

Beggar's Backgammon Terminal (BBGT) Help Index

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Commands

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File menu commands

The File menu offers the following commands:

<u>Register</u>	Lets you input the Registration ID.
<u>Open Capture File</u>	Open a capture file.
<u>Close Capture File</u>	Close the capture file.
<u>Reset Display</u>	Blanks the message display.
<u>Exit</u>	Exits BBGT.

Session menu commands

The Session menu offers the following commands:

<u>Connect</u>	Connect to FIBS.
<u>Disconnect</u>	Disconnect from FIBS.

Settings menu commands

The Settings menu offers the following commands:

<u>Login</u>	Set login information.
<u>FIBS Address</u>	Set FIBS internet location.
<u>Terminal Bell</u>	Set the sound of the terminal's bell.
<u>Enable Pipcounter</u>	Enables the pipcounter.
<u>Disable Pipcounter</u>	Disables the pipcounter.

Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

Index

Offers you an index to topics on which you can get help.

About

Displays the copyright notice and version number of this application.

Exit command (File menu)

Use this command to exit BBGT. This command will disconnect from FIBS (if you are connected) and will close the capture file (if it is open). You can also use the Close command on the application Control menu.

Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: ALT+F4

Index command (Help menu)

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using BBGT and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of BBGT.

No Help Available

No help is available for this message box.

Connecting / Disconnecting from FIBS

Use the **Connect** command from the Session menu to connect to FIBS. BBGT will attempt to establish a connection to FIBS (see [Changing FIBS internet address](#)). If you are not running WINSOCK.DLL, this connection will fail.

If you have a unregistered copy of BBGT, you will be asked for the Registration ID each time you try to connect to FIBS. If you continue past the nag screen without entering the correct Registration ID, you will be forced to wait for 20 seconds before being allowed to connect. Other than the nag screen, the unregistered version of BBGT is exactly similar to the registered version. (See [Registering your copy of BBGT](#)).

Use the **Disconnect** command from the Session menu to disconnect from FIBS. You will be logged out of FIBS and the connection will be closed.

Configuring your FIBS account to work with BBGT

BBGT will not work properly with FIBS unless the following you have the following settings on your FIBS account:

1. Boardstyle must be set to 3, or the graphical game board will not work and you will receive text game boards in the display. If boardstyle is not set to 3 on your FIBS account, set it using the command: ***set boardstyle 3***.
2. Moreboards must be set to YES, or a player's roll will not be recognized, and you will be unable to move the pieces with the mouse. If moreboards if not toggled to YES on your FIBS account, toggle it using the FIBS command: ***toggle moreboards***.
3. Autoboard must be set to ON, or a player's move will not be recognized, and the the game board will not be correctly updated after a player moves. If autoboard if not toggled to YES on your FIBS account, toggle it using the FIBS command: ***toggle autoboard***.

Moving the Pieces

Moving a piece by dragging it:

To move a piece by dragging it, position the mouse pointer above the piece and depress the left mouse button. Without releasing the left mouse button, move the mouse toward the piece's landing spot. As you drag the piece, it will leave a trail behind it. When you have positioned the piece above its landing spot, release the left mouse button, and (if you've moved the piece a correct number) the piece will be dropped. To bear a piece off by dragging it, drag it past the left edge of the board and drop it.

Moving a piece by clicking on it:

Just click on the piece you wish to move, and BBGT will move it for you. BBGT knows which of the die you have already played, and will move the piece appropriately. If the piece can be played for either die, BBGT will move the piece the amount of the larger die.

Hitting Blots:

Any of your opponent's blots which you hit while moving your pieces will automatically be placed on the bar. Note that if you drag a piece by more than the amount of a single die, a blot which you move past may not be hit depending on which die BBGT plays first (it will try to play the dice in the order they were rolled). In these situations, you should move the pieces one die at a time to ensure you hit the blot.

Rejecting your move and starting over:

If you decide you do not like how you have moved the pieces so far, you may click the right mouse button to reset the position and begin moving your pieces again.

Accepting your move:

After you have moved the pieces as desired, you must click the **End Turn** button to send your move to FIBS. Note that BBGT will let you send an incomplete move, in which case FIBS will respond with an error message. Until FIBS accepts your move, the board is still active and you can still move the pieces (or reset them) with the mouse.

Moving the pieces manually with the keypad:

If you are more comfortable using the keypad instead of the mouse to move your pieces, you may do so in the regular manner by typing the FIBS move command and pressing <enter>.

Notes:

BBGT will let you play the dice "all at once". If you roll a 6-5 and wish to move 1 piece 11 pips, you can drag it 11 pips and, if legal, BBGT will allow the move. The same is true if you roll doubles and wish to move a piece 2, 3 or 4 die at a time.

If you are on the bar, BBGT forces you to move the piece off the bar before allowing you to move other pieces.

There are some special cases concerning bearing-off which BBGT cannot handle. Basically, you must move all your men into your home board before you will be allowed to bear off, unless you are moving the last man outside of your inner board an exact combination of the dice. Thus, if you have all you pieces in your inner board except for 2 men on your 10 point and roll 5-5, you cannot move 10-OFF 10-OFF. You must move 10-5 10-OFF 5-OFF. Note that you are allowed to play the last man outside of your inner board off at once (10-OFF). However, this would not have worked if you rolled 6-6, since your aren't moving the piece an amount equal to some combination of the dice. For 6-6, you would have to play 10-5 10-5 5-OFF 5-OFF.

Enabling / Disabling the Pipcounter

Use the **Enable Pipcounter** command from the Settings menu to enable the pipcounter. Each player's pipcount will be displayed near their names to the right of the game board.

If you would rather not see the pipcount, use the **Disable Pipcounter** command from the Settings menu to turn this feature off.

Opening / Closing the Capture File

Use the **Open Capture File** command from the File menu to open a capture file. The name of the capture file is automatically generated, and you will not be prompted to name the file. The file will reside in the local directory and will be named **BBGTnnnn.TXT**, where *nnnn* is a number between 1 and 9999 (BBGT increments the number to be used automatically). When you open a capture file, you will be asked if you want to send the text in the current display to the capture file. Also, the current board and future boards will also be send to the capture file in a text format.

The **Close Capture File** command from the file menu can be used to close the current capture file.

Setting / Changing Login Information

Use the **Login** command from the Settings menu to open a dialog box which allows you to set your user login name and your password. There is also a checkbox which lets you authorize BBGT to save your password. If checked, your password will be saved as an encrypted text string in the BBGT.INI file. The encryption used is very simple and is NOT at all secure. However, it is good enough to keep prying eyes from effortlessly getting your password. If you elect not to have your password saved, you will be asked for it when you try to connect to FIBS.

BBGT uses the login information you provide to automatically log you into FIBS when you connect. Occasionally, when there is some lag, this auto-login procedure will not work properly. When this occurs, you can still use the keypad to log in normally (or you can disconnect and connect again). In these cases, you will usually only need to enter your username after which BBGT automatically supplies your password.

Changing FIBS Internet Location

Use the **FIBS Address** command from the Settings menu to open a dialog box which allows you to set the IP Address and Port Number of FIBS (Don't worry, FIBS' address doesn't change all that often.)

Changing the Sound Used for the Terminal Bell

Use the **Terminal Bell** command from the Settings menu to change the sound BBGT produces when FIBS rings your terminal's bell. (Note that FIBS will only ring your bell if you have the toggle bell option set on.) There are 6 possible sounds to choose from, which will differ based on the configuration of the computer BBGT is running on. The available sounds are a subset of those which the user has set using Window's Control Panel.

Clearing the Display

The **Reset Display** command from the file menu will reset the display area by blanking it. There is no real use for this command, but it is included for the heck of it. If you ever need to have a piece of text removed from your display, this command is for you.

Registering your copy of BBGT

Register your copy of BBGT and you will receive the Registration ID necessary to disable the nag screen which will make you wait for 20 seconds every time you try to connect to FIBS.

To register, send a check or money order for \$25 payable to:

Matthew Reklaitis
BBGT
1177 Main Street
Pittston, PA 18640

>>> Don't forget to include a mailing address or an e-mail address where registration information can be delivered!

