

ImpPro

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COLLABORATORS

	<i>TITLE :</i> ImpPro		
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REVISION HISTORY

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Chapter 1

ImpPro

1.1 ImpPro v0.6xxβ Manual

```

***
*           * *
*           * *
*   ** *   ***   *****   **   **   The Definitive DM's Assistant
*   * * *   * * *   * * *   * * *   * * *   Copyright © Zach Forsyth 1994-95
*   * * *   ***   *   *   *   *   *
***   * * *   *   *   *   **   v0.6xxβ -- Beta test release
*

```

This documentation is only partially complete.

Most of this documentation is available on-line from within ImpPro. Simply try hitting the HELP key from within ImpPro or a module and some helpful information should pop up.

```

~System~requirements~and~setup~
~The~Launcher~::~::~::~::~
~Standard~modules~::~::~::~
~AREXX~Commands~::~::~::~
~Registration~information~::~
~Beta~history~information~::~
~To~do~list~::~
~Known~bugs~::~

```

1.2 System requirements and setup

To use ImpPro you need:

- Release 2.04 or higher (2.1, 3.0, 3.1, etc).
- A hard drive is recommended but not necessary

To get ImpPro up and running:

-- Since you are reading this, I assume that you have extracted the archive successfully ;) The contents of the archive should be:

```
~ImpPro~~~~~  
-> Main executable  
  
~ImpPro.guide~~~~  
-> This documentation file  
~Knownbugs.txt~~~ -> List of known bugs  
~Betahistory.txt~ -> History of ImpPro's beta development  
~Needed.txt~~~~~ -> List of ImpPro needed features  
  
~Data~~~~~(dir)~  
-> Directory containing preference files  
  
~Modules~~~(dir)~  
-> Directory containing launchable modules  
  
~Tables~~~~(dir)~  
-> Directory containing tables in .guide format  
  
~Save~~~~~(dir)~  
-> Directory for saving module information  
  
~Libs~~~~~(dir)~  
-> Directory containing required libraries  
  
~Scripts~~~(dir)~  
-> Directory containing sample AREXX scripts  
  
~Developer~(dir)~  
-> Directory containing developer information
```

-- Run the supplied installation script. You'll need a copy of CBM's Installer in your C directory. This Install program can be found on many of your commercial program disks or on the AmigaDOS 2.1+ Install disk.

-- Make sure you have AmigaGuide or Multiview installed in your Utilities drawer, along with any datatypes and or libraries it needs. Multiview comes with WB3.0+, and the AmigaGuide distribution can be found on the Aminet.

-- Several additional reference AmigaGuide files are available:

```
Prices.guide --- List of prices in a mideval city  
Swords.guide --- A collection of magical swords  
Poisons.guide --- A collection of poison descriptions  
Spells.guide --- A collection of mage and priest spells
```

Mail me if you wish to obtain these reference items.

-- Also be sure that AREXX is running before ImpPro is started, or you

will lose scripting abilities.

-- To start ImpPro, just double-click on it's icon. ImpPro will then ask you for the screen mode to use. After this selection, ImpPro will set-up and display it's custom screen and you're ready to go. Be aware that

```
modules
  in the
modules~directory
  can be started
```

without ImpPro running. For data sharing between modules, ImpPro needs to be running, however.

1.3 Libs directory

This directory contains two libraries that ImpPro needs to properly function ↔

properly:

```
imppro.library --- contains functions common to all standard
modules
  bgui.library --- this library by Jan.van.den.Baard is used to ↔
  build
  ImpPro's GUI.
```

The Installer script will install these libraries for you.

1.4 Developer directory

This directory contains information necessary for potential ImpPro module developers.

1.5 Registration of Imp Professional

Because of rather strict copyright restrictions imposed upon me by TSR (c), I am not allowed to release this program as shareware. However, postcards and gifts will not be refused! :)

I can be reached at:

```
Zachary Forsyth
525 University Ave SE #107
Minneapolis, MN 55414
USA
```

If you have any suggestions for the program, or would just like to chat, feel free to give me a call at:

```
(612)-378-9482
```

Or E-Mail me at:

fors0037@gold.tc.umn.edu (only checked during the school year)

1.6 Imp Professional Desktop and Module launcher

To start the Imp Professional desktop and module launcher, simply run it through the CLI or double-click on it's icon.

Upon startup for the first time, the launcher will ask for the screen mode you wish to use. Simply double click on the screen mode you wish to use and the desktop will open. You may also select the number of colors for the desktop, up to 256 colors for AGA Amigas or 16 colors for OCS/ECS Amigas. If you wish for the desktop to be larger than the screen, specify "Autoscroll" and set the dimensions of the screen larger than the screen mode you are using. ImpPro will insist that your screen is at least 640x400. After the screenmode is selected, ImpPro will prompt you for the default font to use. Do not select a font that is too large or ImpPro may fail to open.

ImpPro will then read in the Default.dock file in the Data directory. For your convenience, a sample dock has been provided for you containing buttons for every module and table currently available.

If "ImpPro:Scripts/Startup.launcher" is present, it will be executed.

Finally,

Default.state is read in containing the shared module information from your last session of ImpPro. This allows things like Running Party XP and Game Time to be preserved.

To configure ImpPro, press the Preferences dock button.

Free memory and copyright information can be found in the "About" dock item, along with a nifty picture of an Imp!

To leave ImpPro at any time, select "Quit" from the dock. You will be asked for confirmation. If there are still windows on the screen after the shutdown script is run, Imp Professional will inform you and request that you close them before exiting. The Default.state file will be saved to disk to retain any shared variables within the launcher for your next session.

1.7 Imp Professional standard modules

Modules included with Imp Professional:

~Dice~~~~~

~Clock~~~~~

~Game~Log~~~

~Encounter~~

~Character~~

~Horse~~~~~

~City~~~~~

~Dungeon~~~~

~Treasure~~~

~Name~~~~~

Most of the modules will bring up their specific documentation ↔
when you

press the HELP key with the module's window activated.

All of the module's window positions can be saved by accessing the
"Snapshot window(s)" menu item in each module.

1.8 Data directory

The Data directory contains preference and data files for ImpPro ↔
and other

modules:

~Art.data~~~~~

~City.data~~~~~

~Monsters.data~

~Treasure.data~

~Default.prefs~

~Default.dock~~

~Default.state~

This directory may also contain additional files that have not yet ↔
been

added to this documentation. Please see the files themselves for
additional information.

1.9 Save directory

This directory is for your use. This is the default directory that all modules will save and load user information to.

Nothing in this directory is required by the program, it just contains several sample module save files. The extension on each file should indicate which module uses it.

1.10 Scripts directory

This directory contains AREXX scripts that can be activated to perform various functions for each module. The file extension will indicate which module a particular script is for.

You may launch these scripts from a shell, or with the Standard ImpPro

```
ARExx launcher
```

```
.
```

1.11 Modules directory

This directory contains all of the standard Imp Professional modules. These files can either be double-clicked from the workbench or started using the custom dock provided by the launcher.

```
.
```

1.12 Tables directory

This directory contains any tables that may have been provided with ImpPro.

Because of copyright laws, verbatim copies of the AD&D tables cannot be provided. The tables are usually in AmigaGuide format, although they may also be simple text files. If you find yourself using a table from the DM's guide quite often, take the time to type it in and put it in this directory. Then edit

```
Preferences
```

in the launcher to add the table in the launcher's dock using your favorite viewer or AmigaGuide to display it. Note that this copy is for your own use and is not to be redistributed.

This directory may also include a Spells Guide and a Sword Guide. If it does not and you wish to obtain these huge databases for use with ImpPro, please contact me at fors0037@gold.tc.umn.edu.

Also available is a Price Guide and a Poison Guide, also available from me directly.

1.13 Dice Module

The dice module provides a user-definable button strip (defined in "Default.state") and a combination gadget which accepts standard die string interpretation.

At startup, the dice module will look for the file "ImpPro:Save/Default.strip", and read the user definable button strip from there.

To roll a die in the button list, simply double-click on it and the result will be displayed. The die will be copied into the "Combo" string gadget for editing if you wish. You may repeat any die roll by clicking on the "Roll" button. A running total of all previous die rolls is also kept that may be cleared at any time using the "Clear" button.

The "Combo" string gadget allows you to enter standard die strings. When you hit return in this gadget, the die string is interpreted and then rolled. To repeat this roll, simply press the "Roll" button.

Some examples of die strings that may be entered into the "Combo" gadget:

```
1d20
1d20+1
3d8-2
1d100
100    <-- Will always return 100
1d10*2
400d10000
```

Beware of rolling things such as "10000d4" because the computer may bog for quite some time while rolling all of those dice!

If you wish to add a die string to your list of dice available in the list view for double-clicking, simply type in the desired die string and hit the "Add" gadget. To remove a die string from the list, select it and hit the "Rem" gadget.

The "Load die strip" and "Save die strip" selections in the menu load and save the list of die strings.

1.14 Dungeon Module

The dungeon module will eventually be the central control module ↔
for
ImpPro, launching encounters, traps, and events.

Upon startup, you will be presented with two windows.

Dungeon~View

Toolbox

1.15 Dungeon View

This window allows you to scroll around your dungeon. The scrollbars at the right and bottom of the view are used for this purpose. ↔

If you wish to change the size of the dungeon, select "Dungeon Map Size" from the menu.

To paint the dungeon, simply press the left mouse button on a square and it will be replaced with the currently active brush. To select a different brush, use the

Toolbox~window

.

The right mouse button acts as an eraser, always painting with brush 0.

Holding down the left or right mouse button will draw or erase until you release it.

1.16 Dungeon Toolbox

This window contains all of the commands for the Dungeon module. A menu strip is also attached to this window. ↔

By either selecting "Load dungeon" from the menu or clicking on the "Load" gadget, you can load in a dungeon. Likewise, the "Save dungeon" and "Save" gadget save a dungeon to disk. Note that the default extension for dungeons is ".dun" and the default directory is "ImpPro:Save".

The "Clear" gadget will clear the ENTIRE dungeon. You will be asked for confirmation.

The "About" menu item displays version information and compilation date.

"Hallway" will prompt you for a begin point and end point and will draw a line between the two.

"Region" will prompt you for two corners of a box and will fill that region with the current brush.

"Event" is not yet implemented.

To change the size of the dungeon, select "Dungeon map size" from the Settings menu. A small window will pop up allowing you to enter new X and

Y maximum values for the dungeon. As much of the current dungeon as possible will be copied into the new dungeon. If you make the dungeon smaller, you WILL lose the parts of your dungeon that exceed the new maximum values.

This window also contains all of the brushes available to the Dungeon module. To change the active brush, simply click the left mouse button on the brush you wish to use. To paint with this brush, use the

```
Dungeon~view
```

A description of the current brush can be seen in the information box below the brush bank.

To quit the module, either select "Quit" from the Commands menu or close the Commands window.

1.17 Dungeon Map Size

This requester allows you to specify the size of the dungeon currently in memory. Valid values for X and Y are between 10 and 1000.

1.18 Character Module

The character module is for keeping track of each of your players' vital information.

To add a player to the list, click on "Add" and a "(no name)" character will be added to the list. Click on it's entry in the list view and give the character a name. Also, type in all of their current vital statistics in each page of information. Use "Remove" to remove a the highlighted character from the list. Use "Clear" to clear the entire character list. You will be asked for confirmation.

To add XP to one or more highlighted characters, make sure you are on the "Vitals" page and type in the XP to add in the "XP to add" gadget and then press the "Do" button to the right. To import the current running XP total from the

```
encounter~module
```

, click "Import" and the XP will be added to the value already in the "XP to add" gadget. Be sure to click "Do" to carry out the action. If more than one character is selected, the XP will be divided up equally between them. To select more than one character, hold down the left mouse button and drag select them.

To give an "XP Gift" to a character (for doing something clever for example), simply double-click on a single character and the value will be added to their XP total. The size of a XP gift is determined by the "XP Gift Amount" gadget.

Loading and saving entire character lists and individual characters is available via the menus

1.19 Encounter Module

The Encounter module keeps track of vital information and hit points for a group of monsters. The file ImpPro:Data/Monsters.data is loaded to provide a list of monsters from which to pick. ←

To add a monster to the list, click on "Add" below the list view. A window will pop up containing the monster database. To generate a single monster, simply double-click on the monster to generate. To generate more than one monster of a type, highlight it in the list view, enter the number to generate in the gadget below the list view, and then click "Generate". Each monster's hit points will be rolled and vital statistics copied from the database.

To remove a monster from the list, highlight the monster and click "Remove". Note that this does not add XP to the running XP total. To clear the monster list, click "Clear". You will be asked for confirmation.

You may edit all of each monster's statistics by highlighting the monster in the list view and editing any of the fields to the right. A comment field is available, allowing you to add any other information you may need on this monster (such as weapon, a description, etc.). If you change the monster's hit dice or hit RETURN in the Hit Die field, the monster's hit points will be re-rolled based on the new information. The monster's XP value will also be re-calculated to reflect the change in hit points.

To damage a monster, enter either a number or a die string (1d4, 2d10, 6d6+1, etc.) into the "Damage" gadget and click "Do". If the monster's hit points reach 0, the monster will be either removed from the list or marked as "DEAD" and its XP value added to the running XP total. A monster's hit points may also be directly changed via the "Current HP" gadget. Note that the monster's XP will not be re-calculated based on the new hit points when this is done.

To damage more than one monster, simply drag select a group of monsters or hold down SHIFT while selecting individual monsters. When you click "Do" to cause damage, separate damage will be rolled for each monster.

To change the behavior of the module with respect to dead monsters, use the "Remove Dead?" menu item. If this menu item is checked, dead monsters will be removed from the list, otherwise they will be simply marked as "DEAD" and you must remove them manually.

The running XP total for an encounter is displayed in the "Encounter XP" gadget. This value may be imported into the Character~Module to be divided up among the characters. To reset the running XP total, click "Clear" to the right of the gadget.

Loading and saving of encounters as well as version information is available via the menu.

1.20 Game Logging Module

The Game Log module keeps track of important events in your game and allows you to re-trace a session to see what happened.

Currently, the

Encounter-module logs killed monsters automatically. Also logged automatically are experience awards to characters via the

Character-module as are alarms from the Clock-Module.

To add an event to the log, simply hit the "Add" button and edit the text gadget in the bottom of the window. Upon hitting RETURN, the event will be added to the list view above it. The current game time will also be stamped with the event if the clock-module is running to provide the current game time. To edit a logged event, click on the event in the list view, edit the text gadget and hit RETURN.

To remove an entry, highlight it in the list view and click "Remove". To clear the game log, click on "Clear". You will be asked for confirmation.

To have a particular Game Log module ignore autolog messages from specific modules, simply select the desired ignore check item in the menu under "Settings".

Loading and saving of game logs is available via the menu.

1.21 Horse Generation Module

This module is currently undergoing a re-write, so no final documentation is available.

1.22 City Professionals Generation Module

The City module will generate a list of professionals for a city. The professions are loaded from the file ImpPro:Data/City.data.

To generate a list of professionals, simply enter the # of professionals present in the city and hit "Generate". The list view will then provide a list containing the number of professionals of each type in your city.

The random number routine uses the name of the city as a seed. This means

that the same city name will always generate the same city!

To receive more information on a particular profession, simply double-click on the generated profession. For this to work, you must have the Prices.guide installed in your

```
ImpPro:Tables
directory.
```

To always generate random cities, simply leave the "City Name" gadget blank.

1.23 Clock Module

The clock module acts as a time keeper for ImpPro. It updates the ← time used by modules such as the Game~Log . Upon startup, it reads the current game time saved in Default.state .

The current game time is shown in six number gadgets corresponding to Days, Hours, Turns, Rounds, Segments, and Seconds. Beside each of these gadgets are an up and down arrow that can be used to raise or lower each value.

The "Alarms" gadget brings up the Alarm~window .

The "Reset" gadget will reset game time to Day 0, 00:00.00 and clear all alarms .

The "Suspended" toggle gadget will suspend and un-suspend the clock with each mouse click. The clock module is suspended on startup.

The "Load alarms..." and "Save alarms..." menu items can be used to save and restore alarms .

The "About" menu item displays version information.

To quit the clock module, either close it's window or select "Quit" from its menu. The current game time will be preserved if you restart the clock module later.

1.24 Alarms Window in the Clock Module

The alarm window allows you to set multiple alarms that will ring ↔
 when the
 current game time reaches the desired value. When an alarm rings, it will
 be logged if the

```
Game~Log~module
  is up and running at the time.
```

To add an alarm, click "Add" below the list view. A new alarm will be
 created with no name and set to go off immediately. The alarm's name may
 be changed via the text gadget below the alarm list. To change the time
 that the alarm will go off, use either the number gadgets or the sliders to
 the right to set the desired alarm time. To remove an alarm before it
 rings, simply select it from the list and click on "Remove".

There are three types of alarms currently: Absolute, Relative and
 Periodic. An absolute alarm will go off at the exact time specified by the
 sliders. A relative alarm will go off at the current time PLUS the time
 indicated by the sliders. Think of an absolute alarm as exact time and a
 relative alarm as "time from now". The alarm types are interchangeable via
 the cycle gadget above the sliders.

A periodic alarm is much the same as a relative alarm except that it will
 continually repeat until removed manually. A periodic alarm must have an
 interval of at least 1 segment.

After you are finished setting alarms, click on the close gadget to return
 to the

```
clock~module.
```

1.25 Monster Database File

The "ImpPro:Data/Monsters.data" file contains the list of monsters
 available to the

```
Encounter~Module
```

```
. You may add to the list all you wish,
```

but be sure to follow the same format as the other monsters because the

```
Encounter~Module
```

does not do any error checking. Be sure each monster
 occupies one line and one line only!

Click [HERE](#) to see your current Monsters.data file.

1.26 Treasure Module

The Treasure module will generate a treasures based on one or more ↔
 treasure
 types. The treasure type data is read in from the file

```
ImpPro:Data/Treasure.data
```

```
.
```

To generate a single treasure type, simply double click on the desired treasure type in the leftmost listview. The amount of coins, gems, and art will be generated and displayed.

To generate more than one treasure type, multi-select all of the treasure types desired and click on "Generate". The treasure will be added up and displayed.

You may change any of the coin values as well as the number of gems and art by typing in a new value in the respective gadget. To re-roll art or gems, simply click on "Re-roll Gems" and "Re-roll Art" respectively.

As you continue to roll treasure types, the coins, gems, and art will continue to accumulate. To start fresh, click on the "Clear button".

Loading and saving of entire treasure lists is available via the menus.

1.27 Name Module

The Name module acts as a server to other modules and yourself that generates random names based upon an external language file. The file "Default.lang" is loaded upon startup.

To generate a name, simply click on the Generate gadget until you get a name that you like.

To load a new language, simply select "Load language" from the menu.

1.28 City Professions Database File

The "ImpPro:Data/City.data" file contains the list of professions available to the

City~Module

. You may add to this list as much as you like. The number before each profession is a weight value, the higher the number, the more likely this profession will be generated.

Click [HERE](#) to see your current City.data file.

1.29 Launcher Preferences

The preferences editor allows you to configure ImpPro's launcher to your liking. The files

Default.prefs

and

Default.dock

are automatically loaded

at run-time.

To you may change the default font, screen mode, and palette using their respective buttons. Be sure to "Save Preferences" after you have made the change. For a new font or screen mode to take effect, you currently must quit and re-start ImpPro after saving the

Default.prefs
to make the changes

take effect.

You may add and remove dock buttons using the "Add" and "Remove" buttons below the button list view. The name of the button can be changed by editing the "Name" gadget. The command that a particular dock button will run can be either typed in the "Cmd" gadget or picked via the "Pick" button. The number of columns in a dock may also be changed via the number gadget. A high column value may cause ImpPro to spit out an error message and exit. After you are done editing the dock, be sure to save it via the "Save Dock" button.

A dock button may be moved up or down in the list by selecting it and moving it with the Up Arrow and Down Arrow gadgets.

You may also alphabetically sort the button list by clicking on the "Sort" button.

You may load in an alternate dock at any time via the "Load dock" item. In the future, alternate docks will be available via a keypress, but not yet! :)

To leave the preferences section, simply click on the close gadget. The dock will be updated at this time.

1.30 Treasure Types Database File

The "ImpPro:Data/Treasure.data" file contains the list of treasure ↔
types

for the

Treasure~Module

. You may add to this list as much as you like. The table follows the format in the 1st Edition Monster Manual.

Click [HERE](#) to see your current Treasure.data file.

1.31 Art Database File

The "ImpPro:Data/Art.data" file contains the list of art available ↔
to the

Treasure~Module

. You may add to this list as much as you like. Instructions for doing this can be found within the file.

Click [HERE](#) to see your current Art.data file.

1.32 ImpPro Launcher Preferences File

This file contains the default screen mode, font, and palette information for ImpPro. To change anything in this file, run ImpPro and select Preferences from the dock.

1.33 ImpPro Default Dock File

This file contains the default dock for ImpPro. This file will be loaded at startup and used to build the launcher's dock. To edit the default dock, start ImpPro and select Preferences from the dock.

1.34 ImpPro Default State File

This file contains saved information from your last session of ImpPro. In this file ImpPro records the current game time, and the current running XP value. ImpPro loads and saves to this file on startup and shutdown respectively.

1.35 Imp Professional AREXX commands

This is a preliminary list! Things will change and most commands are not yet implemented.

* - Indicates function is not yet implemented

~Launcher~~

~Encounter~

~Character~

~Dungeon~~~

~Dice~~~~~

~Clock~~~~~

```
~Treasure~~
```

```
~Game~Log~~
```

```
~Name~~~~~
```

Each of the modules with ARexx capabilities have a "Launch ARexx" ←
 menu item
 that will launch the
 Standard~ARexx~Launcher
 .

Each of the modules also displays it's current ARexx port name in it's
 respective About box.

1.36 ImpPro Standard ARexx Launcher

Each of the modules with ARexx capabilities have a "Launch ARexx" ←
 menu item
 that will bring up a list of scripts available in the
 scripts~directory
 for
 that particular module. To launch a particular script, simply double click
 on the desired script or select it and click "Launch". To cancel the
 launching of a script, simply select "Cancel" or close the window.

1.37 Launcher ARexx Commands

Launcher (Port: IMPPRO.#)

LAUNCH <Path>

This command will launch the program you specify. Provide the full
 path and arguments as well.

REQUESTER <Title> <Text> <Buttons>

This command brings up a requester with the attributes you specify.
 The <Buttons> parameter should be in the format "Okay|Maybe|Cancel".
 The return value indicates which button was pressed, with the first
 buttons being 1, 2, 3 ... and the last button being 0.

HELP <File> [<Node>]

Brings up an AmigaGuide document. The <Node> parameter is optional.
 Your ARexx program will be suspended until the help window is closed
 by the user!

SHUTDOWN

Executes the ImpPro shutdown script and tries to quit the launcher.
 This command will fail if there still are some visitor windows on
 the public screen after the shutdown script is run.

*LOADDOCK <Dock name>

1.38 Encounter Module ARexx Commands

Encounter (Port: IMPENCOUNTER.#)

*LOAD <Encounter file>

*SAVE <Encounter file>

STATUS <Var>

Returns a STEM variable containing the following information:

<Var>.NUMMONS --- The number of monsters in the list
<Var>.SELECTED --- The number of the currently selected monster
<Var>.MONLEN --- The number of fields in the monster data

LOCKLIST

Locks the monster list and disables all gadgets that could alter the list while you are examining it.

UNLOCKLIST

Unlocks the list and returns to normal operation.

ADDMON

This command adds a new monster to the monster list and returns its number in the list. The new monster is automatically selected.

REMOVEMON <Monster #>

This command removes the monster specified from the list.

SELECTMON <Monster #>

This command selects a monster for manipulation with the GETMON and PUTMON commands.

GETMON <Var>

Returns a STEM variable containing all of the information pertaining to the currently selected monster. See the example ARexx scripts for a description of each field.

PUTMON <Var>

Assigns all of the values of a STEM variable into the fields of the currently selected monster.

REQUESTER <Body> <Buttons>

Similar to the Launcher command by the same name.

ROLL <Die string>

Similar to the Dice command by the same name.

QUIT

Forces Encounter module to quit. No confirmation.

1.39 Character Module ARexx Commands

Character (Port: IMPCHAR.#)

*LOAD <Party file>

*SAVE <Party file>

*LOADCHAR <Characer file>

*SAVECHAR <Characer file>

*CLEAR

STATUS <Var>

Returns a STEM variable containing the following information:

<Var>.NUMCHARS --- The number of characters in the list

<Var>.SELECTED --- The number of the currently selected char

<Var>.CHARLEN --- The number of fields in the character data

LOCKLIST

Locks the character list and disables all gadgets that could alter the list while you are examining it.

UNLOCKLIST

Unlocks the list and returns to normal operation.

ADDCHAR

This command adds a new character to the character list and returns its number in the list. The new character is automatically selected.

REMOVECHAR <Character #>

This command removes the character specified from the list.

SELECTCHAR <Character #>

This command selects a character for manipulation with the GETCHAR and PUTCHAR commands.

GETCHAR <Var>

Returns a STEM variable containing all of the information pertaining to the currently selected character. See the example ARexx scripts for a description of each field.

PUTCHAR <Var>

Assigns all of the values of a STEM variable into the fields of the currently selected character.

REQUESTER <Body> <Buttons>

Similar to the Launcher command by the same name.

ROLL <Die string>

Similar to the Dice command by the same name.

QUIT

Forces the Character module to quit. No confirmation is requested.

1.40 Dungeon Module ARexx Commands

Dungeon (Port: IMPDUNGEON.#)

LOAD <file>

Loads a dungeon file into the Dungeon View. No confirmation is requested if the user has unsaved changes.

SAVE <file>

Saves the current dungeon in the Dungeon View to the specified file.

CLEAR

Clears the dungeon. No confirmation is requested.

LOCK

Locks the dungeon view. The user is no longer allowed to paint and the scrollers are disabled. No rendering by AREXX is shown.

UNLOCK

Unlocks the dungeon view. The changes since the last lock are rendered, painting is again allowed, and the scrollers are re-enabled.

HALLWAY <x1> <y1> <x2> <y2>

Draws a hallway between the coordinates specified.

REGION <x1> <y1> <x2> <y2>

Draws a region between the coordinates specified.

SETBRUSH <Brush #>

Set the current drawing brush to the number specified.

PAINT <x> <y>

Draw the current brush at the coordinates specified.

MAP <x> <y>

Return the brush number at the coordinates specified.

MESSAGE [<Message>]

Change the window title of the dungeon view to the message specified. If the <Message> parameter is missing, the title will be returned to the default.

GET <MAPX> <MAPY> or <BRUSH>

Returns the value of the attribute requested. MAPX and MAPY will return the maximum X or Y values for the dungeon. BRUSH will return the current brush number.

FRAME <var>

Returns a STEM variable containing the dimensions of the USED area of the current dungeon map:

<var>.FX0 - X coordinate of upper-left corner
<var>.FY0 - Y coordinate of upper-left corner
<var>.FX1 - X coordinate of lower-right corner

<var>.FY1 - Y coordinate of lower-right corner

SETOFFSET <xoffset> <yoffset> [<xsize> <ysize>]

Moves and resizes the dungeon map. <xoffset> and <yoffset> will move the dungeon in the direction you specify, negative being towards the top and left. The optional <xsize> and <ysize> parameters will allow you to re-size the dungeon as well

Examples:

```
SETOFFSET 0 0 100 100 --- Resize the dungeon to 100x100, no move
SETOFFSET -10 -10     --- Moves the dungeon up and left 10 grids
SETOFFSET 5 5 55 55  --- Move the dungeon down and right 5 and
                       also resize the dungeon to 55x55
```

QUIT

Forces the Dungeon module to quit. No confirmation is requested.

1.41 Dice Module ARexx Commands

Dice (Port: IMPDICE.#)

*LOAD <Die strip>

*SAVE <Die strip>

CLEAR

Clears all of the information fields.

BLIND <ON> <OFF>

Turns blind mode on or off. When blind mode is on, dice that ARexx rolls will not update the total, result, and combo gadgets.

GET <COMBO> or <TOTAL>

Return the specified attribute. COMBO is the current string in the Combo gadget. TOTAL is the value displayed in the total gadget.

RAND <Max val>

Returns a random number between 1 and the maximum value (inclusive) specified.

ROLL [<Die string>]

Rolls the desired die string and returns the result. If the die string is omitted, the current die string in the combo gadget will be rolled and returned.

*ADD <Die string>

*REMOVE <Die string>

*CLEARSTRIP

QUIT

Forces the Dice module to quit. No confirmation.

1.42 Clock Module ARexx Commands

Clock (Port: IMPCLOCK.#)

*LOAD <Alarm file>

*SAVE <Alarm file>

CLEARALARMS

Clears all alarms. No confirmation.

*SETTIME <Days> <Hours> <Turns> <Rounds> <Segs> <Secs>

*SETRAWTIME <Raw game time>

*GETRAWTIME

RESET

Resets game time and clears all alarms. No confirmation is requested.

*ADDALARM <Time> <Type> <Message>

*REMLARM <Message>

*GETALARM <#>

QUIT

Forces the Clock module to quit. No confirmation.

1.43 Treasure Module ARexx Commands

Treasure (Port: IMPTREASURE.#)

*LOAD <Treasure file>

*SAVE <Treasure file>

*CLEAR

*GENERATE <Treasure Type>

*SETCOINS <Coin type> <Number>

*SETGEMS <Number>

*SETART <Number>

*GETCOINS <Coin type>

*GETGEMS

*GETART

*QUIT

1.44 Game Log Module ARexx Commands

Game Log (Port: IMPLOG.#)

*LOAD <Log file>

*SAVE <Log file>

CLEAR

Clears all of the messages from the log. No confirmation.

LOGEVENT <Log message>

Logs an event, stamps the current time upon it, and selects it for editing by the user.

QUIT

Forces GameLog module to quit. No confirmation.

1.45 Name Module ARexx Commands

Name (Port: IMPNAME.#)

LOADLANG <Language file>

Loads in an alternate language for use with the GENNAME command.

GENNAME

This command returns a random name based upon the currently loaded language.

QUIT

Forces the Name module to quit. No confirmation.

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