Personal Server for Macintosh Guide

Version 4.1

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The Palace Personal Server for Macintosh Guide, version 4.1

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Preface

This manual describes how to create and maintain your own Palace Personal Server for Macintosh. It explains how to obtain the software, setup, launch, and customize the server, and maintain your Palace site.

Sections of this manual

This manual has the following sections:

- *Introduction*

  This section introduces the Palace community and Palace personal server software.

- *Getting Started*

  This section guides you through installing and settup up your Palace server.

- *Administering Your Server (Wizard and God Mode)*

  This section explains the Palace wizard and god modes, and how to enable them on your server.

- *The Palace Server Interface*

  This section describes your Palace server graphical interface.

- *Iptscrae*

  This section briefly describes the Palace Iptscrae Language, and how to get more information on it.

In addition, there is an appendix about the Palace Client Plugin API.

Manual conventions

This manual has the following conventions:

- Code samples and text you enter are set in `Courier`, whether standing alone or embedded in the text.
- Technical terms appear in ***boldface italic*** in the text in their first appearance, usually accompanied by a definition.
- Graphical User Interface (GUI) elements, such as menu items and buttons, appear in **boldface**.
- References to other books, chapters, or sections are in *Italic*.

NOTE – Notes to the user look like this.

Other sources of information

Besides this *Personal Server for Macintosh Guide*, the Palace provides other online manuals; these are all available from the Palace website. The following manuals are especially useful:

- *User's Guide.* This manual describes how to use obtain, setup, and use the Palace client software. You will need the Palace client to perform wizard actions for your site. Both a Windows and Macintosh version are available.
- *Wizard's Guide.* Describes the responsibilities of a wizard, and details the Palace client's wizard interface and commands.
- *Iptscrae Language Guide.* This manual is a programming and language reference guide for the Palace Iptscrae language.

In addition to the Palace online manuals, check out these pages in the Palace website for support, information, and online documentation:

Palace Home Page:

http://www.thepalace.com

Palace Sites Listings:

http://www.thepalace.com/welcome/sites/index.html

Palace FAQ:

http://www.thepalace.com/support/faqs/index.html

Palace Downloads (software & Assets):

http://www.thepalace.com/downloads/index.html

Palace Documents (Manuals):

http://www.thepalace.com/support/manuals/index.html

Palace Tech Support:

http://www.thepalace.com/support/

Introduction

Welcome to the Palace! The Palace technology provides software and tools that let web developers add graphical chat and event capabilities to existing Websites. But more than that, the Palace also is a diverse online world of communities that you can explore to socialize, learn from, and exchange ideas with other users.

Using the Palace Personal Server software, you can create your own Palace site. This site is your own personal graphical chat environment that can host at least eight users (according to your license). Setting up a Palace site is quick and easy. In fact, you can create your own custom Palace in minutes, using standard room art or even importing your own. You then can customize your site as much as you want with different rooms, artwork, and even executable scripts.

To customize your server, you can create artwork for new rooms, create a custom site from these room background images, and then add scripts that execute when people enter these rooms. When you get to be a more advanced operator, you can then learn an endless number of advanced interactive tricks and shortcuts with ***Iptscrae*** , the programming language that comes with the Palace software.

This manual documents how to set up your own Palace personal server. For information on the Palace and how to use its interface, see *The Palace User Guide.*

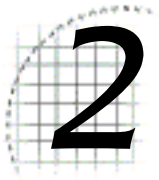
The Palace community has three types of users:

- Palace ***gods*** are the superusers of their Palace servers. By default, you are a god of your own Palace, and can give this capability to others. Your role as the god superuser includes creating, maintaining, running and evolving your Palace Site. Palace gods possess a special set of commands, which are fully documented in the Palace *Wizard's Guide.* You execute god commands through your Palace client while connected to your server. To do this, you establish a god password for the client.
- Palace ***wizards*** are “power users” who have been entrusted with special powers and responsibilities on one or another Palace Server (including their own). They have the ability to create and destroy rooms, alter room-level Scripts, ban unruly users, and generally run the place. Some wizards lean more toward the *design*

angle of the job, concentrating on creating new rooms and room-level Scripts, while others prefer the *social* angle, and spend their time hanging out in the Palace, keeping things moving, interesting, and within community standards.

Like god capabilities, wizard capabilities are enabled on the Palace client through a wizard password you establish for your site. You can let others be wizards by giving them this wizard password. Wizard capability is described in more detail in the Palace *Wizards Guide*.

- ***Users*** are the people who visit your and other Palace sites using the Palace client software. You can and should install the Palace client software (available from the Palace web site) to become a user of the Palace community. In fact, you need to use the Palace client to access other Palace sites, and also access wizard and god capabilities.



Getting Started

This section describes everything you need to know in order to get your server online:

- *Requirements* on page 9
- *Installing the Palace Personal Server* on page 10
- *Getting your server up and running* on page 11

Requirements

The Palace Server for Macintosh has the following requirements:

RAM: At least 3 megabytes. If you intend to run Palace server and the Palace Client on the same machine, you will need 5 megabytes of free memory.

Disk Space: You will need around 2 megabytes of disk space to download the Palace server. The files associated with running the Palace Server will require about 500 kilobytes (half a meg) of free hard disk space (this is in addition to the two megabytes worth of pictures you've probably already installed).

The only file that will grow noticeably in size is your `Pserver.prp` file. Beginning at around 300 kilobytes, this file stores the binary data associated with all props used in your Palace by all members. This can get to be quite a large file if your site becomes popular; it's not uncommon to hear of 10- or 20-meg prop files. There are two ways to control the size of this file:

- Use the `` `purgeprops `` or `` `flushprops `` command. Purge deletes all loose props older than the specified number of days, regardless of which room they are in. Flushprops also deletes all loose props older than a specified number of days, but compresses the prop file when it's done. This sacrifices prop "performance speed" in favor of compact file size.

- Make a backup copy of your pserver.prp file, while it contains only those props you want it to contain. Periodically thereafter, you may overwrite your current propfile with the backup version. However, do not copy the prop file while the server is running. This can crash the server, corrupting the prop file and negating any changes you have made in authoring mode.

Hardware: Color Macintosh with System 7.

Installing the Palace Personal Server

The Palace installation includes these files:

- server application (Pserver)
- prop file (Pserver.prp)
- script file (Mansion Script)
- preferences file (Pserver.prf).

To download the installation file, select it from the Palace website's Download page. After the download file is copied to your machine, click on it to start installation.

▼ To install

1. Go to the downloads page of the Palace web site (www.thepalace.com).
2. Register for your software by clicking the registration link.
3. After you register, click the server download link for the Macintosh.
4. The installation file is downloaded to your desktop. To install it, click the file's icon.
5. During the installation program, follow the directions onscreen.
6. You can select **Easy Install** to have the standard full installation, or **Custom Install** to install the server files.

NOTE – You should regularly make backup copies of your Mansion Script and Pserver.prp files: these files maintain the state of your rooms and all the things in them.

After you install

After you install and set up your Palace server, you should establish your god and wizard passwords immediately. Changing these passwords will maintain the security of your Palace by preventing any user from obtaining god and wizard capabilities to your site without your permission.

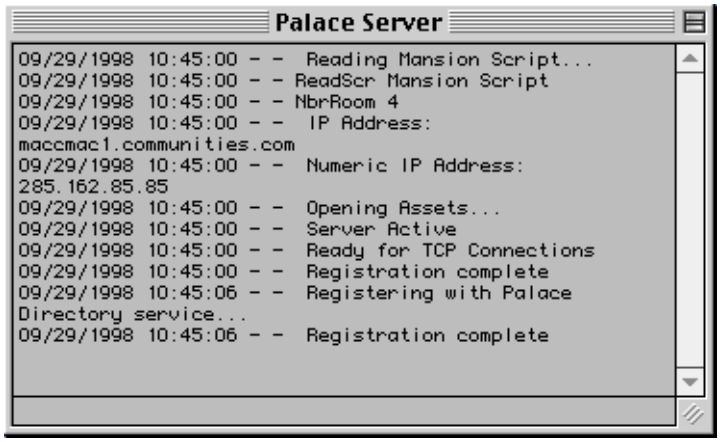
To change your passwords, use the **Server Preferences** window (see *The Edit Menu* on page 21).

Getting your server up and running

Once you have installed the Palace, you can go ahead and launch and customize your Palace server.

Launching your Palace server

On your machine, click the **PServer** icon in your Palace root folder (by default, `The Palace`). You access the server interface window:



For detailed information on using this interface, see *The Palace Server Interface* on page 19.

Connecting to your Palace server

You connect to your Palace server through your Palace client. You must install the Palace client software before you can do this. To obtain the Palace client, go to the The Downloads page of the Palace web site.

You can connect from a client either on your own machine (the same Macintosh machine hosting your server) or a remote machine (which could be either a Macintosh or Windows 95/NT machine)

▼ To connect locally

1. Start your server.
2. Start your Palace client by clicking on the **Palace** icon in your Palace client installation directory.
3. Select **Connect...** from the client's **File** menu.
4. In the resulting connection window, enter one of the following:
    - To connect without having to go through an Internet Service Provider (ISP), enter `localhost`. This is the Palace local host address.

Or

- If you are on a LAN, or going through an ISP, you can enter your machine's name or IP address, and port number. Generally, you can use the default port of 9998.

▼ To connect remotely

To connect remotely, follow the instructions for your specific client. This example demonstrates connecting from a remote Macintosh client machine.

1. Start your Palace server.
2. Start your Palace client by clicking on the Palace icon on your desktop.
3. Select **Connect...** from the client's **File** menu.
4. In the resulting connection window, enter your server machine's address in the format *`machine.domain`*; for example, `test.communities.com`. You can also enter the machine's IP address (such as `205.999.99.99`). Or, select your server from the dropdown list; it will appear there if you have previously connected to it.

▼ To connect remotely using AppleTalk

If your client is on a remote Macintosh machine connected through AppleTalk, use these steps.

1. Start your Palace client by clicking on the Palace icon on your desktop.
2. Select **Connect Via AppleTalk** from the File Menu.

3. A dialog box displays listing the computers on the AppleTalk network that are currently running the PalaceServer (your own computer will be listed here as well, even if it isn't running the server). Select the computer you want to connect to, then select **Pserver** and click **OK**.

Making your Palace site accessible to others

Users can connect to your site when you have it up and running. There are multiple ways users can access your site; these are all documented in the Palace *User's Guide*.

By default, your Palace site is listed in the Palace Directory list every time you start your server. The Palace Directory list resides on the Palace website, and is a list of all currently-running Palaces. If you don't want your Palace site to be listed here, take it off the Directory list by de-selecting **Show this server on the directory web page** in your server's **Palace Directory Information** window (select **Edit**:**Palace Directory** to access this window). If you do decide to make your Palace available on the A-Z list, be sure to give it a good description and also fill out the Palace Directory description form on the Palace website.

You can also give users your machine address (in the format *machine.domain,* such as `test.communities.com`) or IP address (such as `205.999.99.99`) so they can access it directly without having to search for it on the Directory list. They can enter this name or address in either their Palace client connection window or their web browser. Once they have visited your site, they can return to it by selecting it from their list of previously-visited Palaces in their connection window.

You can even give Palace users access to specific rooms in your Palace server through URLs. To give somebody room access, you give him or her your Palace server address, port number, and the room ID (from your Palace client's **Wizard** menu, select **Room Info** on a specific room to find the ID). Users can then enter this URL in their web browser. You can also include this reference in one of your Palace site rooms as a "hot spot" link. Note that users cannot access a URL-addressable room through their Palace client connection window.

This example illustrates the extended URL specification, where 89 is the room ID on the Palace server located at `mansion.thepalace.com` (port 9997).

NOTE – If you don't provide a port, the Palace client always assumes port 9998.

Windows client version:

```
palace://mansion.thepalace.com/89:9997
```

Macintosh client version:

```
palace://mansion.thepalace.com:9997/89
```

To include a room reference in your web page, use the HTML `<a href>` command. To include a room reference as a hotspot in a Palace room, use the `Netgoto` command. See *The Iptscrae Language Guide* for more information on the `Netgoto` command.

Changing the look of your Palace site

You can change the look of your Palace by customizing and adding rooms. These rooms can be linked together, have original artwork, and scripts that execute when users enter the rooms. You create your room artwork first. Then, add the new artwork one room at a time through the Palace client's wizard capability.

Creating the room artwork

Each room in your Palace corresponds to a graphics file (GIF file). You can use background images from anywhere; but they must meet the following requirements:

- ***512x384 pixels***.
- ***256 color GIF.*** You can use a bitmap image if you are using the Palace Authoring Wizard (available free from the Palace website); this tool automatically converts your bitmap to a GIF.
- ***Conform to the Palace Palette color scheme.*** To ensure this, download the Palace Palette from the Palace website, open your image in a graphics editing tool (such as JASC PaintShop Pro or Adobe Photoshop), and load the Palace palette according to your graphic tool's instructions. You can also open a Palace image in your graphics editor and save the Palace Palette from that image, again according to your graphic tool's instructions.

  Once you have the palette source, open your image file in the graphics editor and convert it to 8 bit/256 color, loading the Palace Palette to convert the image to the Palace color scheme.

When you have your room artwork ready, you can customize your site with these new background images either through your Palace client's wizard mode, or by directly editing your `pserver.dat` file.

NOTE – Editing the `pserver.dat` file is for experienced users only, and is not documented in this guide.

Using Palace client wizard mode

If you create your own graphics files for rooms, you can add them through wizard capability on your Palace client. The following steps describe using wizard mode from a Macintosh client.

1. Create a wizard password and god password on your Palace personal server. To do this, select **Preferences** from the server's **Edit** menu. From the resulting **Palace Server Preferences** window, click **Wizard** and **God** to set passwords for these capabilities.
2. Log on to your Palace client software and connect to your personal server using the previous instructions in *Connecting to your Palace server* on page 11.

3. To enable wizard capability, select **Wizard** from the client's **Options** menu. You must enter the wizard password.
4. When wizard capability is enabled, you will see the **Wizard** menu. Use the options on this menu to create and link rooms. Here is a summary of what to do; for detailed information on these **Wizard** menu items, see the *Palace Wizard's Guide.*
   a. Use the **New Room** option to create a new room on the server.
   b. Use the **Wizard** menu's **Room Info** option to bring up the **Room Info** window. From this window, enter a name for the room, attach your graphics file in the **Pict** field (click **Pict** to browse for it if necessary), and set options for the room.
   c. Enter authoring mode by selecting **Authoring Mode** from the **Wizard** menu. Now, instead of activating doors and rooms, you can edit them when clicking on them.
   d. Use the **Wizard** menu's **New Door** option to add a door to this room. Then, select the door and use the **Door Info** option to set options for this door, such as its destination, and add a script. Doors that execute scripts, such as connecting to other Palaces or activating web pages, are called ***Spots***. You need to change this door type from **Passage** to **Normal**.

Stopping your Palace personal server

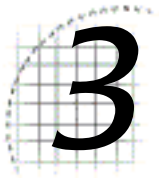
You might need to stop your Palace server periodically for maintenance.

▼ To stop a server on a local machine

Select **Quit** from the **File** menu.

▼ To stop your Palace personal server remotely

1. Connect to your Palace personal server from your Palace client.
2. Select **Wizard Mode** (or **Wizard** for Macintosh) from the **Options** menu, and enter your god password to enter god mode.
3. Type the god command **`shutdown** in your client input window, and press the Enter/Return key.



3 Administering the Server (Wizard and God Mode)

This section describes how to administer your server using wizard and god mode.

What are wizards and gods?

Now that you have set up your Palace Personal Server, you can administer it online. For example, you might want to:

- Write scripts, add or modify rooms and test out your changes
- Do crowd control or enforce behavior standards

You can do this by going into ***wizard*** or ***god*** mode from the Palace client software. Wizards and gods both have their own set of commands to help them perform their functions. ***Wizard*** mode enables you to do things such as change room graphics, add scripting, and remove unruly visitors. The ***god*** mode enables you to do everything a wizard can do and regulate how much authority your wizards have. Commands for gods are more powerful than wizard commands. Wizard and god commands and capabilities are discussed in detail in the Palace *Wizard's Guide*, available from the Palace website.

You enable wizard and god capabilities on your server through passwords entered on the Palace client. To establish your wizard and god passwords on your server, select **Preferences** from your server's **Edit** menu. On the resulting preferences window, click **Wizard** or **God** to set the respective passwords. You can give these passwords to others if you wish.

You can change these passwords as required. You can also change them remotely with the following steps:

1. Connect to your Palace personal server using a Palace client.
2. Enter god mode using your current god password.

3. Enter the god new password with the following syntax:

   ```
   'godpass <new password>
   ```

4. To change the wizard password, type:

   ```
   'wizpass <new password>
   ```

To enter either wizard or god mode on your client, select **Wizard Mode** (or **Wizard** for Macintosh clients) from your Palace client's **Options** menu. In the resulting password dialog, enter the wizard or god password. Wizard Mode remains in effect until:

- You turn it off,
- You disconnect from the current server, or
- A local god turns the Wizards Permission off.

NOTE – Your wizard status is not saved anywhere on the server. If you want to use wizard or god powers next time you sign on, you will have to enter the Password again. This is a security feature; it keeps others who use your Client from automatically becoming wizards themselves.

Your godhood remains in effect until:

- You turn Wizard Mode off, or
- You disconnect from the current server.

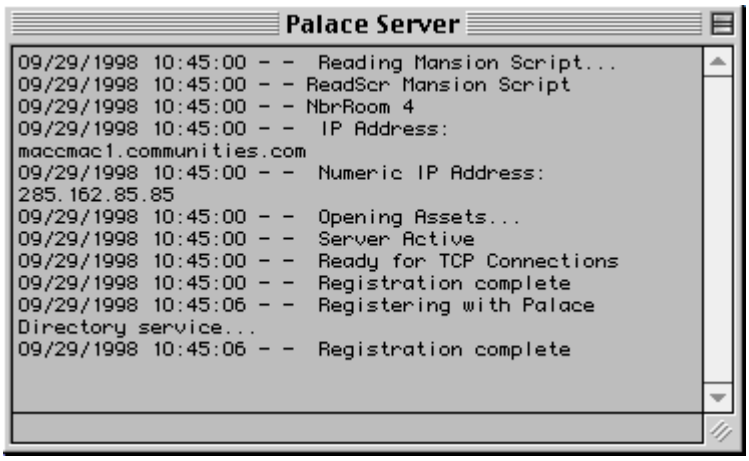
4 The Palace Server Interface

This section describes the Palace server interface:

- *Overview of the interface* on page 19
- *The File menu* on page 20
- *The Edit Menu* on page 21

Overview of the interface

The Palace Server has an extremely simple and straightforward interface, as shown below. This is fitting, since you won't spend much time interfacing directly with this program. The server interface is used primarily to open your site and register it with the Palace Directory; after that the server remains quietly busy in the background.



The Palace Server Interface

The server interface consist of two simple parts: a large scrolling textbox and a menu bar. The textbox displays important information regarding the operation of the server, the network, and all users currently logged on; you cannot type into this textbox. The following sections explain the use of the various menus.

The File menu

The **File** menu contains commands which are related to the maintenance of server records. The **Quit** command is also found here.

Open

Close

Save

Start | Stop Log...

This option toggles the log file window open or closed. Enter the name of the log file you wish to create (a date-based default name is provided).

NOTE – The Log kept by the server is not the same as the Log kept by the client; it records only the network-level information which appears in the large scrolling text area of the server interface; not room-level activity or speech (such as appears in the client Log Window).

User list

This menu command displays the server's **User List** window, which lists users connected to your server.

Create User Log File

This menu command allows you to output a textfile called `Userdata.lis`, which contains basic information on all users who logged on to your server during the last run. This information includes the `userID` number, `Last Nickname Used`, `Last IP Address`, `Last On Date`, and other information for very user on the server.

Registration...

This menu command displays the **Registration Dialog Box,** containing fields for you to enter your name, organization, and server registration code. Use this window to register your Palace server. Your registration code is used (among other things) to determine how many simultaneous users may connect to your server at one time. After you enter your information, click **Register**.

You use this window to update your server license; just enter the new code in the **Registration Number** field.

Quit

This menu command shuts the server down and closes the program.

The Edit Menu

The **Edit** Menu contains all the typical editing commands (such as cut, paste, etc.), and provides access to the server's preferences window.

Undo

Cut

The hotkey combination for this command is Command-X.

Copy

This command allows you to copy selected text from the textbox. The hotkey combination for this command is Command-C.

Paste

The hotkey combination for this command is Command-V.

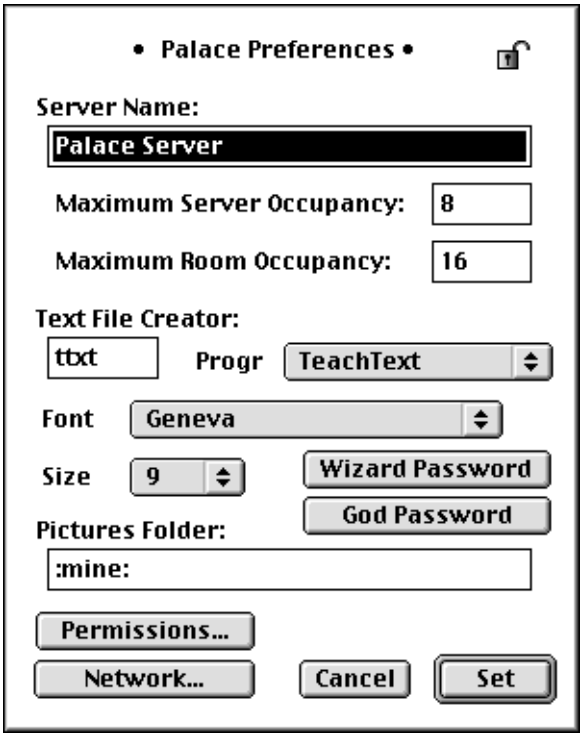
Clear

This command clears the contents of the textbox.

Select all

Preferences

This option displays the **Palace Preferences** window, which lets you set options to customize your server.



This window has the following fields and buttons. To have the server accept your values, click **Set**.

You can also click the lock icon to password-protect your server preferences, preventing others from tampering with your settings while you are away.

- **Server Name**

  This is the name of your Palace. When users log on to your server, the Server Name is added to their list of recently-visited Palaces (this list is automatically compiled by the client). It is also used to register with the Palace Directory server (see *Palace Directory* on page 27). In addition, the Server Name is used to create a folder on your users' machines in which your sounds and pictures are stored (this folder will be called `:Palace:Media:serverName:`). If you change your Server Name after going online, your users will have to rename this file or re-download all of your assets.

- **Maximum Server Occupancy**

  Allows you to set the maximum number of people who will be allowed to log into your Palace at one time. After this limit has been reached, anyone attempting to log in will receive a "Connection Refused" message.

NOTE – This number may be no greater than the maximum number of users allowed by the terms of your server license.

- **Maximum Room Occupancy**

  Allows you to set the maximum number of people who will be allowed to enter any one of your Palace rooms at one time. This server-wide setting may be overridden by the “local” occupancy limit of the room in question (as specified in the **Room Info** Dialog Box— see *The Palace Macintosh User’s Guide*). After this limit has been reached, anyone attempting to enter a filled room will receive a message saying "Sorry, the room is full."

- **Text File Creator**

  This box displays the four-letter code associated with the word-processing program used to edit the Mansion script (this is known as the “Creator” program, and it is the same as the program indicated by name in the **Progr...** field. When you enter a valid Creator code in this box, the full name of the corresponding program will appear in the Program box. If you don’t know the four-letter code for the Creator you want, use the Program control to select one.

- **Progr**

  This dropdown menu allows you to select a word processing program (“prog”) for editing the *Mansion script*. When you select a program here, the four-letter code associated with that program will appear in the *Text File Creator* box (see above).

NOTE – You can edit the Mansion Script with any word processor which will read and write ASCII (“Text Only”) files. However, word processors tend to handle hard and soft carriage returns differently, and this sometimes causes null characters to be inserted into your script; especially when sharing scripts across platforms (with Windows or UNIX users).

- **Font**

  This control allows you to specify the font for all text which appears within the View Screen: cartoon balloons, User Names and hotspot names.

NOTE – This font is only seen by other Macintosh users. Windows users will see their own fonts.

- **Size**

  This control allows you to specify the point size of the text displayed for all balloons, user names and hotspot names. This effect is only seen by other Macintosh users.

- **Pictures Folder**

  This control allows you to specify the folder in which your Palace PICTs are kept. The Macintosh server expects the syntax to follow the standard format in which the folder name is bookended by colons; for example:

  ```
  :Pictures:
  ```

  The Windows and UNIX servers, on the other hand, are looking for slashes:

```
pictures/
```

NOTE – ***Cross-platform developers***: The data entered here will show up in the "server Prefs" section of your script file. The command is called `PICFOLDER:` and the folder name itself is in doublequotes. The format used for the folder name must match the expectations of the machine the server will run on, no matter what type of machine is used to edit the script file. If the server will be on a Mac, the colon format must be used. If the server will be on a PC, the slash format must be used. This is the only item in the script file which is not cross-platform, and will be addressed in subsequent versions.

- **Wizard Password**

  Wizards may use the authoring features of the software and execute special wizard commands; they're pretty powerful folks. Clicking here brings up a dialog box allowing you to set a password which allows others to gain wizard-level access to your server. Since possession of your wizard password implies that you gave it to them, these individuals are referred to as your wizards (i.e., the password for your Palace does nothing in other Palaces). Don't give this password to anyone unless you have good reason to trust them! If you don't want anyone to have wizard-level access, simply leave the password entry blank (or delete it). If the security of this password is compromised, change it as soon as possible.

- **God Password**

  This option allows you to set the password which grants god-level access via the client software. Gods are like wizards, but even more powerful. In addition to authoring, gods are able to permanently kick people off the system, enter locked rooms, and perform other miraculous acts by using special god commands.

  Normally, the only person who should have god access is *you*, the Server Operator. Your godhood is automatically recognized by *the server* software — you are performing god-level commands whenever you change Preferences and Permissions, for example — but it is unknown to *the client* until you enter the password (in the Wizard Mode dialog box). If you don't want anyone to have god-level access via the client software, simply leave the password box blank (or delete it).

NOTE – ***Regarding passwords***: High-level access should not be taken lightly. Just as with wizard-level access, someone with god-level access has the power to permanently ban users (or annoy them away) from your server; your gods and wizards can potentially do bad things to your site and your data. If you don't want anyone to have high-level access, leave the password entries blank. If security is compromised, change your passwords. Most of all: don't give special access to anyone unless you implicitly trust their intentions and capabilities!

- **Network...**

  Clicking on this button brings up the **Network Preferences** dialog, which includes two options for network access:

- **Allow TCP Connections**

  This checkbox allows your server to accept connections via the Internet. Leave it unchecked if you don't plan to offer Internet connections. It must be checked to allow Internet connections.

- **TCP Port**

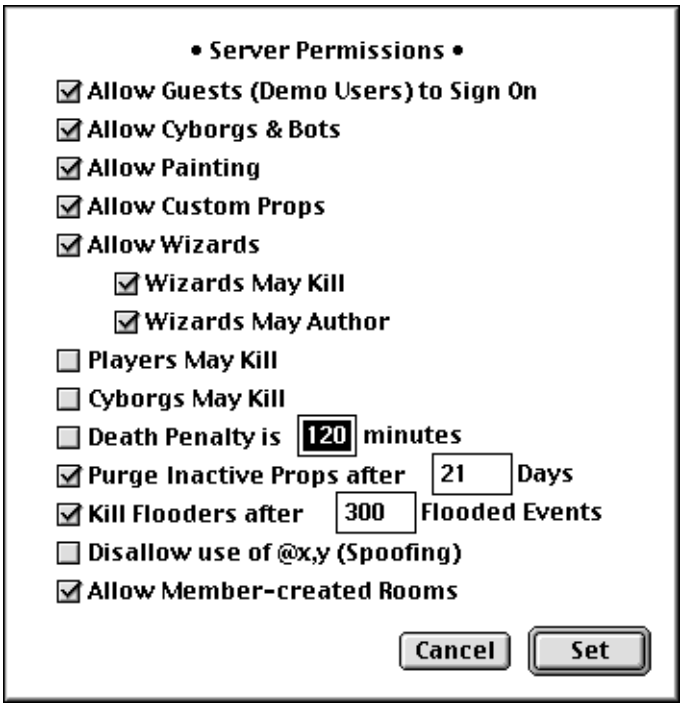
  Lists your server's port.

- **Allow AppleTalk Connections**

  This checkbox lets your server accept connections over your local Appletalk or EtherTalk network. If it is unchecked, local users won't be able to connect.

- **Permissions**

  Permissions are like site-wide "switches" which can be set to ON or OFF, allowing or disallowing various sorts of activity and events. Clicking on this button brings up the **Server Permissions** window:



This window has the following fields. Click **Set** to accept your field values.

- **Allow Guests (Demo Users) to Sign On**

  When checked, this option allows unregistered Palace users ("Guests") to connect to your server. If not, unregistered connections are refused.

- **Allow Cyborgs & Bots**

  When checked, this option allows members to run their own scripts (via `CYBORG.IPT`) while logged into your server. For more information on `CYBORG.IPT` and its uses, see *The Palace User's Guide* and *The Iptscrae Language*

Reference on The Palace website. Since many members of the Palace community have gone to great lengths to develop creative and practical scripts, it is generally considered better to disable scripts on a room-by-room basis.

- **Allow Painting**

  When checked, this option allows members to use their Painting Tools while on the server. Painting can cause lag on busy servers, so many gods decide to turn it off altogether or to disable it in all but a few rooms.

- **Allow Custom Props**

  When this option is checked, members can wear (and leave behind) their own props. If off, such props are not allowed on the server.

- **Allow Wizards**

  This option determines whether or not the Wizard Password will be accepted by the server. When checked, everything works as explained in this manual. When unchecked, your wizards will be unable to access their Wizard Menus or perform wizard commands while on your server.

- **Wizards May Kill**

  This option determines whether or not the `~kill` command functions on your server. When checked, your wizards can boot users off the server. For more information, see the *Palace Wizard's Guide*.

- **Wizards May Author**

  This option determines whether or not wizards can access Authoring Mode while on your server. If checked, your wizards can add, delete or change rooms, doors and spots, and may edit the scripts associated with these elements.

- **Players May Kill**

  This option determines whether or not the `` `kill `` command functions when issued by a member on your server. If this option is checked, any member can boot another user off the server with the use of this command, and the `Kill` button in the **Find User** Dialog Box is enabled for all members.

  Since this function is of real value in only a small minority of Palace sites, in general this option should remain *off*. For information, see *The Iptscrae Language Reference* on The Palace website.

- **Cyborgs May Kill**

  This option determines whether or not the `` `kill `` command functions when issued by any user on your server. If this option is checked, *any user* can boot another user off the server with the use of this command, and the **"Kill"** button in the **Find User** Dialog Box is enabled for all users. Note the difference between this command and the previous one is that this version applies to all users, regardless of guest / member status. Since this function is of real value in only a small minority of Palace sites, in general this option should remain *off*. For information, see The *Iptscrae Language Reference* on The Palace website.

- **Death Penalty is xx Minutes**

  This option allows you to set the number of minutes “killed” users will be unable to log into your Palace again.

- **Purge Inactive Props after xx Days**

  This option allows you to set the number of days a prop may sit idle (i.e., neither picked up nor moved by a script) before being automatically discarded. This is really useful to avoid a messy, cluttered Palace.

- **Kill Flooders after xx Flooded Events**

  This control allows you to set your server's sensitivity to *flooding*, in terms of events per second. A *flooder* is a user who mistakenly or maliciously runs a looping or overly-complex script on the server, causing the server to be "flooded" with a rapid sequence of commands. This type of activity can cause serious lag and affect the experience of all users on the server. If the server detects more than “xx” events per second, the user responsible for the flood will be automatically disconnected, and will be unable to connect for a number of minutes equal to the server’s **Death Penalty**).

- **Disallow use of @x,y (Spoofing)**

  The `@x,y<message>` function allows users to “throw their voices,” making their cartoon balloons appear anywhere on the screen. “Spoofing,” as this is called, can be a major cause of disruption, and is disallowed at many commercial sites.

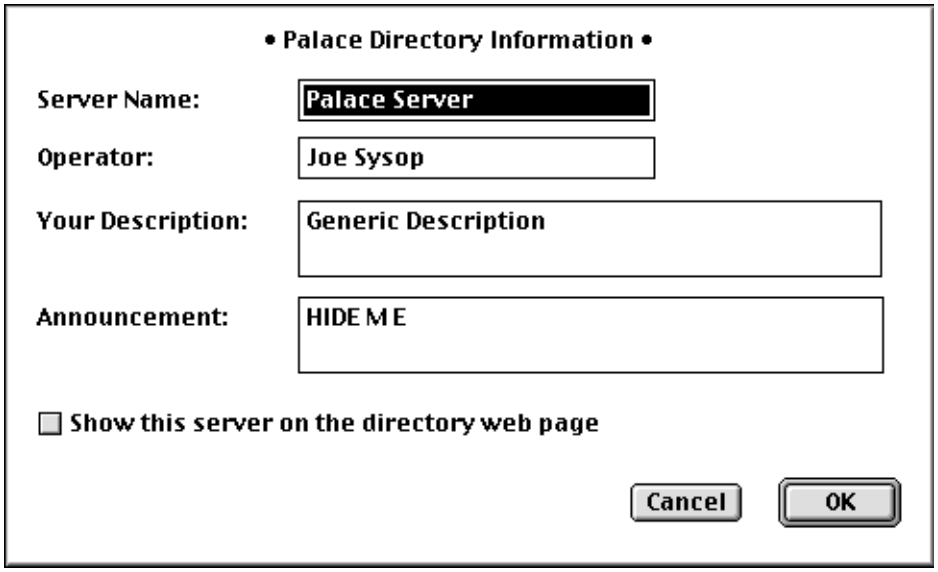
- **Allow Member-created Rooms**

  This option, when checked, allows members to create their own "member rooms" in your Palace. These member rooms delete themselves automatically as soon as (A) there's no one in them and (B) their owners log off. All member rooms are deleted when the server is shut down.

- **Palace Directory**

  Select this menu option to display the **Palace Directory Information** window. The Palace Directory is an online listing of active Palace Servers, which is maintained automatically by the Palace Inc. This feature allows users to locate your Palace quickly and easily via the World Wide Web. Your server is publicly available to users through the Directory list by default; however, this is optional.

NOTE – Registering with the Directory is optional; you are under no obligation to make the existence of your Palace general knowledge.



The Palace Directory Dialog Box

This dialog has the following fields:

- **Server Name**

  This is the name of your Palace. When users log on to your server, the server name is added to their list of recently-visited Palaces (this list is automatically compiled by the client). This is also the name that appears on the Palace Directory if you make your site publicly available there. In addition, the server name is used to create a folder on your users' machines in which your sounds and pictures are stored (this folder will be called `\`*`Palace root`*`\Media\`*`serverName`*`\`). If you change your server name after going online, your users will have to rename this file or re-download all of your assets.

- **Operator**

  You can enter your own name here, or the name of the system operator who runs your Palace site on a day-to-day basis. This is optional.

- **Your Description**

  If desired, enter a description of your Palace that is listed on the Palace Directory A-Z list. This is optional, but definitely recommended if you make your site publicly available there.

- **Announcement**

  Enter an optional announcement statement that appears in the Directory listing for your Palace. This statement is used primarily for informing potential users of current or upcoming events on your site. For example: `Featuring Palace Chess Tournaments every Thursday at 8PM PST.`

- **Show this server on the directory web page**

  If this option is checked, your Palace site is listed publicly on the Palace Directory list on the Palace web site. If you do not want the existence of your Palace to be common knowledge, leave this box unchecked.

Note that the Palace Directory is updated automatically, about every twenty minutes. This means that if your site comes up only periodically, within twenty minutes the list will be updated to indicate your current status. Likewise, when your site goes down (whether this occurs on a regular basis or not), within twenty minutes your entry will disappear from the Directory Page.

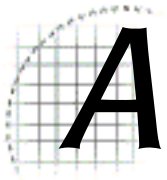
Iptscrae

You do not have to create complex interactive systems to keep a good Palace going. It is quite possible to create and run a popular Palace Site using no more than the information presented thus far, without getting any deeper than creating some background pictures and building a few Doors. Much of the time, after all, your users are really entertaining *each other.* All they ask of *you* is a cool environment to do it in. And yes — if you build it, they will come.

That said…

It may not be *necessary* to devise complex interactive elements for your Palace, but it is certainly *possible,* and some Palace Operators find it a goal worth shooting for. With a little work, blinking lights, rolling dice, slamming Doors, flying objects, sound effects, spoofs, and unseen forces of all kinds can be created with **Iptscrae**, the Palace's built-in programming language.

To learn how to add such advanced elements to your Palace, see *The Iptscrae Language Guide* available online at the Palace web site.



The Palace Client Plugin API

The Palace has an open architecture that makes it possible for other programs, such as games, to plug-in. If you're interested in joining the developer's program, please contact Electric Communities at the following address:

Matthew Burgess
Manager, Business Development & Developer Relations
Electric Communities
10101 N. De Anza Blvd, Suite 100
Cupertino, CA 95014

email: matthew@communities.com
408-342-9520

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