

Z.A.R. Navigator Program.

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1 System resources.

- Operating system Windows 95.
- Connection to Internet.

2 Basic working principles.

Z.A.R. Navigator program is designated for searching, sorting and selecting Z.A.R. Internet servers and for launching the game with connection to selected game server. Program work is based on principle as follows.

One or several Masterservers hold the information about currently available Z.A.R. servers. This information includes the server address and its port. You can reach the Masterserver, get a list of currently available servers and add it to your list. You can modify the list by deleting unnecessary servers and adding new ones. In order to know the detailed information about players number, connection speed, server name etc., you should request the servers. You can also save your server list to disk and load it. When you choose a server, you can launch the Z.A.R. game from Z.A.R. Navigator with connection to the selected server.

3 Main program window.

Start program Zarn.exe. You see two tables and a number of functional toolbar buttons above.

Upper part of program window contains toolbar buttons that duplicate the most often used items of the game menu and also three switchable buttons: All Servers / Passed Filters / Filtered Out. Depending on the enabled button the information is output from the server list as follows:

- All Servers** - about all available servers;
- Passed Filters** - about servers that satisfied the filter (look below);
- Filtered Out** - about servers that failed the filtration.

You can press Del key to delete selected servers from list.

If the program cannot find TCP/IP protocol on your computer you will see a message "Network connect failed" when loading.

3 Main program window.

(continued).

The upper table contains the following information about Z.A.R. servers:

Server Name	- name of server;
Address	- server address: server port;
Players	- number of players currently playing on this server / maximum number of players;
Map	- name of map;
Ping	- your computer's connection speed with server in milliseconds;
Timeout	- number of attempts to connect with server;
Phone	- net phone support (yes/no);
Skill	- skill level of the game;
Bonus	- e:energy bonus value t: respawn time.

3 Main program window.

(continued).

The lower table contains information about currently selected (with the mouse or up/down arrow keys) server:

Player Name	- name (nickname etc) of player;
Color	- player color;
Ping	- player's connection delay with server in milliseconds;
Phone	- net phone usage by player (yes/no);
Rating	- player rating;
Victories	- number of killed opponents;
Destroyed	- number of times this player was killed;
Self Destructions	- number of times the player killed himself (or herself).

4 Z.A.R. Navigator main menu.

4.1 Z.A.R. Navigator.

This menu item contains commands for work with servers. It consists of the following subitems:

Launch Z.A.R. - Run Z.A.R. on the current server.

Download Server List from Net - add masterserver list to the current server list, if it is not empty, and load server list from masterserver, if current server list is empty.

Load Server List - load server list from disk.

Save Server List - save server list to disk.

Update Visible List - update information about current visible servers. You will see a progress bar on your screen that shows the ratio of already updated servers.

Update Selected Servers - update information about selected servers. In order to select a server you should select the field in the beginning of server information string. You can see a progress bar here working as above.

Edit New Server - edit a new server. You will see a dialog box in which you have to enter new server address and port respectively.

Remove Current Server - remove current server from server list.

Exit - exit the program.

4 Z.A.R. Navigator main menu.

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4.2 View.

Commands for working with main program window are listed here as well as Options item which allows you to enter the options dialog box.

Commands for main program window:

Sort Servers by - sort servers by any of parameters.

Sort Players by - sort players by any parameter.

Hide/Show Server List.

Hide/Show Player List.

Language - toggle language used in program interface (English/Russian).

Show Hints - toggle show brief help when mouse cursor is above the toolbar button.

4 Z.A.R. Navigator main menu.

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4.2.1. Options dialog box.

You can set or change various Z.A.R. Navigator working parameters. When requesting servers, Z.A.R. Navigator may not receive an answer due to bad connection to server or its absence in Net.

The field **Timeout** defines the number of attempts to connect with server, field **Number of Servers** contains the number of requested servers at one time.

4 Z.A.R. Navigator main menu.

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The group **Filter Parameters** contains description of filters used during server filtration, i.e. selecting those servers from server list which have corresponding parameters less than in the group. These parameters (**Maximum Ping** and **Maximum Ping Quantity**) define the greatest connection speed and maximum number of connection attempts.

In the item **Processor Type** you choose your processor type. Default setting is without MMX-technology.

4 Z.A.R. Navigator main menu.

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Item **Run Type** allows you to close Navigator at launching Z.A.R. - the program will be terminated before launching game (recommended when your computer is low on RAM), minimize Navigator - the program keeps on working during game.

In the field **Masterserver Address** you can enter the address of masterserver.

