

Version 6.0 (DEMO)

This is NOT the full version of the manual. A number of chapters dealing with features or editors not fully available in the DEMO have been removed or abridged to reduce the file size.

Use of this software requires Agreement to the software license.

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<http://www.fantasoft.com>

If you would like to join the Divinity Guild and e-mail others who own Divinity, you can contact them at:

[Divinity-Guild-Request@eskimo.com](mailto:Divinity-Guild-Request@eskimo.com)

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What is Divinity?

Divinity™ is the main application used to create scenarios you can use with Realmz 6.0 or higher. You can do all your scenario development using this one application if you so wish.

Divinity Decoder™ is used to create registration codes for scenarios you develop and distribute as shareware.

Divine Right™ is a special version of Realmz. It is included in the full purchased version of Divinity. It has special features that aids you in debugging your scenario. Any reference to Realmz in this manual applies to Divine Right as well for those who own the full version. Those using the DEMO of Divinity will use Realmz to debug their DEMO scenario.

# Getting Started

O.K. You got this thing and you want to jump right in. DON'T! Trust me. You will want to take this one step at a time or you will go utterly mad.

Just as a quick note before you start. Never run both Divinity and Realmz at the same time. Each application uses some common resource files and the Mac only allows one application to use a resource file at a time. Because of this limitation, whichever application you launch second will not behave correctly and can even cause your computer to crash. Always quit the one before you launch the other. I wish this was not the case but its a sad fact of life.

To create a new scenario follow these steps.

- 1) Decide on a name for your scenario. It has to be 30 characters or less.
- 2) Open the folder "Scenarios" and locate the folder inside by the name "New Scenario". Duplicate that folder and Rename the copy to the same name you picked for your scenario.
- 3) Open your newly renamed scenario folder and locate the file "New Scenario" and rename it to the same name as well.
- 4) Launch the "Divinity" application.
- 5) Before you can actually begin to edit your scenario you need to tell Divinity what it's called. Select "Add Scenario" from the "Scenario" menu.

In the screen that comes up, type in the name of your new scenario. This will install your scenario name in the Divinity scenario menu. From here on out you can select your new scenario for editing. If later you decide to change the name, select "Remove" scenario from the "Scenarios" menu. You can then repeat the process above and enter it as the new name you have chosen.

Remove Scenario: does not erase any files, it only removes the name of that scenario from the menus.

You are now ready to start paving the way to glory and build your scenario. Return to the opening screen by clicking on "Done". The first thing you will want to do is lay down some land for your adventure.

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On many of the screens you will see small symbols like those shown in the screen shot of the Action Point editor below.

licking on any button with an apple symbol on it while holding down the command key (⌘) or (⌥) will create a new empty record of the current type and take the editor right to it. Example: If you are in the Monster Editor and you (⌘) Click on the Goto Monster No. button, it will add a new monster at the end of the data file and take the editor right to that record.

ny button with a small mouse symbol will act as a popup menu. Some of these popups take a few seconds before you can make a choice due to the large amount of information that must be built for the menu. Example: In the Action Point editor the Play Sound button will also give you a popup menu of all sounds by name if you click and hold the mouse button.

ny series of Codes / IDs in scripts can be moved about by clicking on the small boxes to the right of the ID fields. As in the example below, you can see the small white box to the right of the ID fields. If a CODE / ID has an extra code attached to it a small asterisk is placed in the box to the right to indicate this. You can also click on those small boxes to swap any CODE / ID pair with another.

OPE: You can access the code description text (As it appears in this manual) directly from Divinity by selecting the code from the menu. When you do, a small window will appear with the manual text. If there is more text than will fit on the window you can scroll through it by dragging the text up or down.