00384d58-0

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   The CTW Role Playing System        By Internext Software


   _____
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  _____/
```

1.2 Introduction

                        Introduction

Almost everyone in the known universe has played some sort of Role Playing
Game before. It was either some text-based thing (like Dungeons & Dragons)
or something with square-based graphics (like Final Fantasy). Both of these
had their advantages...D&D has loads of cool dice, but FF has a nifty
2-button NES controller.

Well, those wacky guys at SquareSoft (did I mention I don't own a single
word of this document? That everyone else holds their own trademarks,
copyrights, patents, remote controls, etc., and if you have a complaint
about it, write me with a non-threatening letter and I'll change it to
something like "Well, those wacky guys oven in Japan who write Role Playing
Games for video game consoles that have to do with orbs, clocks, and
towers...") came out with a really great Role Playing Game known as Chrono
Trigger. It blew my socks off! Its my favorite SNES (or, "Console-based
computer capable of...") game ever!

So, after finishing the game, I was sitting in front of my computer with the
same name as the Spanish word for "girl", thinking of something cool to
write. In Amos Professional (Europress doesn't care). And I looked over at
my cart of Chrono Trigger. And I said, "I can do that! Well, not as good,
but better than anyone else has done on the Amiga!" And I did. And you
just downloaded it. Congratulations!

You now own a Game Creation System so flexible, you can do almost anything
with it! With the following features at you fingertips:

        * 64 Color EHB Graphics
        * Oversized Gaming Screens
        * Full Menuing System (even accesible by Scripts!)
        * Real-Time Fighting
        * 80+ Command Scripting Language, allowing control of
          even the smallest aspect of the game
        * 256 Global Variables, plus 64 Local Variables for each
          script
        * Number Of Simultaneous Scripts Limited By Computer
          Speed (8 is OK on my 68000, a couple zillion is OK for
          an '060)
        * 10 Frames Of Animation Possible For Each Character Pose

You will have no problems whatsoever with coming up with great games for
distribution. Now, as for great storylines...

1.3 Installation

```
                            Installation
```

Installation is rather simple. It involves two parts: Putting all the
files where they belong, and telling the computer where they are.

Putting the files in the proper places is as easy as unharcing the files
into a directory on your hard drive. It'll create a drawer for everything,
and make a proper heirarchy for the game. Because you're reading this, I'll
assume you've done this, and will proceed to step 2.

This one is slightly more complex, but only slightly. You have to make an
assign to the directory you created. The name of the directory you want is
the one that contains the CTW_Editor and CTW_Engine programs. You'll have
to put this command in the file S:User-Startup. Open a Shell and type the
following:

```
    ed S:User-Startup
```

Now, go to the end of the file and type in the following:

```
    assign RPG: <fill in the directory>
```

Now, Save the file and Quit. You'll have to restart your computer to make
the changes stick.

1.4   Requirements

```
                            Requirements
```

To run the CTW Programs, all you need is an Amiga with at least 1.5 Meg of
Ram. Preferably 1 Meg of Chip and a Meg or two of Fast is best. Any
processor will do, but, as usual, the faster the better. Any adventure will
run on any processor, but not every adventure will run on every memory
configuration. Take this into mind during adventure creation.

A hard drive or something similar (Zip, Jaz, Bernoulli, whatever) is also
great. A floppy disk will have a hard time holding all the info, especially
the maps.

You'll also need the XPK User Libraries. These you can get off Aminet or a
couple hundred other places off the Internet.

1.5   Playing The Sample Adventure

So, you want to try out the really lame sample adventure? OK! Just run the
CTW_Engine and you're on your way!

OK, some explination might be in order. The controls use the joystick and
keyboard (and the mouse) to do everything. Here they are:

```
    Joy Left                         Walk Left
```

```
                                        Move Battle Selector Clockwise
                                        Move Rot-Menu Clockwise
     Joy Right                              Walk Right
                                        Move Battle Selector Counter-Clock
                                        Move Rot-Menu Counter-Clockwise
     Joy Up                            Walk Up
                                        Move Text Menu Pointer Up
     Joy Down                          Walk Down
                                        Move Text Menu Pointer Down
     Joy Fire                          Touch A Character
                                        Select
     Return Key                        Bring Up Player Menu
     'Q' Key                           Quit Game
     Mouse                             Load & Save Games
```

In the Player Menu are the following options:

```
     Items/Equip    -    Equip     -    Weapon    -    (choose item)
                                        Armor     -    (choose item)
                                        Gloves    -    (choose item)
                                        Hat       -    (choose item)
                         Use       -    (choose item)

     Stats          -    HP/MHP
                         Atk/Def
                         Experience
                         Str/Dex/Int
                         Creds

     Load/Save      -    Load Game
                         Save Game
```

These is a Cancel Option in every sub-menu to move back to the previous
menu.

And, apart from all this, the usual RPG stuff comes into play: Talk to
everyone, fight for Experience, carry plenty of Healing things, get load of
money, yadda yadda yadda.

1.6 Making Your Own Masterpiece

                                    The CTW Editor

OK. Time to get to the tough part. Making your adventures. I wrote the
Editor for power, to cut down on the number of utilities needed to make an
adventure. Before, I needed my old Editor, a text editor, the Amos Sprite
Editor, and a couple of custom programs to complete an adventure. Now, all
you need is the Editor. OK, you need a paint program too.

Even though its powerful, I haven't made it super user-friendly. I tried as
best as I could, but, in order to cram as many buttons onto a screen at
once, I had to eliminate some descriptions on some things. So, without
further adieu, here is the manual for the Editor.

   Screen Layout

```
   ##TITLE BAR#######################################

                  The Current Editor
              Tool Will Have Its Information
                    In This Window




           These Buttons Represent The Editor Tools
    !!!!@@@@####$$$$%%^^^^&&&&****(((())))!!!!@@@@####$$$
    !!!!@@@@####$$$$%%^^^^&&&&****(((())))!!!!@@@@####$$$
                Click On Them To Switch Tools
```

The program also has a menuing system a bit more powerful than Amos' regular
old crappy menus. Right-click to bring it up. Left-click to choose options
from the menu. Right-clicking again moves back through the menu.

If you want to quit the editor, just hit F10.

Here are the individual tools:

                                   The Button Looks Like...

              The Ten Text Editors
                A Text Editor

              The Sprite Editor
                A Painting

              The Level Editor
                A Tree With A Red Arrow Window

              The Picture Compactor
                A Tree With Binary Code

              The Zone Editor
                A City With A Pointer Dragging A Zone

              The Item Editor
                A Sword

              The FrameSet Editor
                A Film

1.7 CTW Command Index

This command reserence was ripped right out of the CTW Help File for the
Editor, so its not dÈjÁ vÜ...

   :Label
   Set a Label to jump to within a program.

   [Text Params...

Display some text. Parameters are labelled in the text as %1 on

] Text Label
Make a text menu mption. Jump to Label if selected.

SET Variable Value
Set The Variable To Value

MATH Value Op Value Variable
MATH Variable Op Value
Perform a mathematical operation. Form one places Result into different
Variable, while form two places Result into first Variable.

OP is any of the following operators:

   +   Addition
   -        Subtraction
   *   Multiplication
   /   Division
   % Division Remainder

PAUSE Seconds
Pause the script for Seconds

GOTO Label
Goto the Label in the program

ONGOTO Base Offset Labels...
Jump to the Label specified, starting at 1, from the formula Offset-Base.
Example:

ONGOTO 4 6 JUMPNOW JUMPLATER JUMPNEVER
  would send the script to the label JUMPNEVER

LABELJUMP Character Label
Jump a Character's script (identified by their position in the CHARZ
block,
starting at zero) to Label.

WALK Direction Speed
Walk at a given Speed (in pixels) in the following directions:

   0   Up
   1   Down
   2   Left
   3   Right

WALKTO X Y Speed There
Walk to a specific point (X,Y) on the map at Speed pixels per step. When
you reach it, There is true.

IF Variable Op Value Label
IF Variable Label
The first form uses an Operand to determine trueness, while the second
check if Variable is true. In either case, if the result is true, the
script jumps to Label. The Operands for form one:

```
    >               Greater Than
    <                 Less Than
   => >=   Greater Than/Equal
   <= =<      Less Than/Equal
   =                  Equal To
   <>             Not Equal To
```

WAIT Clicks
Wait for Clicks/50th of a second

RND Variable UpperBound
Put a random number into Variable from 0-UpperBound

TIMER Variable
Put into Variable the number of clicks since powerup

GLOSET GlobalVariable Value
GLOGET GlobalVariable Variable
These commands set and get Global Variables, a set of 256 variables that
travel between scripts.

BITSET Varibale Bit
BITCLR Variable Bit
BITCHG Variable Bit
These set, clear, or change a bit in a variable. Variables have 32 bits
from
0-31.

BITGET Variable Bit Result
Result is true if Bit in Variable is set.

ADDITEM Name
Add the item Name to the player's inventory.

HAVEITEM Name Result
If the player has item Name, Result is true.

TAKEITEM Name Result
If the player has item Name, Result is true and the item is removed from
the
player's inventory.

ITEMSPEC Name Value Result
Get the specs for an item:

```
    WP          Weapon Power
    AP           Armor Power
    HP    Hit Points Restored
    COST           Item Cost
    TYPE         Type Of Item
                    0          Weapon
                    1           Armor
                    2             Hat
                    3          Gloves
                    4     Restores HP
                    5+         Custom
```

KILL
Kill a character and end the script

LOADLEVEL Levelname
Load the level Levelname

ATTACK Group
Cause the Group to attack the player

BUY Item Result
Buy Item for a certain amount of money. If the player has enough money, Result
is true and the player gets the item.

SELL Item Result
Try to sell the player's Item. If the player has the item, he sells it for its
total price and Result is true.

RATINGSET Rating Value
RATINGGET Rating Value
Get or set a rating from the player:

    HP   Hit Points
    MHP   Max Hit Points
    STR   Strength
    DEX   Dexterity
    INT   Intelligence
    CRED   Credits
    EXP   Experience

CHANGEFRAMEBASE FrameSet
Change a character's Frame Set to FrameSet

COORDS Char X Y
Get the coordinates of character Char into X and Y

MOVETO X Y
Move a character to (X,Y)

FRAMEANIM FrameSet
Animate the character with FrameSet, then continue

ITEMREMOVE Which
ITEMISGONE Which Result
ITEMKILL Which
IITEMPUTBACK Which
These commands use a bunch of Global Variables to keep track of individual
item scripts. When a player takes an item, ITEMREMOVE it. Then, add to the
beginning of the item's script an ITEMISGONE request. If the Result is
True, KILL the item. ITEMPUTBACK changes the item's state. ITEMKILL combines
ITEMREMOVE and KILL.

```
  MENURESET
  MENUADD Short Long
  MENUCHOICE Result
  These commands let you use circular menus, such as the player's menu.
  MENURESET first, then add commands, giving the short (rotated) string,
then
  the long (bottom of screen descriptor) string.  MENUCHOICE returns the
number
  of the item, starting from zero.


  TOGGLETOUCH
  Change the script's ability to jump to :TOUCH when touched.


  KEYDOWN Key Result
  Check to see if Key is being pressed.  If it is, Result is true.


  SOUND File Frequency Voices
  Play sound File on disk at Frequency through Voices:

    %0123
    0 and 2 are Left Channels
    1 and 3 are Right Channels


  TOGGLEDISPLAY
  Toggle display updating on and off.


  FADEIN Time
  FADEOUT Time
  Fade in and out the screen for 15*Time/50 Seconds


  LOCKCONTROLS
  UNLOCKCONTROLS
  Prevent or allow the player to move.
```

1.8 Acknoweldgements

Well, first, I'd like to thank me for being so wonderful. Yes, I know, I
deserve it. 8^)

Then, I'd like to thank Sean Deal for taking the time to get it running on
the copy of UAE I gave him. The sound still sucks, though.

Then, there was that guy on the Amos Mailing List that tried it out and had
no problems with it. If you're out there, tell me!

Then, there's Commodore. Yeah, they screwed up. But they invented the
Amiga in the first place, so they can't be all bad.

Now, I'd like to free myself from all legal ownership of anything I said in
here. Everything in here is not © John Bintz. Most likely someone else
owns it, and, if they do, that's great. But, I'm the one with the power of
updates, so don't screw me over and put your name in here. I have the
source code, BWAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!

And, once I get some Beta-Testers for the Editor, they can be in here, too.

GrÁcias!

1.9 How To Contact

How do you find the elusive John Bintz? If he's not at Villa Julie College,
or on the Beltway, or at Wards working in the Menswear Department, he's at
home. And he'll be checking his mail for the account at:

    uv334@freenet.victoria.bc.ca

And, this should work, too:

    s-jobicu@mail.vjc.edu

And, even THIS one will work...kinda:

    bintzer@pop.erols.com

And, if you want to go to my HORRIBLY OUTDATED WEB PAGES FULL OF BLOOD AND
GORE AND CARE BEARS AND CARTOONY DRAWINGS AND SOFTWARE:

    http://www.dragonfire.net/~JohnBintz/home.html

And, if you want to get on my good side when I make this a product requiring
registration, send me money ($15US will do nicely) to:

    John Bintz
    1715 Bren-Will Drive
    Westminster MD USA 21158-2710

And, if you make a game on CTW, I'd like to see it. Just LhArc it onto some
floppies or stick it FTP. Just don't EMail it to me, please?!?!?

1.10 The Ten Text Editors

The Text Editors (there are ten of them!) are set up like this:

  ##Text File Name################################

    Hello there| 1
    This is a line or two
    In the text editor

                        Buttons

The Title Bar displays the current text file name. Between the title bar
and the button bar is the Edit Area. Simply start typing. Special keyboard
commands are:

```
   Shift-Up        Jump up eight lines
   Shift-Down      Jump down eight lines
   Ctrl-Down       Insert a line
   Ctrl-Up         Delete a line
```

The Menu Structure is:

```
   File      -     Save            Save your text file
                   Save As...      Save your text file under a new name
                   Load...         Load a text file
                   Clear           Clear the current editor buffer
   Macros    -     Walkloop        Insert a Walkloop Routine
                   Rotating Menu   Insert a Rotating Menu Routine
```

1.11   The Sprite Editor

The Sprite Editor is one of the most complex of the editors...

```
   ##Edit Sprites###############################

    _____    _____
   |                    |  |             |
   |                    |  |             |
   |                    |  |_____|
   |                    |  !@#$%^&*()!@#$%^
   |                    |  @#$%^&*()!@#$%^&
   |                    |  #$%^&*()!@#$%^&*
   |                    |  %%%'''''  ` 16     ^
   |                    |  %%%''''' = 16    43
   |                    |  %%%'''='  ` ^v<>   v
   |_____|  %%%''''' `
   Bob 43 of 257

   Large Box on Left - Zoomed 16x16 edit area
                       Left-click to draw with Current Color
                       Right-click to box with Current Color

   Rectangle in Middle - Displays current Sprite
                       Colored bars on borders show 16x16 zoomed area
                       Right-Click to Copy to Clipboard
                       Left-Click to Paste

   Picture to Right of
   Current Sprite - Animated Preview

   Colored Boxes below
   Current Sprite - 64 color drawing palette
                    Left-click a color to choose

   Large Colored Box
   Down and Left of
   Palette - Current Color

   Large Box with Dot
   Next To Current
```

```
  Color & Slider
  Immediately Right - Color Cube Color Selection
                     RGB Sliders would be too clumsy in such a small
                     area, so Color Cube was implemented.  The box
                     represents all colors from black to yellow, and
                     the slider adds blue to the current color.


  Numbers to Right of
  Slider - Width (top) and Height (bottom) measurements
          Left-click them to make them higher
          Right-click them to make them lower


  Arrows Below Numbers - Move the zoomed area around the sprite


  Arrows and Number
  Next to Width-Height Gauges - Current Sprite
                              Click arrows to move through sprites
                              Left-Click number to delete


The menu structure is as follows:

    File      -     Save As...            Save Sbobs Sprites
                    Load...               Load Sbobs Sprites
                    Clear                 Clear Sprite Bank
    Image     -     Flip Horizontal
                    Flip Vertical
                    Rotate 90 Deg
                    Shift Up
                    Shift Down
                    Shift Left
                    Shift Right
    Animation -     2/10 Frames           Set Animation Lookahead Frames
```

1.12 The Level Editor

```
The Level Editor consists of only a few buttons.  In the upper-left hand
corner is the shrunken view of the current Map file.  On the right hand side
is a group of buttons.  From top to bottom, these (and the arrows beneath
them) do the following:

    Current Level File (Level#.Level) in the RPG:Levels Drawer
    Decrease Number to 1          Increase Number to Something Big

    Current .mod File in the RPG:Mods Drawer
    Load & Play Module            Stop & Unload Module

    Current Special Effect (see below)
    Scroll Effects                Scroll Effects

    Effect Parameters

The special effects you have to choose from (and their parameters) are
below:

  No Effect
```

```
Rain                    # of drops     Speed
Snow                    # of flakes    Speed
Low Blink
Lightning
Dim View
Custom                  # of "RPG:Maps/Effect#.spk" File to Overlay
```

1.13   The Picture Compactor

The Picture Compactor uses a combination of Amos Spack routines (a bit
better than standard IFF) and the XPK Nuke Library (shrinks it about another
10%) to cram as many onto a drive as possible. The screen layout is very
simple; detailed directions are not necessary.

```
  Compress Picture – Take an IFF image and shrink it into an SPK/Nuke File
                    Use this image as the current Level Map
  Uncompress Picture – Take current SPK/Nuke File and save it as IFF
  Load Image – Load an SPK/Nuke File as the current map
```

1.14   The Zone Editor

The Zones Editor lets you put in both screen zones and characters. The
screen consists of a large window for the section of the map you're viewing,
and horizontal and vertical sliders to move this viewing area. The real
action comes from the menu...

```
    Zones       –    Add Zone        Adding a screen zone
                                      Move the pointer to the top left
                                      of the zone, then click'n'drag to
                                      the lower right (the screen will
                                      automatically scroll).

                                      Once done zoning the area, the Zone
                                      Info Box pops up.  It looks like this:
```

```
             _____
            |                    |
            |  T    L    B    R  |
            | 32    45   67   99 |
            |                    |
            | Level Zone         |
            | 5 45 87            |
            | Tag Coords From... |
            | Zone Edit Complete |
            |_____|
```

```
                                      The numbers under the T, L B, and R
                                      represent the Top, Left, Bottom, and
                                      Right coordinates.  Underneath that
                                      is the Zone Type, and below that is the
                                      parameters for the zone.  There are five
                                      types, each with their own set of
```

paremeters:

Stop   No Parameters
    (prevents movement)
Slow   No Parameters
    (slows movement)
Labeljump   Character LabelJump#
    (sends Character to :ZONELABEL#)
Level   Level# X Y
    (loads Level#.level and puts
     character 0 at X,Y. If no X,Y,
     default is used)
    For grabbing coordinates from
    another map, use Tag Coords...
    and lad in the destination map file.
Fight   Group
    (start fight with Group)

When you're done editing this zone, hit
OK.

Edit Zone   Allows you to choose a zone on the screen
                and pop up the Zone Info Box

Delete Zone   Select a zone and click it to delete it

Characters-   Add Character Place a character on the map
                               Sprite #1 will show up, but you can
                               change that. Move it around until
                               you find the spot to put it in, then

left-

                               click it into place. The Character Info
                               Box pops up:

```
 _____
|           _____        |
| X       Y |              | |
| 235    43 |              | |
| G       P |              | |
| 4      12 |_____| |
| Script.script               |
| FrameSet   4    <      >    |
| Done Editing                |
|_____|
```

X and Y are the character's position on
the map. G and P are the character's
Enemy Group and Power. When ATTACK is
called or you walk onto a FIGHT zone,
the Group# referenced will cause all
the character's with the same Group#
to fight you.

Script.script is where you put the name
of a character's script, in reference to
the home directory RPG:. The box in the
upper right is the FrameSetBase anim

                                   of the current character. To properly
                                   set a character, set the FrameSetBase
                                   to the first one in the group (walking
                                   toward you). This is explained better
                                   in the FrameSet Editor.

                                   Hit "Done Editing" when you're done.

                   Edit Character Scroll about the screen and pick the
                                   character you want to edit. Click on it
                                   and the Character Info box pops up.

                   Delete Character
                                   Delete the character from the level.

1.15   The Item Editor

The Items Editor edits the Items.Data file in the RPG: drawer. These are
all the items the player can get, have, sell, or buy. The layout of the
editor, from top to bottom, is as follows...

    Name Of Object (no spaces, please!)

    Weapon Power   (enter a number)   (used if Weapon)
    Armor Power   (ditto)   (used if Armor, Gloves, or Hat)
    HP Restored   (same here)   (used if HP Restorer)
    Item Cost   (# goes here)   (used for BUY & SELL commands)
    Item Type   Weapon/Armor/Gloves/Hat/HP Restorer/Custom
                    (move through list)

    (backward through items) (forward through items)

For example, if you're making a Sword of Infinite Doom with a power of 300,
but it'll cost 20000, you'd set the Name to "Sword_Of_Infinite_Doom" (or
something like that, without quotes), the Weapon Power to 300, and the Cost
to 20000. Then, you'd set the Type to Weapon.

Now, you want the Armor of Cheese. It'll have a defensive power ot 4, and
cost 35. Set the name to "Armor_Of_Cheese", Armor Power to 4, and Cost to
35. But, the game'll think its a weapon, so set the type to Armor.

You can make things like access cards, money bags, watches, all sorts of
things. Its quite flexible. Really.

1.16   The FrameSet Editor

The FrameSet Editor is the place where you set up the animations for the
characters. You can have up to ten frames per animation, and these frames
fome from the Sprites you drew in the Sprite Editor.

When you set up a character, you have to specify a FrameSetBase. This Base
uses certain offsets to control which animation is displayed during certain
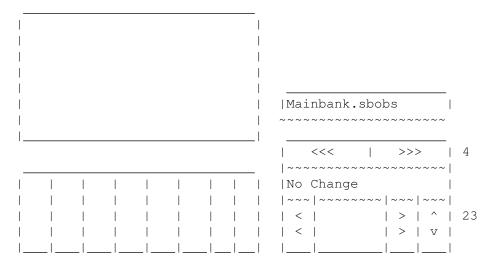
actions. The offsets, and their actions, are as follows:

```
        Base+0                  Walking Toward You
        Base+1                  Walking Away From You
        Base+2                  Walking Left
        Base+3                  Walking Right
        (if the character fights, you'll need these next four, too)
        Base+4                  Get Ready For Battle
        Base+5                  Ready Stance
        Base+6                  Leap Toward Enemy
        Base+7                  Attack!
```

So, if you have an axe-weilding lady, you'd need to draw walking frames (a
cuople for each direction), an animation to whip out her axe, an animation
for standing there, an animation for her leaping at an enemy, and one of her
taking a swing at him, and then put them in the appropriate FrameSets.

The Editor is set up as follows:

```
     _____
    |                              |
    |                              |
    |                              |
    |                              |
    |                              |   _____
    |                              |  |Mainbank.sbobs        |
    |                              |  ~~~~~~~~~~~~~~~~~~~~~~~~
    |_____|   _____
                                      |    <<<     |   >>>   | 4
     _____   |~~~~~~~~~~~~~~~~~~~~~~~|
    |   |   |   |   |   |   |   |   |  |No Change             |
    |   |   |   |   |   |   |   |   |  |~~~|~~~~~~~~|~~~|~~~|
    |   |   |   |   |   |   |   |   |  | < |        | > | ^ | 23
    |   |   |   |   |   |   |   |   |  | < |        | > | v |
    |___|___|___|___|___|___|__|__|   |___|_____|___|___|
```

The large box in the upper-left is the current animation. The smaller boxes
below it are the ten frames of animation. To place a picture in the frame,
left click it. To remove it, right-click it. In order for the animation to
wrok right, the animation MUST START FROM THE LEFTMOST BOX AND CONTINUE
WITHOUT ANY GAPS!

Where it says Mainbank.sbobs is where the name of the Sprite File goes. When
you save the Sprite File, it goes in the RPG: directory. Type in the name
you gave it here.

Below this is the Memory Location Selector. This differs from FrameSets.
This lets you select what part of the memory allocated for FrameSet info
you're looking at. An Example:

```
  Area #0  Frames 1,2,3,4,5,6            FrameSet #1
  Area #1  Frames 7,8,9,10,11,12         FrameSet #2
  Area #2  Frames 13,14,15,16,17,18      FrameSet #3
  Area #3  Frames 19,20,21,22,23,24      FrameSet #4
  Area #4  Frames 57                     FrameSet #4090
```

Below this is the FrameSet Modifier. It has four settings: No Change,

which does nothing; ConstantAnim, which constantly animates a FrameSet, not
just when it moves; HorizFlip and VertFlip, which flip Sprites around to
reuse images and save memory.

Below THIS is the Sprite Picture Selector. Use the arrows on the left &
right to choose a picture to put into the frames.

Right of this is the FrameSet selector. This lets you set the FrameSet this
animation represents.

Above, I chose 4090 for a FrameSet, and with good reason. FrameSet 4090
(the first picture, at least) represents the on-screen pointer. This always
points right. You'll definitely need one of these, or it'll be hard to
select stuff.

The menu Heirarchy is a simple one:

```
    File      -     Save Frames.Data...      Save the FrameSet file
                                             CTW wants it called
                                             Frames.Data, in the RPG: drawer
                    Load Frames.Data...      Load a FrameSet file
                    Clear                    Clear All Memory Areas
```

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