Pueblo *1.00*

January 31st, 1996

Pueblo is a network game system that brings you together with other fun-loving folks on the internet. We think if we bring different cultures, ages, and backgrounds together on the internet, we can make the world a much nicer place.

The point of the Pueblo beta program is to make sure Pueblo is helping you get the most out of MUDs, MUSHes, etc. So, when an improvement idea for Pueblo crosses your mind, drop us a line. If you see a bug, let us know immediately so we can fix it. Just send mail to ***pueblo-support@chaco.com***.

Thanks for helping bring the world together! Have fun!

The Pueblo Development Team

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New In This Release

This is the first non-beta release of the Pueblo client. In this release we've added the following new features. Let us know if you run into problems, and we'll do our best to fix them as soon as possible. Because of our modular architecture, it's easy for us to fix bugs and distribute upgraded versions of our modules, so Pueblo should improve more rapidly than most software you're used to.

General improvements:

- New user registration is now done using a Registration Wizard, which leads the new user through a series of questions necessary to register.

- Pueblo now supports the creation of 'shortcut' files in the Start menu (on Windows 95) or in the Program Manager (on Windows NT). Once a shortcut is created, you can select it to immediately log into that world.

- In the personal world list, you can now enter your username and password for the world. If you've entered a username and password, Pueblo will automatically log you into the world (when you connect from your personal world list.)

- Pueblo now supports simple logging of output to a file. Output can be logged in either raw text or HTML format.

- A new 'Notification' preference page allows you to get notified when the application is iconic and new text arrives. You can select to either play a sound, or blink the Pueblo icon, or both. In addition, you can only notify if incoming text matches text you specify.

- Pueblo now supports a 'stop' button on the toolbar. Pressing the stop button aborts

connecting to a world and file downloads.

- Users can generate bug reports with a form in Pueblo. You can display this form by selecting 'Submit Bug Report' from the 'Help' menu.

- The world list has been redesigned with a multi-level hierarchy and graphics.

- The current world is now displayed in the caption.

- The status bar now displays better information on download status.

- The help system now supports the Windows 95 look and feel.

HTML (rich text) improvements:

- Pueblo now supports image maps, with the click coordinates being sent to the world server with a author-specified command.

- Pueblo allows web pages to be loaded using normal HTML (load). When a web page is loaded, Pueblo allows you to either use an external browser (such as NetScape™) or the internal Pueblo web browser (Web Tracker), which displays in a separate window.

- Pueblo now includes full support for HTML forms.

- Pueblo now supports displaying HTML pages (including graphics) in multiple, arbitrary windows, called panes. Using HTML forms, this allows a world programmer to present the user with dialog boxes. Other uses of panes are for displaying graphics (such as maps) or side text (such as when reading a book.)

- When URLs are displayed in the output window, they are automatically translated into clickable anchors. Clicking on the anchor causes that web page to be loaded.

- The help system now includes a full description of all of the HTML supported by Pueblo.

- Image anchors can now specify a border width of 0.

- Pueblo now supports the full HTML 3.0 standard, with the exception of tables.

- You can now select and copy text from the HTML output window.

VRML (3D graphics) improvements:

- Pueblo now uses the faster and better Intel 3DR 2.1 rendering engine.

- Many rendering improvements have been made, resulting in better-looking 3D scenes.

Bug fixes:

- Some worlds used to have double-spaced output. This has been fixed.

- On high-color displays, display of 2D graphic files would sometimes cause Pueblo to crash. This has been fixed.

Previous Releases

Previous releases included the following features:

- Advanced hypertext through Chaco's Interactive Hypertext Markup Language™ (IHTML).

- 3D images, animation, and navigation through Chaco's Interactive Virtual Reality Modeling Language™ (IVRML).

  Chaco's IVRML is as fast or faster than other VRML rendering engines available today.

- Music through General MIDI.

- Digitized sound effects through waveform files.

- 2D images (GIF, JPEG, etc.).

- Color text through either HTML (for Pueblo-enhanced worlds) or ANSI sequences (for existing worlds.)

- Automatic support for compressed transmissions.

- A rich toolkit of classes for module development.

Information about these features (and more!) can be found in the help files that come with Pueblo.

INSTALLING PUEBLO

Pueblo is distributed on the Internet as a self-extracting executable. You should extract Pueblo to a temporary directory, and you can delete this directory after pueblo installs. Note that this version of Pueblo only works on Windows 95 and Windows NT. A Windows 3.1 version is in the works.

To extract Pueblo, simply run the executable. Pueblo will ask you for a directory to extract to, using your TEMP directory as a default. When the files are extracted, Pueblo will then run the install program. (If you prefer not to run self-extracting archives, you can use 'pkunzip -d' to unzip the executable, then run 'disk1\setup'.)

When the installation is finished, you should clean up the contents of your TEMP directory. Pueblo will have created three directories, **disk1**, **disk2**, and **disk3**. You can delete these directories using the **deltree** or **rmdir /s** command. (If you want to put Pueblo onto floppy disks to install on a friend's computer, just copy the contents of each of these directories onto a 1.44 meg floppy and run the setup.exe program on disk 1 to start the installation.)

USING PUEBLO

Once Pueblo is extracted, you can run it from the Program Manager or the File Manager. The program name is 'Pueblo.exe'. (On Windows NT or Windows95, you can run Pueblo from the command line.)

Pueblo will ask you to agree to our beta agreement. If you press 'Accept', the program will run.

(If you don't accept you can't use the program. Sorry. The lawyers made us do it. ;-) You'll only be asked this once for each version of the program you use.

When the login dialog box appears, select a user name and enter the password you wish to use, then press the 'Create New Account' button. (Note that the button will be disabled until you type a username, and a password that is at least 6 characters long.) If someone is already using the name you've selected, you'll be asked to enter another one. If you don't want to have to enter your password each time you run Pueblo, click on the "Remember password" checkbox.

After you press the 'Create New Account' button, Pueblo will ask you for some information on yourself. When you've filled in the information, your account will be created.

Your Pueblo account allows you to download world lists from us. We intend to keep these world lists up-to-date, eliminating worlds that no longer exist and adding worlds that we discover. If we're missing a world that you would like to let us know about, you can send a letter to world-list@Chaco.com. Include the world name, address, and a short description of the world. If you wish, you can also suggest a category for the world (i.e., Educational, Social, etc.)

Note   Your Pueblo account is not associated with the names and passwords you use on individual worlds. It's just how the Pueblo server keeps track of you.

Later you may press the 'Sign on' button to use the account. Simply select the user name (we keep track of them in a pop-up list box), enter your password, and press the 'Sign on' button.

Problem? If you can't connect to the Pueblo server, please send EMail to the mailing list. (See information on the mailing list below.) Include as much information on your machine (type of processor, OS and Window system, WinSock library) as you know. If we need more information, we may want to call you, so let us know when you can be reached.

Note   If you think of a neat feature you'd like to see in Pueblo, or find a bug, use the 'Submit Bug Report' entry under the 'Help' menu to send us a note about it! You can't use this while logged in to a world, so for now you'll have to log out to send us a message this way. You can also send email "by hand" to ***pueblo-support@chaco.com***.

Known Bugs

- There are no significant known bugs at this time.

Known Problems

- We've changed the encryption mechanism with Pueblo 0.94. If you have a saved password that you entered in Pueblo 0.90, the latest Pueblo will try to recognize it and decrypt it using the old mechanism. There is a small chance, however, that the old password won't be recognized, and you may have to re-enter your password.

- Pueblo graphics are optimized for displays with 256 or more colors, so using 16-color mode may be less than optimal.

3D Caveats

Pueblo uses Intel's 3dr rendering library (so if you have a special polygon accelerator card that supports 3dr, you should have extremely fast 3d graphics!). 3dr is a complex piece of software, so it has a few problems:

Gamma correction: If you notice that your graphics are darker than you think they should be, you can change the 3dr "gamma correction" factor. This is in the '3dr.ini' file, which should be in your Windows directory. Find the line which looks like this:

<div align="center">

Gamma=1.0

</div>

and change it to whatever you like. Values between 1.0 and 2.0 are typically correct for PC video hardware.

A future version of Pueblo will most likely have a "brightness" preference box slider which will set the gamma correction value.

Texture sizing: The 3d graphics preference box in Pueblo allows you to turn on and off texture size reduction. This is to work around a bug in 3dr which causes tiled (repeated) textures which are larger than 128x128 pixels to not display correctly.

ONCE YOU'RE ONLINE

Pueblo uses a hypertext interface. Select one of the highlighted words to jump to that world or category of worlds. When you select a world, you will be connected to that world if it is available.

THE MAILING LISTS

To keep track of the latest Pueblo news and to chat with other Pueblo users via email, you might want to subscribe to the Pueblo users mailing list. Send email to **pueblo-users-request@chaco.com** with the word 'subscribe' in the body of your letter. This is the mailing list for discussing your thoughts on our product, bugs you find, things we should improve, favorite recipes for virtual tiramisu (easy on the thighs), etc.

If you have a world of your own which you're interested in making Pueblo Enhanced (adding IHTML and IVRML support, etc.), send a 'subscribe' message to **pueblo-enhancers-request@chaco.com** and you'll be able to talk with Pueblo support people about how to enhance your world for Pueblo users, talk with other folks working on enhancing their worlds, etc.