my message	! my message This gives you an excited-looking spiky balloon. Useful for shouting.
	@x,y my message Allows you to spoof by placing your balloon wherever you want it (e.g., “*100,200 my message”). X cannot exceed 512. Y cannot exceed 384. NOTE: The spoofing capability is disabled on many Palaces.

Whispering and ESP (private messages)

By clicking directly on another person’s avatar, you enter **Whisper Mode**. All other avatars on the screen become slightly darker, and the phrase *You are talking to: name* appears in the Status Bar (*name* indicates the name of the targeted user). At this point the person you have clicked on has no idea that they have been selected. To whisper to this person, simply type your message into the Input Box as usual. Both you and the other party will see your message appear on the screen in italics, but no one else will see the message. Subsequent messages continue to be private, until you de-select the person by clicking on the Status Bar, clicking on their avatar a second time, or selecting another person.

The Palace software also allows you to whisper to people in distant rooms; this is called **ESP**. To do it, simply open the **User List** window (by selecting **Find User** from the **Options** menu) and click once on the name of the person you wish to speak to. Regardless of their location, they will see your message in italics (and no one else will). To turn whispering off, click on the status bar.

NOTE – Sounds and Special Balloons do not work in ESP Mode.



Keeping track of conversations with the log window

The **Log window** records a log of your session, including all conversations and actions by avatars in your room. The **Log window** displays by default; you can close it just like any other window. To open it again, select from the **Options** menu.

Paging an operator

Operators are the authority figures of the Palace community; they tend to be either the owners of the site in question, or individuals who have been granted special powers and capabilities by the owners. In either case, a major concern for most operators is keeping the peace, and they possess an arsenal of commands allowing them to do just that. Operators are able to disconnect unruly users at will, or cause them to be banned from the site indefinitely. They can even ban whole domains if they decide it is necessary. In short, they are very powerful people.

Operators are also interested in making sure their site is viewed as a popular and hospitable place. For this reason many operators are happy to take a little time out of their day to explain the basics to a new user, or to help out with a tricky scripting task.

If an unruly user is harassing you, or even if you just want a hand with some aspect of the site you are visiting, the best thing to do is page the local operators. Use ``page message text` command, which consists of the word ``page`, followed by an optional message explaining the reason for your page. For example:

```
`page Is there a website where I can get all the sounds for this Palace?
```

This statement, typed into the Input Box, will send your question to all operators currently logged on to the local Palace site.

NOTE – This command should be used sparingly, and only when you actually do need help of some kind.

Playing sounds

The Palace has a built-in set of audio files that everyone can use. These files are located in your `Sounds` folder (which is within the `Media` folder).

To play a sound, type a right parenthesis followed by the name of the sound:

```
)applause
```

You can even follow a sound with spoken text:

```
)applause She shoots! She scores!
```

The list of built-in sounds includes amen, applause, belch, boom, crunch, debut, fazein, guffaw, kiss, no, pop, teehee, and yes.

In addition to these standard sounds, many Palace operators add their own sounds to their own Palace sites. By default, these sounds download into `Sounds` folders beneath the `Palaceroot:Media:PalaceName` folders, although many of them are also available via the world wide web, you must copy them into the appropriate folder. If you have some sounds you would like to use at any Palace site, simply move (or copy) them to your `:Palaceroot:Media:Sounds` folder. Remember, however, that only users who possess the same sounds themselves will be able to hear them when played.

Moving around

There are several ways to move around in The Palace in a specific room:

- With your mouse, click on any spot in the room. Your avatar moves to that spot.
- Use the arrow keys to make small vertical and horizontal moves. If the Input Box is currently active, the arrow keys will not work this way; press the Tab key to toggle focus back to the View Screen. Also, be careful about abusing this feature. Continual arrow-key movement causes considerable and unnecessary strain on the Palace server, and may get you kicked off many Palace sites.

To move to other rooms or Palaces, use one of the following methods.

Spots and doors

Although the various ways out of rooms are usually clearly marked, sometimes they are not. In a Palace site, any wall hanging or crystal ball might be a portal to another room. If your cursor changes to a hand while over an area, a door is present. When you click on a door, you are immediately transported through it (if it is open). Note that using the arrow keys to move onto a door does not activate the door. Doors go to rooms inside your current Palace.

To show door outlines, press the Control key.

Rooms can also have hot spots. You can click on these spots to go to other Palaces, send your web browser to a web site, or start a scripted event.

When you click on a door, you are immediately transported through it (if it is open). Note that using the arrow keys to move onto a door does not activate the door.



Jumping to a specific room

Another convenient way to move is to use the **Goto Room** command from the **Options** Menu (hotkey combination Command-G). This opens the **Room List** window. Note that you will only be able to enter rooms that are public and unlocked using this feature.

Joining a specific user

If you are looking for a particular user on the current Palace site, you can use the **Find User** command in the **Options** Menu (hotkey combination Command-F) to find them. This opens the **User List** window. Double-click on the user's name to join them wherever they are. Or, select their name and click **Go**.

Going backwards

You can select **Go Back** from the **Options** menu to return to rooms you previously visited. Note that you cannot use the **Go Back** command to move between Palaces; it can only be used to return to previously visited rooms in the same Palace.

Props

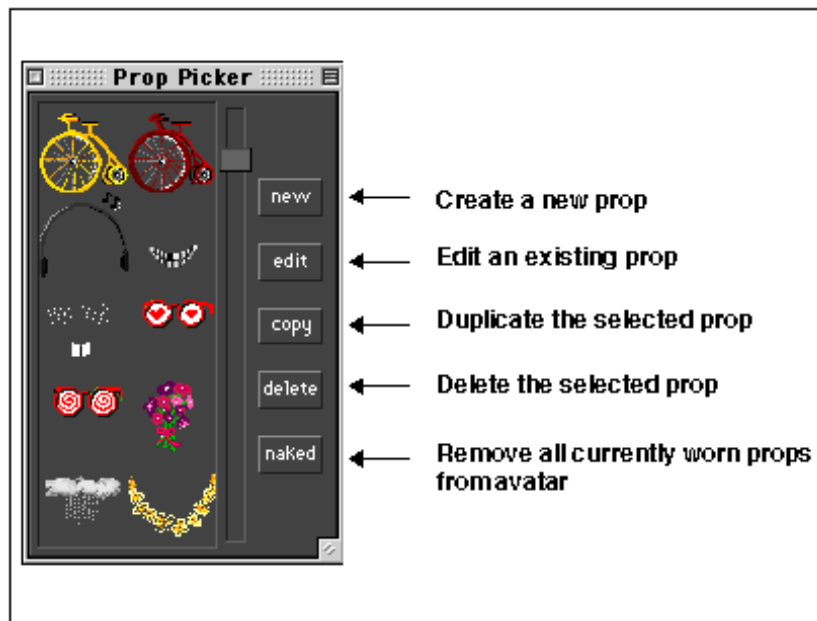
A prop is an object that can be worn near or placed over your face, a small graphic object that you can hold (like a baseball bat or a cup) or attach to yourself (like a hat, a pair of sunglasses or a wig).

Palace members are able to pick up any loose props they find lying around, no matter what Palace site they happen to be in. You can keep these props in your **Prop Picker** window. You can even create and edit your own customized props, so you can create a new look for your avatar.

NOTE – When copying a prop in **PropEdit**, any changes made to the background color will be included in the image sent to the clipboard.

Your Prop Picker window

Props are often employed in combination; up to nine props may be worn on your avatar at one time. Props are put on, taken off, edited, saved and deleted through your **Prop Picker** window.



The Prop Picker window



To access the **Prop Picker** window, click the suitcase icon at the bottom right corner of your Palace client window.

Once the prop window is open, you can double-click on any prop to put it on, and double-click on it again to take it off. As long as the window remains open, the **Props** menu displays on the menu bar.

General prop actions

A loose prop is one that you find lying in a room, not attached to any avatar. You pick up, wear, and store these props in your prop window. You can also leave loose props for other people to use. The easiest way to create a loose prop is to put it on (by double-clicking on it in your **Prop Picker** window), then pull it off your face, and drag it into the room.

There are several things you can do with loose props:

Action	How to do it
Move prop	Select the prop with your mouse cursor and drag it around. You will notice that you can't actually put a prop on somebody else; they have to pick it up and decide to wear it. Similarly, you can't grab a prop that somebody else is wearing; they must give it to you by dropping it (of course, it is possible to grab props by doing a screen capture...)
Put prop in prop window	Drag the prop to your prop window.
Put on prop	Drag the prop onto your avatar. This also adds the prop to your prop window.
Put copy of prop in your prop window	This takes only a copy of a loose prop (leaving the original behind). Hold down the Option key while you drag the prop to your prop window.
Delete prop	Drag it to the Trash Can at the bottom right corner of the screen.

Creating and editing props with the Prop Editor

You can edit existing props, and create new ones using the **Prop Editor**. For detailed information on the **Prop Editor** interface, see *The Prop Editor* on page 60.

Editing an existing prop

From your **Prop Picker** window, select the prop to edit and click **Edit**. (If you want to keep the original copy of the prop, make sure you duplicate it first by selecting **Duplicate Props** from the **Props** menu.) The **Prop Editor** appears, displaying the selected prop. At the same time, the **PropEdit** menu appears on the menu bar. In the prop editor, you can color and change the look of the prop using the prop drawing tools.

Creating a new prop

You can use the **Prop Editor** to quickly and easily create new props by pasting in graphic images from any graphic viewer or editor. This is very similar to creating a new avatar image.

▼ To create a new prop

1. Open the original image using any quality graphic editor, and copy it.

2. In The Palace, open your **Prop Picker** window and click **New** to open the **Prop Editor**.
3. Paste the image in the **Prop Editor** (**Paste** from the **Edit** Menu, or Control-V).
4. Save your new prop by selecting **Save** in the **Prop Editor**.

If the picture is up to 44 x 44 pixels (the size of a single prop), it will appear in full. If the image is larger, only the upper-left 44 x 44 pixels will be pasted into the area.

Changing the position of your prop

While the **Prop Editor** is open, the arrow keys on your keyboard can be used to move the image around, relative to the central position of the roundhead. The total area allowed is equal to 9 prop-sized squares, arranged in a single 3 by 3 square. Any prop can be saved while occupying any position in this large square, and the prop's position will be saved as well.

5

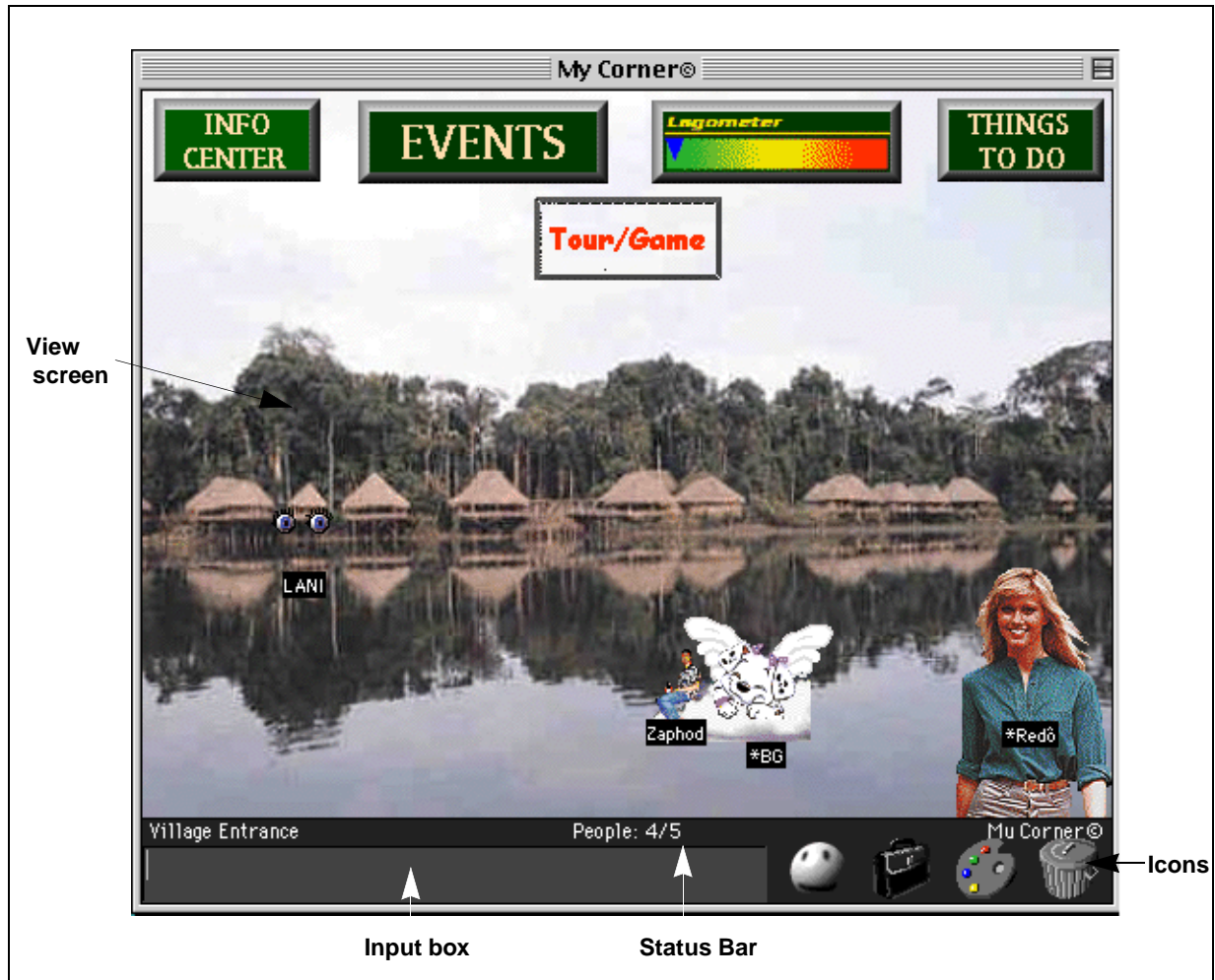
The Palace Client Interface

This section describes the general structure of this interface, and explains the terms used to refer to it:

- *Elements of the main window* on page 45
- *The Menus* on page 48
- *Keyboard shortcuts* on page 57
- *Using the Drawing Tools* on page 58
- *The Prop Editor* on page 60

Elements of the main window

The Palace screen has the following features:



Interface Elements

The View Screen

The Palace interface is dominated by a large rectangular area known as the View Screen. This is where all graphic action takes place. As you move from room to room within a Palace site, the View Screen is filled with a picture representing the background of that room. All avatars and props in the room appear superimposed on this background.

NOTE – Room Graphics and Download Time. Most Palace sites use at least one or two pieces of original art. When you enter these rooms, the pictures are automatically downloaded into the `Pictures` folder located in `Palace:Media:PalaceName`. For example, the pictures for “The Super Palace” are placed in `:Palace:Media:The Super Palace:Pictures`.

If you already possess the graphics for the room you are entering (that is, if you’ve been there before) The Palace will display that room graphic. This takes place almost



instantly. If you enter a room you've never seen before, however, you'll have to wait for the room's background image to download; a process which generally takes 15 to 60 seconds on a 28.8 k baud modem. While the image is downloading, the room's background will be black and a progress bar will appear in the bottom part of the View Screen, indicating the status of the download. Props and avatars, being smaller in filesize, will usually become visible before the room's background pops into place.

The Input Box

The long, thin box beneath the View Screen is known as the Input Box. This is where you type in anything you want to say (Palace members can enter Iptscrae commands from this box as well). To activate the Input Box, type in it.

The Status Bar





The area just between the Input Box and the View Screen is known as the Status Bar. The Status Bar typically displays the following information:

- The name of the current room.
- The number of people in the current room/the number of people in the current Palace
- The name of the person you are talking to if you are in Whisper Mode (see *Talking to people* on page 37).

Under certain conditions the Status Bar will display error messages (when the connection is refused, for instance, or when the server goes down). The Status Bar may also be scripted (by the "operators" of a site) to display specific messages, greetings, marquees, and other text.

The Icons

To the right of the Input Box are four icons: a Face, a suitcase, Paint Palette, and a Trash Can. These icons are used to activate features that operate independently of the windows.

Button	Description
	<p>The Face Clicking on this icon opens the Face Window, allowing you to change your facial expression and color.</p>
	<p>The Suitcase Clicking on this icon opens the Prop Picker window, giving you access to your current collection of props (allowing you to add props to your avatar or remove props from your collection). Members can also use the Prop Picker window to edit existing props or create entirely new ones.</p>
	<p>The Paint Palette Clicking on this icon opens the Painting Window, giving you access to a number of special tools used for painting on the screen. This function is turned off in some Palace rooms. NOTE: Guests are able to look at the tools in the Painting Window, but are unable to use them. Such are the benefits of membership!</p>
	<p>The Trash Can This icon allows you to dispose of unwanted items: dragging a prop here gets rid of it. Clicking on the Trash Can does nothing.</p>

The Menus

This section describes the functions of all menu commands in the Palace interface.

The File Menu

The **File** Menu contains commands for entering and leaving The Palace. In addition it contains file-oriented commands, such as logging your conversations and saving your avatars.

Connect...

This command is used to sign on to a Palace server. Clicking here will cause a dialog box to appear, asking for the address you wish to connect to. The last 10 Palace addresses you have visited appear as choices in the drop-down list.

Connect via AppleTalk

This command is used to log onto a Palace server running on an AppleTalk LAN.

Disconnect

Disconnects you from the current Palace site without closing The Palace.



Close

Save

Log to File... | Stop Log

This command opens the Log File. A Log File records all chat text and typed commands to a file on your hard disk.

Child Lock

This command brings up a dialog box that allows you to set a password to child-protect The Palace. Do not forget this password—you will be asked to supply it every time you launch The Palace.

Reload Script

This command reloads your `CYBORG.IPT` file—the only Palace datafile you can edit while online. You can edit your `CYBORG.IPT` file at any time with any text editor (running in another window), save it and return to The Palace, but your changes will not become effective until you select **Reload Script**.

Activate Membership

This command allows you to activate your member registration code. You can register for membership when you download the client software. Membership is free.

Quit

This command disconnects you from the current Palace and closes the program.

The Edit Menu

The **Edit** Menu contains the standard editing commands, as well as the important **Preferences** window.

Undo

This command allows you to undo your most recent action. If only all of life had an undo command!

Cut

This command allows you to cut text from the **Input** box or the **Log** window. This command can also be used for graphic functions, such as when working in the **Prop Editor**. The hotkey combination for this command is Command-X.

Copy

This command allows you to copy text from the **Input** box or the **Log** window. This command can also be used for graphic functions, such as when working in the **Prop Editor**. The hotkey combination for this command is Command-C.

Paste

This command allows you to paste text into the Input box from anywhere. This command can also be used for graphic functions, such as when working in the Prop Editor. The hotkey combination for this command is Command-V.

Paste Multiple props

This command allows you to paste oversized graphics into the **Prop** window, where they are divided into individual props.

Select All

This command selects the entire contents of the **Log** window or the **Input** box for copying. Note that the **Log** window or **Input** box must first be selected (that is, it must be the active window).

Edit Profile Page

This launches your web browser and takes you to your Profile settings page. Here, you can update the settings on your user profile. See *Profile pages* on page 31 for more information.

Preferences

This command brings up the dialog box shown below, allowing you to set the following options:

• Preferences •

Name:

Balloon Delay: Long
 Medium
 Short

Font:

Size:

Use Fade Effects Tinted Balloons
 Download Graphics Show User Names
 Prop Animations

Palace starts with:
 No Connection
 Home Palace:



- **Name**

This is the name that others see attached to your face. You can see the nicknames of others in the room by simultaneously holding down the Command and Option keys.
- **Balloon Delay**

This control allows you to modify the length of time that cartoon balloons are displayed on the screen. Three durations are available: **Long**, **Medium**, and **Short**. The duration of any message is based upon the length of the message, modified (locally) by this setting.
- **Font**

This allows you to set the font used to display the text in cartoon balloons, user names and hotspot names.
- **Size**

This allows you to set the size of the font used to display the text in cartoon balloons, user names and hotspot names.
- **Use Fade Effects**

This checkbox enables or disables the transitional fade effect that causes your Avatar to fade out when leaving a room and fade in upon entering.
- **Download Graphics**

This command, when checked, instructs Palace to request images for new rooms you enter. If unchecked, new rooms will appear black in your View Screen.
- **Prop Animations**

This command allows you to view animated props (multiple-frame sequences of props which create the illusion of motion or action). If not checked, only the first frames of animated prop sequences will appear.
- **Tinted Balloons**

When checked, this command causes all cartoon balloons to appear filled with color.
- **Show User Names**

This command allows you to toggle the display of user names in the View Screen. You can make these names appear temporarily by holding down the Command and Option keys.
- **Palace Starts With**

This field lets you set the Palace site you start with by default. All Palace addresses have two parts: a server name (URL) and a port number. The two input boxes in this area allow you to enter this information to connect to the specified Palace site. This area also includes some shortcuts to help make connecting even easier. You can also set a Home Palace that will be entered automatically whenever you launch Palace (just like a Home Page in your web browser). To do this, click **Home Palace**, and type in the address and port number desired.

Note that the port number (to the right of the Palace Server Address proper) is set by the Palace Operator of the site in question: it is almost always 9998. If you cannot get into a Palace Site at all, contact the Server Operator and make sure you're pointed at the correct port number.

The Options Menu

The Options Menu contains various commands for controlling the behavior of the software, as well as several means of transportation throughout Palace sites.

Draw

This command opens and closes the Drawing Palette.

Show Names

This command allows you to toggle the display of user names in the View Screen. The default for names is on. You can make these names appear temporarily by holding down the Command and Option keys simultaneously.

Don't Update User List

When the User List window is open, the list updates automatically as users log on and off. This command freezes the list until you uncheck it.

Floating Log Windows

This command allows the log window to float in the tool window layer. Your change will not take effect until the next launch of The Palace.

Sound Volume...

This command opens the Sound Volume control.

Speak As...

This command displays a submenu of available voices from the Speech Manager.

Full Screen

This command toggles between a full-screen display and a windowed display.

Iconize

This command minimizes The Palace without disconnecting, reducing the display to an icon on your desktop.

Go Back

This command moves you back to the previous room visited. The hotkey combination for this command is Command-B.

Log Window

This command toggles the Log Window open and closed. This is a floating window that stores all text messages you receive (both speech and special messages). This text can be saved to disk by selecting **Log to File...** from the **File** Menu. The hotkey combination for this command is Command-L.



Find User...

This command toggles the **User List** Window open and closed. (Hotkey is command+f)



This window displays a list of all users logged into the current Palace Site, and the names of the rooms they are in. Clicking on a user's name in this window causes you to enter Telepathy Mode with that person; you can now speak to them just as though you were whispering. To instantly teleport yourself to another person's location, double-click on their name, or select their name and click **Go**. To see another user's profile page, select their name and click **Profile**.

GoTo Site Page...

This launches your web browser and takes you to the site page of the Palace you are currently visiting.

Goto Room...

This command toggles the **Room List** Window open and closed.



This window displays a list of all rooms in the current Palace Site, and the number of users in each room. To instantly teleport yourself to another room, double-click on its name, or select the name and click **Go**. Exception: rooms marked Private cannot be entered (except by operators and owners). The hotkey combination is Command-G.

Plug-ins

This command accesses your **Plug-ins** Submenu, allowing you to run any Palace Plugins installed on your system. This menu includes an entry for each of your Palace Plugins—small programs that enhance the functionality of Palace. To appear in this menu, your Plugins must be installed in the `:Palaceroot:Plugins` folder (this is where they are installed by default).

Operator

This command opens a dialog box asking for the operator (or owner) password. Operators and owners have special powers and capabilities beyond those of registered members; there are different operators and owners (and passwords!) at each Palace Site. If the password is entered correctly, the **Operator** Menu is added to your menu bar. The hotkey combination is Command-Option-W.

The Avatars Menu

Guest Avatars

Select this option to bring up the **Face Picker** window. See *Changing your face color and expression* on page 30 for more information.

Member Avatars...

Select this option to bring up the **Avatar Macros** window. See *Saving and wearing your new avatar* on page 35 for more information.

Change Avatar Name...

Select this option to change your avatar name.

Animate Avatars

Select this option to animate any avatars that can be animated.

Alternate Avatar Window

Select this item to display a compact version of the **Avatar Macros** window.

The Operator Menu

This menu appears when you enter operator or owner mode (select **Operator** from the **Options** menu, then enter the operator or owner password). The **Operator** Menu provides access to a set of advanced functions beyond the needs and rights of typical Palace members. Operators and Owners are the managers and proprietors of the various sites in The Palace network. Anyone with a Palace Server (and an IP address or AppleTalk network) can open a Palace site and become its owner, and then give the site's operator password out to trusted individuals. Therefore, each Palace site has at least one owner, and most possess operators as well.



NOTE – The **Operator** Menu appears on your menu bar only if you are currently an operator or owner on the Palace site in question.

The commands in this menu provide operator (or owners) with various superpowers in the form of special commands and authoring control over their Palace sites. Since using these commands requires an in-depth understanding of the Palace server software, this topic is not treated here. For information on operator commands and the operator menu, see *The Palace Operator's Guide*.

The Props Menu

This menu appears when you have the **Prop Picker** window open (click the suitcase icon at the bottom right corner of your screen). It has the following menu items:

New Prop

The **New Prop** selection brings up the **Prop Editor**, ready to create a new prop.

Edit Prop

Opens the **Prop Editor** to edit the selected prop.

Duplicate Prop

Makes a copy of the selected prop in your prop window.

Delete prop

Deletes the selected prop.

Purge...

The **Purge** selection deletes all cached props older than 24 hours that are not currently being used. Note that it does not purge the props visible in your Prop Picker window.

The PropEdit Menu

The **Propedit** Menu is visible when you have the **Prop Editor** open. To open the **Prop Editor**, open the **Prop Picker** window first by clicking the suitcase icon on your screen. Then, either edit or create a prop from the **Props** menu or the **Prop Picker** window.

Face Prop

Use **Face Prop** to indicate a prop that takes the place of the roundface.

Ghost Prop

This creates a prop that is partially transparent. Any prop can be a Ghost Prop.

Rare Prop

A Rare Prop can not be copied. It is removed from your prop bar when it is dropped as a lose prop.

Animate

An animated prop is like a frame in a small movie; when worn, it rapidly flashes on and off. If more than one animated prop is worn, they will flash in sequence. The order of the sequence can be modified by the **Bounce** setting.

Bounce

If this option is checked for any prop you are wearing, your animated props will cycle on and off in "palindrome" fashion ("forward-backward_forward"), instead of looping in the forward direction all the time.

White Background

Gives your prop a white background which copies with the prop to the clipboard.

Gray Background

Gives your prop a gray background which copies with the prop to the clipboard.

Black Background

Gives your prop a black background which copies with the prop to the clipboard.

Flip Horizontal

Flips your prop horizontally.

Flip Vertical

Flips your prop vertically.



The Bookmarks Menu

The **Bookmarks** Menu displays a menu option to bookmark your favorite Palace sites and a set of interesting Palace sites you can visit. To add a site to the list, connect to the site, and then select **Add palace to Bookmarks** from the **Bookmarks** Menu. The sites that you bookmark are added to the end of the default list. You cannot delete sites from the **Bookmarks** Menu.

Note that we do not recommend manually editing the bookmarks file. The `Palace Bookmarks` file is usually located in the `:System Folder:Preferences` folders. You can move the bookmarks file to your `Palace` folder for easy access. Note that if you do edit the file manually, your changes will not appear until you exit and relaunch The Palace.

The Help Menu

The **Help** Menu consists of a number of links that, when clicked, will take you to the appropriate page at The Palace website. The topics covered include:

Quick Reference

Tutorial

User Guide

FAQ

Software Updates

Discussion Groups

Communities.com

Keyboard shortcuts

The following keyboard shortcuts are available to all users:

Key	Description
Tab key	Toggles focus between the Input Box and the View Screen.
Up Arrow key	When the focus (see above) is on the Input Box, this pages back through your previously typed statements. When the focus is on the View Screen, the arrow keys allow you to move your avatar around on the screen.
Down Arrow key	When the focus (see above) is on the Input Box, this pages forward through your previously typed statements. When the focus is on the View Screen, the arrow keys allow you to move your avatar around on the screen.

Key	Description
Esc key	Clears the Input Box.
Command and Option keys	If the Autoshow Names option is unchecked (in the Preferences Dialog Box), this hotkey combination temporarily displays the names of all people in the current room. If Autoshow Names is checked, this combination causes the names to temporarily disappear.
Control key	When held down, this key causes the outlines of all doors in the current room to become visible.
Command and Up/Down Arrow Keys	When the focus is on the Avatar Macros window, these keys allow the user to scroll up and down through the avatars.
Shift, Command and Up/Down Arrow Keys	When the focus is on the Avatar Macros window, these keys allow the user to scroll up and down through the avatars a full page at a time.

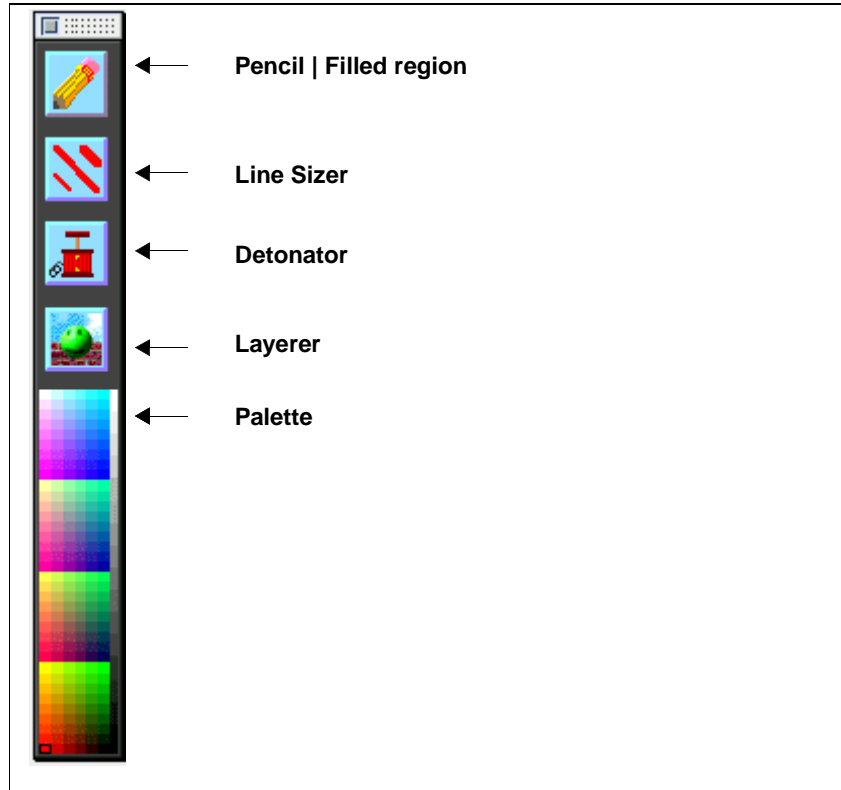
Using the Drawing Tools

The Palace client provides room drawing tools, where you can paint and draw in the room you are currently visiting. Both the room and the Palace site must have Painting privileges set on for you to do this.






To access the drawing tools, click the Palette icon on your View screen. Or, select **Draw** from the **Options** menu.



Only members may use these tools, and everybody in the room sees whatever is painted. (Exception: Operators and owners can turn painting off in particular rooms, or on a site-wide basis. Some Palace operators consider painting to be a nuisance activity, and prefer to turn it off completely.)



The Drawing Tools

The following Drawing Tools are available:

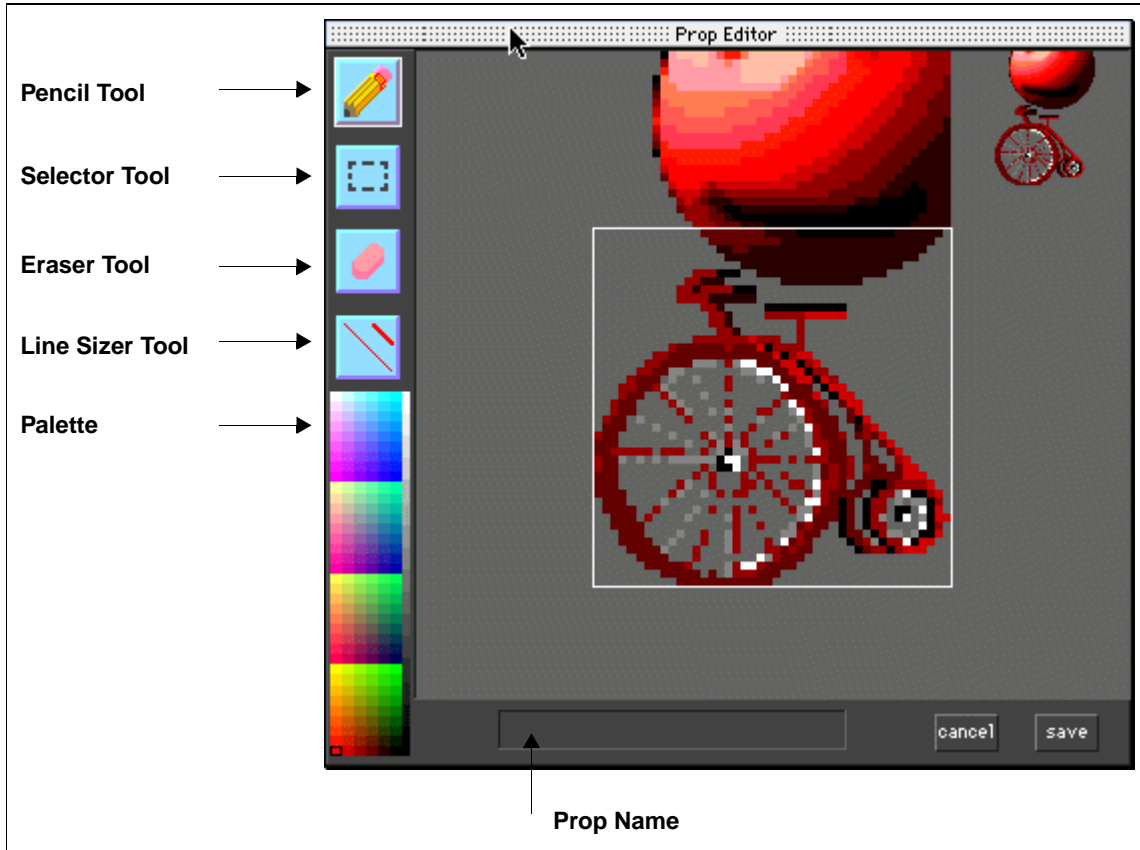
Tool	Description
Pencil Filled region 	This tool lets you draw in various colors and line sizes. It has two states: Pencil and Filled Region. The Pencil tool is active when no colored area appears around the pencil. The Filled Region tool (activated when a colored area does appear around the pencil) operates similarly, but turns the region drawn into a closed shape.
Detonator 	When you click this button, it deletes the last line that was drawn, whether it was created by hand or by a script. Double-click this button to delete all drawing on this screen.
Layerer 	You can draw either behind or in front of avatars. Click this button to toggle the pen between these two layers.

Tool	Description
Line Sizer 	This button changes the width of the Pencil and Filled Region tools. The center diagonal line is the current width. To increase the line size, click the line in the upper right corner. To decrease the width, click the line in the lower left corner.
Palette 	The Palette tool lets you select a drawing color from the Palace palette.
Eyedropper	Although not visible as a tool, there is an eyedropper tool available for selecting colors directly off the screen image. The cursor changes to an eyedropper when you press both Option and the mouse button simultaneously anywhere in the View screen, no matter which tool is selected. The color that the cursor is pointing to becomes the current drawing color. This is useful for extending a particular color you see on the screen.

The Prop Editor

The **Prop Editor** lets you create and edit images for props and avatars. Like the room drawing tools, it has a set of drawing tools and a color palette. To access the **Prop Editor**, open your **Prop Picker** window by clicking your suitcase icon at the bottom of the screen. Then, click **New** from the **Prop Picker** window, or select an existing prop and click **Edit**. If you hold down the option key while pasting a new image into the **Prop Editor**, all pixels that match the currently selected background color (see the PropEdit menu section) will be masked out so that only the non-background color pixels will be drawn in the prop



The following picture shows the **Prop Editor** tools:






The Prop Editor Interface

To close the window and save your work, click **Save**. To close without saving, click **Cancel**.

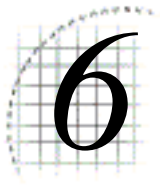
Some of these tools have special functions, or respond differently when certain key combinations are pressed. The following table describes the prop editor's tools and fields.

Tool	Description
<p>The Pencil Tool</p> 	<p>Use this tool for drawing or editing details. To constrain the pencil to a straight line, hold down the Shift key while drawing. To turn the pencil into a paint bucket, hold down the Control key. To turn the pencil into an eyedropper for picking up colors, hold down the Option key.</p>
<p>The Eraser Tool</p> 	<p>Use this tool to create transparent areas. Note that erased portions are transparent; they allow whatever is behind them to show through. To create transparent areas in solid-colored areas of your prop, hold down the Control key.</p>

Tool	Description
<p>The Selector Tool</p> 	<p>Use this tool to move or delete sections. Click and hold down the mouse button down at one corner of the desired area, drag to the opposite corner (with the mouse button still depressed), and release. The selected area may now be moved around, or removed with the Delete key.</p>
<p>The Line Sizer Tool</p> 	<p>Use this tool to change the pencil and eraser size. The diagonal line in the center of this button indicates the current size of the pencil and eraser. To increase the line size, click in the upper-right corner of the button. To decrease it, click in the lower-left.</p>
<p>The Palette</p> 	<p>Select the color you want activate; that is, the one the pencil will draw with.</p>
<p>Prop Name</p>	<p>Enter a name for the prop if desired. You can then use this name in scripts. For Palace members the prop's name may be especially important, since there are Iptscrae commands that can be used to manipulate props as long as their names are known.</p>

Prop Edit menu options

When the **Prop Editor** is open, the **Prop Edit** menu appears. For descriptions of these options, see *The PropEdit Menu* on page 56.



The PalacePresents Viewer

This section describes the PalacePresents Viewer:

- *What is PalacePresents?* on page 63
- *What you need* on page 64
- *Starting the PalacePresents Viewer* on page 64
- *Joining an event* on page 66
- *Attending an event* on page 67
- *The Viewer Toolbox* on page 69

What is PalacePresents?

This Palace Plugin allows you to take part in large-scale networked events such as conferences, guided web tours, slideshows, live interviews, lectures and other one-to-many interactions. The PalacePresents software creates a multipurpose stage that is hosted on an existing Palace site. This stage appears in a separate window from The Palace. The interesting thing about this stage is that once you are connected to it, you can always see it—no matter what room you move to in the host Palace.

The moderator sets up and runs PalacePresents events. You must have the operator password to run the Moderator. The viewer allows you to participate in the event while it is online. You'll be able to view all events transpiring on the stage, and to ask questions of the moderator and others on the stage. You can also keep a log of the event and may even be invited onto the stage yourself.

What you need

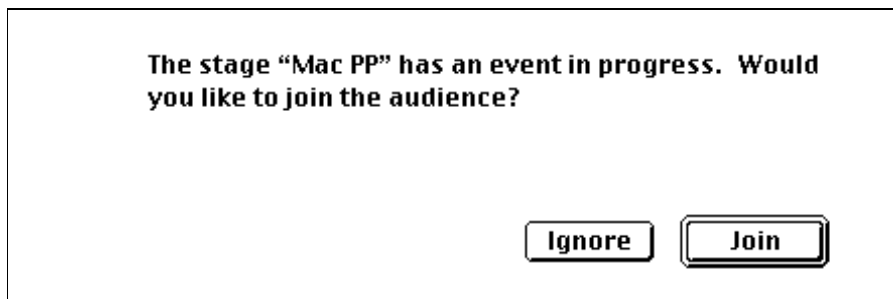
To participate in events via the PalacePresents Viewer, you must be running The Palace User Software for Macintosh (version 2.43 or newer). You must have at least 6 megabytes of RAM; and be using Macintosh System 7.6 or later.

The PalacePresents Viewer consists of two parts, an application and a plugin. They are both installed automatically when you install The Palace. The application file, `PalacePresents` is installed into the `Palace` folder. The plugin file, `PalacePresents PPA` is installed into the `Palace:Plugins:startup` folder.

Starting the PalacePresents Viewer

After starting The Palace, the following steps will get you started with the PalacePresents Viewer:

1. To see a list of all your installed plugins (including the PalacePresents Viewer), select **Options, Plugins** from the menu bar.
2. Click **PalacePresents Viewer** *if* there is not a checkmark besides it.
3. You can also click **PalacePresents** from your Palace installation folder.



The Event Notification Dialog Box

Your PalacePresents Viewer is now loaded and active. Whenever you launch the Viewer while an event is running, or if an event goes on the air while you are running the Viewer, the Event Notification Dialog Box will appear, as shown below. Note that you will only be notified of events transpiring on the current Palace site.

Click **Join** to participate in the event. The next thing you will see is the interface of the PalacePresents Viewer itself, which is described in *Attending an event* on page 67.



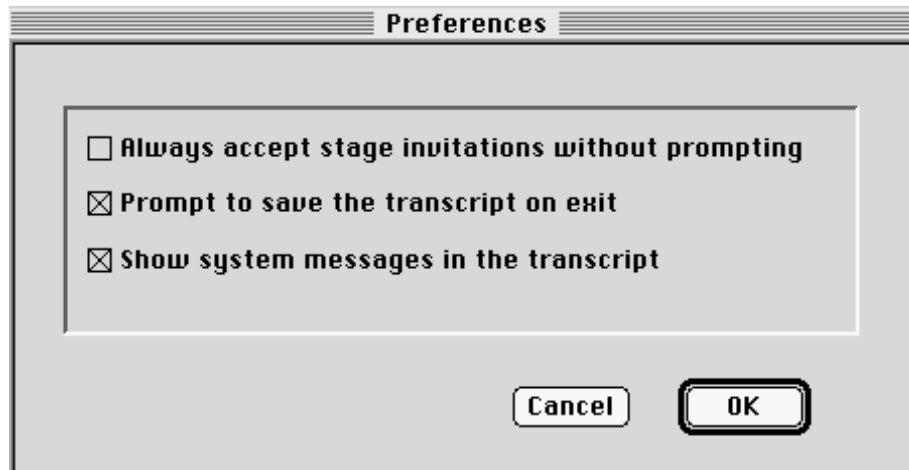
Plugin options



The Viewer Menus

As shown in the illustration above, the choices available on the **Viewer** menus in The Palace are not limited to quitting the PalacePresents Viewer; other submenu options you can perform here include **Preferences** (that is, viewer configuration) and **Join an Event**.

Preferences...



The Preferences Dialog Box

The **Preferences** dialog box, appears when you choose **Preferences...** from the **File** Menu. This dialog box allows you to set a number of configuration options, controlling the manner in which PalacePresents events are displayed and saved (if at all) on your computer.

- **Always Accept Stage Invitations Without Prompting**

If this option is checked, you will be automatically transported to the stage whenever you are invited. Leave this option unchecked if you want to change your avatar or throw on a few props before you hit the stage.

- **Prompt to Save the Transcript on Exit**

If you exit the PalacePresents Viewer, or if the moderator ends the current event while you have this option checked, you will be shown a dialog box asking if you want to save the event transcript to a file. If this option is unchecked and either of these events occurs, the dialog box will not appear, and the event transcript will not be saved.

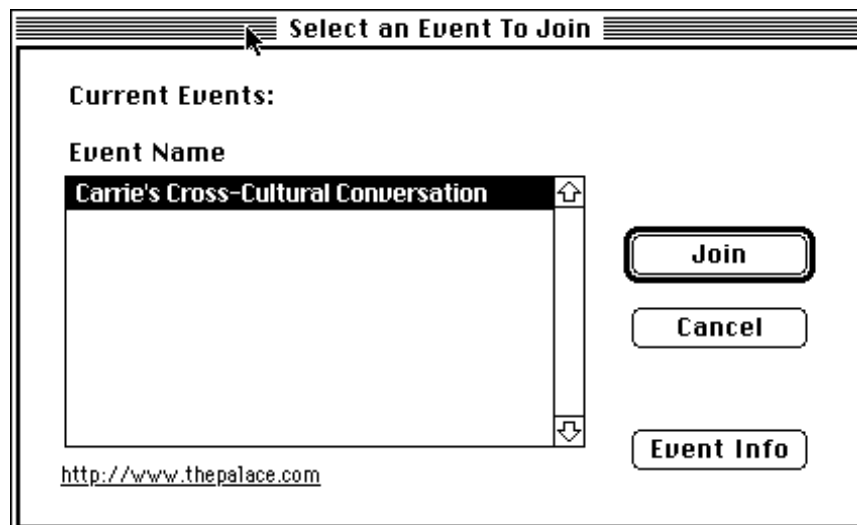
- **Show System Messages in Transcript**

When this option is checked, additional system information messages are displayed in the transcript.

Joining an event

As mentioned previously, if you launch the Viewer while an event is running (or, conversely, if an event goes on the air while your Viewer is running), you will be notified of the event and given a chance to join the audience automatically. However, if you decline the initial invitation notice and then change your mind later, you can still get in.

Selecting **Join an Event** from the **Viewer** menu displays the **Select an Event to Join** window, as shown below. Here you can select which event you want to join and browse any web pages associated with the event. The first column of this list displays the names of all PalacePresents events currently running at the PalaceServer you're on. You can join an event in progress by double-clicking its name in this list.



Showing a list of events with the Select an Event to Join window

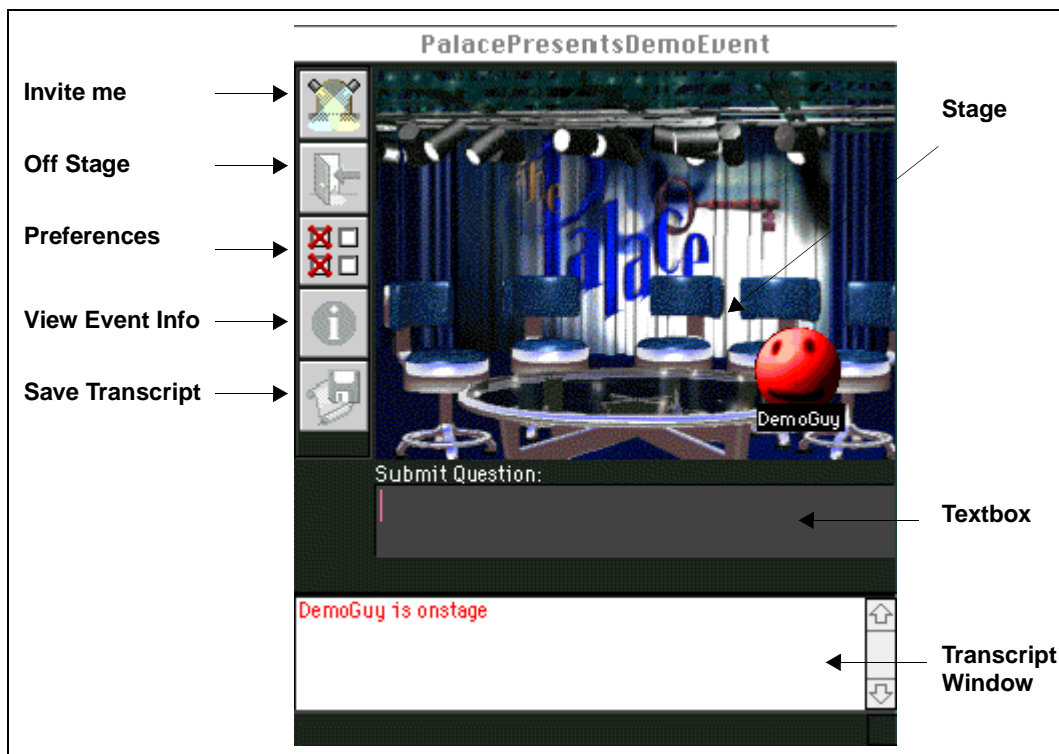
- Click **Join** to join a selected event. You can also join the selected event by double-clicking the event name.



- Click **Event Info** to send your web browser to the page specified under **Event Information URL**.

Attending an event

The PalacePresents Viewer is easy to operate, containing only a few basic elements, including the Stage, the Textbox, the Invite/Offstage Button, and the Transcript Window. The following illustration indicates the positions of these important elements:



The PalacePresents Viewer Interface

This interface has the following elements

- **Stage**
This is where the presents appear and speak. It works just like a miniature Palace window.
- **Textbox**
While you're offstage, the label here reads Submit question. Type your message here and hit Return to submit it to the moderator. While you're onstage, however, the label reads Chat and whatever you type is displayed for the entire audience to see.

- **Transcript window**

This frame logs all conversation occurring onstage. You can save it to a file by clicking **Save Transcript**.

The PalacePresents Viewer allows you to see the avatars of anyone currently onstage. This includes the event presenter (or presenters, if there is more than one), as well as anyone else who has accepted the moderator's invitation to come onstage. Note that the moderator does not directly appear onstage. Moderator speech appears in a standard cartoon balloon in the upper-left corner of the stage area.

Avatars can move around on the stage just as they can in a Palace room, and everyone who is connected to the event will see them moving. While onstage, you can wear props, even animated props, but you cannot change your avatar without leaving the stage again.

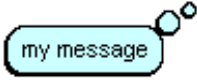
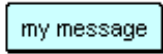

NOTE – While you are onstage you also remain in the Palace room you were invited from, and a special on stage prop is automatically added to your avatar there. While onstage, you can continue to chat and move around in The Palace proper, and can also broadcast by typing into the viewer. Thus, you can be in two places at once.

Talking to the stage

Whenever you are not on the stage (and most of us are not on the stage), the label above the Viewer's Input Box reads Submit Question. Type here (and press the Enter key) to submit your question or comment to the moderator. If selected by the moderator, your question will appear onstage, just as you typed it. Note that the moderator not only has control of which comments are selected, but can also delay or shuffle comments, and may even preload a series of simulated comments prior to (or during) the event.

Diehard users will be happy to hear that the viewer's input box allows you to use special balloons just as you can in The Palace itself. By preceding your text with one of the following characters, you can change the appearance of your cartoon balloon:



Balloon Appearance	Typed Character	Description
	: my message	This gives you a thought balloon (pictured at left), instead of the normal talking balloon.
	^ my message	This gives you a rectangular sign balloon (pictured at left), which stays up until you move or say something else. Sign balloons are useful for saying things like BRB (Be Right Back), or for posting a long piece of information (like an email address or URL), that you want to make sure everyone reads.
	! my message	This gives you an excited-looking spiky balloon (pictured at left). Useful for shouting.

The Viewer Toolbox

To the left of the stage you will notice a column of five buttons. These buttons comprise the Viewer Toolbox, which provides shortcuts for the most commonly-used functions. This section describes these buttons and their use.



- **Invite Me Button (Members Only)**

While you are watching an event (that is, not onstage), clicking on this button means Invite Me (while you are onstage this button is disabled). Clicking here sends a message to the moderator, requesting an invitation to the stage. Note that if you have **Always Accept Stage Invitations Without Prompting** checked in the **Preferences** dialog box, you will be pulled onstage as soon as your request is accepted. Otherwise, you will see the following dialog box, which serves as your official invitation:



An Invitation Onstage



- **Off Stage Button**

While you are on the stage, the Offstage button becomes enabled. Clicking here causes you to leave the stage.



- **Preferences Button**

This button causes your **Preferences** dialog box to appear; it is the same as selecting **Preferences** from the **File** Menu in the PalacePresents software.

- **View Event Info Button**

This button launches your web browser, taking you to the Event Information web page that has been set up by the moderator. It is the same as selecting **Current Event Info** from the cc menu.



- **Save Transcript Button**

This button causes an ASCII transcript file to be saved on your hard disk. It is the same as selecting **Save Transcript** from the Viewer **File** Menu.

7

Advanced Features

This section describes advanced features you can use to enhance your Palace experience even further:

- *Special commands* on page 71
- *Creating and using member rooms* on page 71
- *Automating yourself with Iptscrae* on page 73

Special commands

The Palace server possesses a number of special commands allowing you to personalize your experience online. All special commands consist of text typed into the Input Box, and most of them begin with a single backquote (`).

For a complete list of Special Commands, see *Palace Command Summary* on page 83

Creating and using member rooms

Palace operators may allow members to create their own rooms. These member rooms (as they are aptly called) exist only temporarily, deleting themselves whenever (A) there is no one inside and (B) when their owners disconnect from the current server. There are number of special commands associated with member rooms. Like most special commands, these are typed directly into the Input Box, and begin with a single backquote (`).

``newroom roomName`

Creates a new room with a cloudy sky background. If you do not supply *roomName*, the new room will be called “Jim’s room” (or whatever your name is). When you create a room you become its owner (similar to being a channel op on IRC), and may use all of the special commands listed below within that room. If the room empties out and you log off, the room will disappear.

``rdelete`

Deletes the room. This command is rarely necessary, as the room will disappear of its own accord anyway.

``rowner userName`

Allows you to transfer ownership of the room to *userName*.

``rname roomName`

Renames the room to *roomName*.

``rpicture filename`

Allows you to specify a new background picture for the room. You may use any of the default Palace pictures, (*the bar*, *the study* and *the beach* are the most popular — look in your *Pictures* folder to see the list). You can use a custom picture of your own creation if you wish, but only people who have a copy of that graphic will be able to see it; everyone else will see a black background.

``rkick userName`

Kicks *userName* out of the room. The person will be kept out for the remainder of their session, or until ownership is transferred.

NOTE – They can get around this by logging off. If you are having a real security problem you can either use a password, close the room entirely (see below), or page an operator for assistance.

``runkick userName`

Cancels the effects of an `'rkick` command.

``rpassword yourPassword`

Denies entrance to the room except to those who know *yourPassword*. When someone tries to get in, the server will deny access and request that the person type `'password yourPassword` to get in. For example, if you create a room and type:

```
`rpassword mojo
```

Other users will be unable to enter your room unless they type:

```
`password mojo
```

**`rclose**

Closes (locks) the room, preventing access by anybody except the room owner. If everybody inside leaves, the room automatically opens.

`ropen

Opens (unlocks) the room.

`rscripts on**`rscripts off**

Turns Iptscrae scripts on and off within the room. Scripts are on by default.

`rpainting on**`rpainting off**

Turns painting on and off within the room. Painting (aka drawing) is on by default. The owner can do some painting (to make a sign) and then turn painting off to make a temporarily-permanent sign.

`rguests on**`rguests off**

Denies access to guests (non-members).

`rhide on**`rhide off**

Removes the room from the **Room List** (for all except operators and owners, who can still see it).

`runhide

Cancels the effects of an `'rhide` command. Same as `'rhide off`.

NOTE – A member room will disappear from the Palace site if it empties out while its owner is logged off.

If the room remains occupied, its owner may log off and log back on, and will retain ownership of the room.

Member rooms all disappear when the server goes down.

Normally, each member is allowed to create one (and only one) member room at a time.

Automating yourself with Iptscrae

As if you didn't already have enough to keep you happily Palace-hopping for a long time, there are many more options available to you once you begin to master the intricacies of *Iptscrae*, the Palace programming language. Your initial introduction to

Iptscrae will most likely be in the form of your own `cyborg.ipt` file (or “Cyborg Script”), that contains the routines used to automate aspects of your avatar’s behavior online. This section provides a cursory overview of the contents of the `cyborg.ipt` file, and explains the operation of this file in its default state. For more information on Iptscrae, see the *Iptscrae Language Guide*.

NOTE – Modifying the `cyborg.ipt` file requires a degree of familiarity with Iptscrae that is beyond the scope of this guide. Since the same commands and syntax are used to create Palace Server Scripts and Cyborg Scripts alike, would-be authors will want to read the *Iptscrae Language Guide*.

Your `cyborg.ipt` file

This section describes your `Cyborg.ipt` file, examining its structure and operation line-by-line. To make any changes desired, you’ll need to open this file with a text editor or word processor capable of saving in ASCII (“text only”) format. Always remember to make a backup copy before editing your `cyborg.ipt` file.

The `cyborg.ipt` file is a script, written in Iptscrae. Scripts contain **handlers**, which respond to **events**. These handlers are themselves contain short programs called **atomlists**. An atomlist could also be called a **subroutine**. To get a clearer understanding of what this means, let’s take a look at your default `cyborg.ipt` file.

The INCHAT handler

The first block of statements in your file is your `INCHAT` handler (as indicated by the words `ON INCHAT` and the open curly bracket in the first line):

```
ON INCHAT
{
; expressive prop changes - in response to what others say
  { "Lightbulb" DONPROP { DOFFPROP } 120 ALARMEEXEC } CHATSTR "you
genius" == IF
```

...

`INCHAT` is where you store atomlists that respond to words you hear others say; **atomlists** in this handler are triggered by any `CHAT` event. You’ll notice lots of curly brackets throughout the script. These curly brackets indicate additional atomlists. Subject to syntax requirements, atomlists can contain other atomlists, but each must be opened and closed with the corresponding curly bracket. You can tell when a script has reached its end by counting and pairing the open curly brackets with the closed ones. You’ll notice that the first open-curly bracket above has no partner. More on that soon...

The line starting with a semicolon (;) is a **comment**. The software ignores everything on the line after the semicolon. Commenting your code is good programming practice, and it will save you a lot of time when you come back to this file several months after editing it.



The functional stuff is contained in the `IF` statement that follows the comment. This statement causes your avatar to don a lightbulb prop for 120 *ticks* (a tick is about 1/60th of a second, so this is about 2 seconds) and then remove it, provided someone says the trigger phrase appearing in quotes ("you genius").

This sample lends itself to fairly easy editing. Without altering the structure of the statements or atomlists involved, you can easily edit this `IF` statement, or duplicate it to have your avatar don different props in response to different trigger statements. Be sure your new prop names refer to actual props in your satchel, or your script will do nothing. You can also change the number of ticks between donning and doffing the prop.

FINGER information. We know the `INCHAT` handler isn't done yet, because our first open-curly bracket in the `cyborg.ipt` file hasn't been matched with a close-curly bracket. The next section, therefore, is also executed on response to `INCHAT`..

```
; this is your FINGER information - replace the stuff in quotes with
; information about yourself.
{
    ^<insert name>\x0d"
    "<insert e-mail>\x0d" +
    WHOCHAT PRIVATEMSG
} CHATSTR "finger" == CHATSTR ";finger" == OR
  WHOCHAT WHOME == NOT AND IF
}
```

As the comment tells us, this routine allows you to provide others with some information about you when they select you for whisper mode and say "finger". To edit it, simply replace `<insert name>` and `<insert e-mail>` (including the angle brackets) with whatever information you want to put there. If you want to add additional information lines, copy the format of the `"<insert e-mail>\x0d" +` (including the plus sign at the end). Unless you're an Iptscrae expert, you should probably leave the rest of this structure alone.

The OUTCHAT handler

If you pair up the curly brackets here you will find that the last one is an extra; we now know that we have reached the end of our `INCHAT` handler. The next block of statements comprise the `OUTCHAT` handler.

```
ON OUTCHAT
{
; more expressive prop changes (in response to what YOU say)
{
    { "Lightbulb" DONPROP { DOFFPROP } 120 ALARMEEXEC } 30 ALARMEEXEC
} CHATSTR "a.* idea" GREPSTR IF
}
```

This is the beginning of your `OUTCHAT` handler, which contains atomlists that execute whenever you say something. The `IF` statement is very similar to the one encountered in the `INCHAT` handler. In this example, the `IF` statement evaluates each of your outgoing messages to see if it matches the specified target condition (the `"a.* idea"`), and executes a `don/doff` routine if it does.

The `"a.* idea"` target condition looks for the letter `a`, followed by anything, followed by the word `idea`, anywhere in the outgoing message (`GREPSTR` instead of `SUBSTR`). Phrases like `a good idea` and `I have an insane idea`, man meet this criteria, and will trigger the `Lightbulb prop` routine.

ZAP routine. Your `OUTCHAT` handler also contains a `ZAP` routine:

```
; Zap somebody by positioning the mouse and then say "zap"
{ "!)fazein Zap!" MOUSEPOS SAYAT
  255 0 0 PENCOLOR 2 PENSIZE
  POSX POSY MOUSEPOS LINE
  PAINTUNDO
  "" CHATSTR =
} CHATSTR "zap" == IF
```

This `zap` routine listens for you to say `zap`, whereupon it quickly performs a series of related actions:

1. It plays the `fazein` audiofile and places the word `Zap!` in a spiky balloon at the position of the mouse pointer (`"!)fazein Zap!" MOUSEPOS SAYAT`).
2. It sets the system pen to bright red (255 red, 0 green and 0 blue), and makes it two pixels wide (`2 PENSIZE`).
3. It draws a line (using the pen's current color and size) from your avatar's position (`POSX POSY`) to the mouse pointer's position (`MOUSEPOS`). This creates a laser beam effect.
4. It erases the line (`PAINTUNDO`).
5. It removes your `"zap"` statement from the `CHAT` string, so no one sees it (`"" CHATSTR =`).

There have been so many variations on this script that it would take a good-sized document to list them all. The `Zap` script is probably the most heavily-edited atomlist in the `Iptscrae` annals. For starters, you might want to experiment with changing the target message and the audiofile played, or the color and size of the pen.

Cleaning your room. The next atomlist is useful when a room gets too cluttered to see what's going on.

```
; clean the room by saying "clean"
{
  CLEARLOOSEPROPS
  PAINTCLEAR
} CHATSTR "clean" == IF
```



This atomlist waits for you to say `clean`, and then removes all loose props from the current room (`CLEARLOOSEPROPS`) and deletes all painted lines on the screen (`PAINTCLEAR`).

Spoofing. The next statement is a spoofing atomlist.

```
; spoof somebody by positioning the mouse on their mouth
; and then typing "msay blah blah"
{ "$1" GREPSUB chatter =
  chatter MOUSEPOS SAYAT
  "" CHATSTR =
} CHATSTR "^msay (.*)$" GREPSTR IF
```

If you're into spoofing people (putting words in their mouths), this atomlist makes it a lot easier than using the `*X,Y` function. It waits for you to say anything that starts with the word `msay`. When you do, everything after the word `msay` is sent to a cartoon balloon that magically appears at your cursor's position. It then sets the `CHAT` string to (nothing) so that no one sees your original utterance. This is such a useful routine that you should probably keep it just the way it is.

Final OUTCHAT atomlist. Here is the final atomlist in your `OUTCHAT` handler:

```
; give another user a prop
{ "$1" GREPSUB who = "$2" GREPSUB prop =
  prop who WHOPOS ADDLOOSEPROP
} CHATSTR "^give (.*) (.*)$" GREPSTR IF
}
```

We can tell this is the last statement because of the extra closed-curly bracket at the end of the sample (which matches the one we encountered on the first line of this handler). The routine waits for you to say anything matching the structure of `give person prop`. The first word after `give` is called and passed to a symbol called `who`, while the final word is called `$2` and is passed to a symbol called `prop`. A copy of `prop` is then added to the screen at the position of `who`. This cannot be used to place a prop on a person, but rather puts it right next to them.

NOTE – If the user specified is not present in the room or the prop named is not in your prop file, this routine will not work.

SIGNON handler

Finally, we come to the last handler in your `cyborg.ipt` file:

```
ON SIGNON {
  **64,64 !It's " USERNAME + SAY
  1 MACRO
}
```

This is your `ON SIGNON` handler, which consists of only one atomlist. When you first enter any Palace site, this routine does two things. First it causes you to say `It's your_name!` in a spiky balloon at position 64 x 64 on the screen. Next it runs "macro" number 1, setting your initial appearance (this is equivalent to selecting the first avatar from the **Avatars** window, or pressing the F1 key).

You'll notice that the syntax and special characters used to indicate the location and style of the announcement are the same as those used in the Input Box to create special talking effects. By experimenting with these text-based functions (and the others available via the Input Box) you can edit this script to trigger complex strings of text, sound and avatar actions whenever you enter a Palace site.

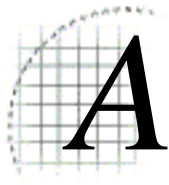
8

Quick Reference

Welcome to the Palace! Once you've installed the software, you're ready to meet people and explore Palace sites. Here are some suggestions on what you can do to get going:

What to do	How to do it
Log on for the first time	<i>Logging on for the first time on page 19</i>
Connect to a Palace	<i>Connecting to Palace Sites on page 25</i>
Ask a Palace operatoroperator for help	<i>Paging an operator on page 39</i>
Change your name	<i>Changing your name on page 30</i>
Customize your roundhead avatar	<i>Customizing your roundhead avatar on page 31</i>
Get a new avatar	<i>Creating a new avatar on page 32</i>
Send messages to people	<i>Talking to people on page 37</i>
Have a private conversation	<i>Whispering and ESP (private messages) on page 38</i>
Change your balloon	<i>Special balloons on page 37</i>
Find other people	<i>Joining a specific user on page 41</i>
Join somebody else	<i>Joining a specific user on page 41</i>
Move around within your room	Click on the spot where you want to go
Find doors and hot spots to other places	<i>Spots and doors on page 40</i>
Go to another room	<i>Jumping to a specific room on page 41 and Going backwards on page 41</i>
Use props	<i>General prop actions on page 42</i>

What to do	How to do it
Create or edit a prop	<i>Creating and editing props with the Prop Editor on page 43</i>
Play sounds	<i>Playing sounds on page 39</i>



Community Standards

After the interface explanations and Iptscrae examples are over, after you've become confident in your use of Palace and after all the tricks have been taught, there are still several important topics that cannot be brushed aside, all of which come down to the way people treat each other in the Palace community.

As a new breed of endeavor somewhere between concrete art and abstract science, it is certain that the school of virtual environment design still has a long way to go before it reaches anything approaching maturity. Unfortunately, the same can be said for a lot of people, even out here on the electronic frontier. It takes all kinds, right? Anyway, in your travels through the various worlds of The Palace it is not unreasonable to assume that you'll run into a few troublemakers. These people enjoy pushing others for a reaction, and their antics tend toward garden-variety spoofing and gutter-variety profanity. Alone or in small groups, these cyber-brats often hop from room to room, looking for new people to offend.

If you find yourself in such a situation, there are a number of things you can do to make it stop (and/or keep it from happening again). But because you do have real recourse to real solutions, you need to ask yourself whether this represents truly offensive behavior (i.e., such as most people would find offensive), or whether this person is simply making momentary use of a Palace feature in a unusually "creative" way. Sometimes that line can be hard to draw; even harder when your own emotions get into the equation.

It is important not to react in kind when confronted with rude or obnoxious behavior; nothing encourages it more. Rather, you should seek at first to distance yourself from the offending person. There's a lot of room out there, and plenty nicer people to hang out with. You can always sign off and come back later; disconnection is the better part of virtual valor. If the person persists in bothering you, open your log (under the File Menu) — it may help later to have a record of their exact words.

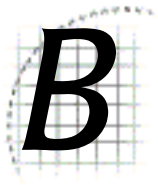
Of course, you can always call for divine intervention... At most Palace sites, the operators and owners are creative and dedicated people; they create virtual worlds to share enjoyable experiences with others like themselves, not to sink to the lowest levels of human behavior. And since they all want their sites to be popular, it's in their interest to make sure people feel comfortable during their visit. Within their own sites, operators and owners are all-powerful; able to create and destroy rooms, distribute and

revoke passwords, and temporarily “kill” or indefinitely “ban” specific individuals (or entire domains). If you feel that a certain individual is acting in such a way as to ruin the experience for others, let the local deities know about it. That's probably all you'll need to do.

The Palace is not the first graphic multi-user domain ever created, but it is probably the least strict. Many powers possessed by the average Palace member — painting, spoofing and nickname-changing, to name a few — would be withheld for operators and owners only on MUDs of other varieties. The way we decide to handle these powers determines to a great degree what kind of community we are. These powers have been given to all of us as a design decision on the part of Communities.com, but it is important to remember that it's all software; should certain powers prove unmanageable or harmful, they may be crippled or removed entirely from subsequent versions.

In a way, the whole of the Palace community can be seen as a massive, progressive social experiment in which we are all participating. For this reason, we invite you to participate in the “Community Standards” Discussion Group. To get there, take your web browser out to the "Palace Support" section of The Palace website (<http://www.thepalace.com>) and click on the link labeled “Discussion Forums.”

Please post your experiences, insights and suggestions for the benefit of all Palace users.



Palace Command Summary

The following table provides a list of all special commands (not counting Iptscrae commands and keywords):

- *Guest commands* on page 83
- *Member commands* on page 84
- *Operator commands* on page 85
- *Owner commands* on page 87

NOTE – These commands are current for the Palace Server version 4.4.1. Note that some commands are not available on older versions of the Palace server. For the list of which commands are available on the specific server you are connected to, use the `'help` command.

Guest commands

The following table lists the Palace guest commands.

Guest Commands	Syntax	Description
help	'help	Displays all special commands available to your user class, in the Log window
page	'page <i>message</i>	Summons help from an operator
sitepage	'sitepage	Displays the URL of this Palace's Site page.

Member commands

The following table lists the Palace member commands.

Member Commands	Syntax	Description
hide	'hide on 'hide off	Hides you from all other users Unhides you from all other users
hidefrom	'hidefrom <i>name</i>	Hides you from user <i>name</i>
mute	`mute <i>name</i>	Mutes user <i>name</i>
newroom	'newroom 'newroom [<i>roomName</i>]	Creates your member room (one per user) Creates your member room as <i>roomName</i>
page	'page <i>message</i>	Summons help from an operator
password	'password <i>password</i>	Specifies a password for navigation purposes
rclose	'rclose	Closes your member room to further visitors
rdelete	'rdelete	Deletes your member room
re respond	're <i>message</i> 'respond <i>message</i>	Replies to the last sender of an ESP message
rejectesp	'rejectesp on 'rejectesp off	Rejects all incoming ESP messages Stops rejecting ESP messages
rejectprivate	'rejectprivate on 'rejectprivate off	Rejects all incoming private messages Stop rejecting private messages
rguests	'rguests on 'rguests off	Allows guests to enter your member room Prohibits guests from entering your member room
rhide	'rhide on 'rhide off	Hides your member room from the Room List Unhides your member room from the Room List
rkick	'rkick <i>name</i>	Kicks <i>name</i> out of your member room
rname	'rname <i>roomName</i>	Renames your member room as <i>roomName</i>
ropen	'ropen	Opens your member room to visitors
rowner	'rowner <i>name</i>	Transfers ownership of your member room to user <i>name</i>
rpainting	'rpainting on 'rpainting off	Enables painting in your member room Disables painting in your member room
rpassword	'rpassword [<i>password</i>]	Password-protects your member room
rpicture	'rpicture <i>filename</i>	Sets new background for your member room



Member Commands	Syntax	Description
rscripts	'rscripts on 'rscripts off	Enables scripts in your member room Disables scripts in your member room
runhide	'runhide	Same as `rhide off
runkick	'runkick <i>name</i>	Cancels an `rkick command
unhide	'unhide	Same as `hide off
unhidefrom	'unhidefrom <i>name</i>	Unhides you from user <i>name</i>
unmute	'unmute <i>name</i>	Unmutes user <i>name</i>

Operator commands

The following table lists the Palace operator commands.

Operator Commands	Syntax	Description
autoannounce	'autoannounce <i>message</i>	Sets the server greeting to <i>message</i>
banip	'banip [<i>minutes</i>] <i>ipAddress</i>	Bans one or more IP addresses for <i>minutes</i> . May use wildcards (i.e.: 12.24.23.*).
banlist	'banlist [-k] [-a] [<i>name</i> <i>ipAddress</i>]	Shows banned users in log window
banuser	'banuser [<i>minutes</i>] <i>name</i>	Bans user <i>name</i> for <i>minutes</i>
bots	'bots on 'bots off	Turn user scripts on server-wide Turn user scripts off server-wide
comment	'comment <i>ipAddress</i> <i>message</i>	Adds a comment to a banlist
death	'death <i>minutes</i>	Set default death penalty to <i>minutes</i>
delete	'delete	Deletes the current room
duplicate	'duplicate	Duplicates the current room
er	'er	Moves you to the room of the last (non-operator) page
extend	'extend <i>string minutes</i>	Extends the death penalty on a ban record
flood	'flood <i>number</i>	Kill flooders after <i>number</i> events per second
gag	'gag <i>name</i>	Gags user <i>name</i>

Operator Commands	Syntax	Description
glist	'glist [-k -o -p -w]	Lists information on all users <ul style="list-style-type: none"> • -k Show the users's reg key hash • -o Show the users' software origination code and machine type • -p Show the users' PUID hash • -w List only operators
kill	'kill [<i>minutes</i>] <i>name</i>	Kills (disconnects) user <i>name</i> for <i>minutes</i>
list	'list [-k -o -p -w] [<i>name</i> <i>ipAddress</i>]	Lists information on specific user matching name or IP address <ul style="list-style-type: none"> • -k Show the users's reg key hash • -o Show the users' software origination code and machine type • -p Show the users' PUID hash • -w List only operators
operatorcount	'operatorcount	Displays the number of operators currently logged in.
paint	'paint on 'paint off	Turns painting on server-wide Turns painting off server-wide
pin	'pin <i>name</i>	Pins user <i>name</i>
propgag	'propgag <i>name</i>	Propgags member <i>name</i>
purgebanlist	'purgebanlist	Purges elapsed ban records
purgeprops	'purgeprops <i>number</i>	Purges all props older than <i>number</i> days
repage	'repage <i>message</i>	Sends <i>message</i> to the last (non-operator) page
roommaxguests	'roommaxguests <i>number</i>	Sets the max guest occupancy for the current room
roommaxocc	'roommaxocc <i>number</i>	Sets the max occupancy for the current room
track	'track [<i>minutes</i>] <i>name</i>	Tracks all sign-ons from user <i>name</i> for <i>minutes</i>
trackip	'trackip [<i>minutes</i>] <i>ipAddress</i>	Tracks all sign-ons from <i>ipAddress</i> . May use wildcards (i.e.: 12.24.23.*).
unban	'unban <i>name</i> 'unban <i>ipAddress</i>	Unbans user <i>name</i> Unbans user from <i>ipAddress</i>
ungag	'ungag <i>name</i>	Ungags user <i>name</i>
unpin	'unpin <i>name</i>	Unpins user <i>name</i>
unpropgag	'unpropgag <i>name</i>	Unpropgags member <i>name</i>
untrack	'untrack <i>name</i> 'untrack <i>ipAddress</i>	Stops tracking user <i>name</i> Stops tracking user from <i>ipAddress</i>



Owner commands

The following table lists the Palace owner commands.

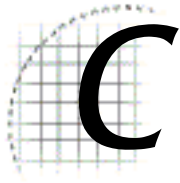
Owner Commands	Syntax	Description
allowedurls	'allowedurls on 'allowedurls off 'allowedurls "URL"	Enables the allowed URLs string. Enables the allowed URLs string Sets the allowed URLs string or strings (separated by a pipe ()).
authoring	'authoring on 'authoring off	Allows operators to enter Authoring Mode Prevents operators from entering Authoring Mode
avatarurl	'avatarurl on 'avatarurl off 'avatarurl "URL"	Sets custom avatars on. Turns custom avatars off. Sets the avatar directory to the designated URL.
ban	'ban <i>name</i>	Permanently banishes <i>name</i> from the server
botkill	'botkill on 'botkill off	Allows cyborg scripts to kill Prevents cyborg scripts from killing
chatlog	'chatlog on 'chatlog off [<i>filename</i>]	Enables chat logging on the server Disables chat logging on the server
custom	'custom on 'custom off	Enables custom props on the server Disables custom props on the server
defaultroomocc	'defaultroomocc <i>number</i>	Sets the default room occupancy
downlist	'downlist <i>number</i>	Moves the current room <i>number</i> positions down in the script file
dropzone	'dropzone	Makes the current room a dropzone (front gate)
entrypage	'entrypage ["URL"]	Sets the Palace's default entrypage URL for the Palace Directory. If keyword FORCETPVWEBPAGE is set, it's also the entry page for web clients coming in from a non-authorized URL (TPALLOWEDURLS keyword).
filesaver	'filesaver ["URL"]	Sets the location of your media for web-based users.
flushprops	'flushprops <i>n</i>	Clears old props older than <i>n</i> days and compresses the prop file.
guests	'guests on 'guests off	Enables guest access to the server Prevents guest access to the server

Owner Commands	Syntax	Description
killprop	'killprop	Removes the prop you are wearing from the server prop file.
maxocc	'maxocc <i>number</i>	Sets the maximum server occupancy
memberrooms	'memberrooms on 'memberrooms off	Allows members to create member rooms Prohibits creation of member rooms
nowhisper	'nowhisper on 'nowhisper off	Disables whispering Enables whispering
operators ¹	'operators on 'operators off	Enables support for operators Disables support for operators
operatorskill	'operatorskill on 'operatorskill off	Allows operators to kill Prohibits killing by operators
operatoronly	'operatoronly on 'operatoronly off	Sets the current room as operator only Removes operator-only setting
operatorpass	'operatorpass <i>password</i>	Sets the operator password to <i>password</i>
ownerpass	'ownerpass <i>password</i>	Sets the owner password to <i>password</i>
passwordsecurity	'passwordsecurity	Enables password security (auto-kills after three failed password attempts)
picdir	'picdir <i>path</i>	Sets the source directory for outbound files to <i>path</i>
pinprop	'pinprop 'pinprop on 'pinprop off	Sets the pin prop to the prop you are wearing Turns pin propping on Turns pin propping off
playerkill	'playerkill on 'playerkill off	Allows members to kill Prohibits killing by members
poundprotect	'poundprotect on off	Enables/disables pound protection. This logs the IP address of a user who repeatedly makes new connections in a short time interval.)
poundcheckinterval	'poundcheckinterval <i>n</i>	Sets the pound check interval to <i>n</i> seconds.
propcontrol	'propcontrol on 'propcontrol off 'propcontrol <i>userlevel</i>	Turns on prop control (only owners can introduce new props) Turns off prop control Lets only <i>userlevel</i> users introduce new props
purgelimit	'purge <i>number</i> 'purgelimit <i>number</i>	Sets the purge limit to <i>number</i> days Same as 'purge <i>number</i>
recycle	'recycle [<i>number</i>]	Causes guest ID numbers to recycle at <i>number</i>
reportprefs	'reportprefs	Lists the current Palace preferences.
reset	'reset	Recomputes all rooms' occupancy count.
revision	'revision	Displays the Palace server version number.



Owner Commands	Syntax	Description
roomsfile	'roomsfile 'roomsfile <i>.patfilename</i>	Shows current file setting Causes your Palace to use the template associated with the named configuration file. This changes the look and feel of your Palace.
savesessionkeys	'savesessionkeys on 'savesessionkeys off	Enables/disables saving sessions keys (that is, logs users' ID and reg code to the server log).
securejavaaccess	'securejavaaccess on 'securejavaaccess off	If this is on, additional authorization is required for web-based users.
securelogoff	'securelogoff on off	If this is on, the authentication engine tracks logoffs
securesite	'securesite on off	If this is on, a name and password are required to access this Palace server.
security	'security <i>authhost:[authport]</i> [retrys] off	Sets the security (authentication) daemon. <ul style="list-style-type: none"> • <i>authhost</i> is the daemon's URL • <i>authpot</i> is the daemon's port • <i>retrys</i> specifies how many attempts a user can make. The default is 1.
setrank	'setrank <i>command setting</i>	Sets the rank of the command to the specified setting.
servername	'servername <i>string</i>	Sets the servername to <i>string</i>
showranks	'showranks	Displays each Palace command and its current rank. Modifications via 'setrank are shown in paranthesis.
shutdown	'shutdown	Shuts down the server
spooof	'spooof on 'spooof off	Allows members to spooof using @x,y commands Prohibits spooofing
uplist	'uplist <i>number</i>	Moves the current room <i>number</i> positions up in the script file

1. Be careful in using this command. If you turn this off, and then log off, you will not be able to access the operator interface again later to turn it on/off. You will need to use the `~susr ownerpassword` command to get back into owner mode.



The Palace Client Plugin API

The Palace client software has an open architecture that makes it possible for other programs, such as games, to plug-in. If you're interested in finding out more in joining the developer's program, please go the Partner's page on The Palace website (www.thepalace.com).



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