

# MAG (Mudlet Aardwolf GUI)

## Description

Mudlet is multi platform graphical client, which is supporting many features including all standard ones like triggers, aliases, scripts, keys, fancy UI, ... It's quite simple and strait forward client. You can also find quite a few online tutorial including some videos.

Base client have only command line and scroll buffer, so I did create few extensions for Aardwolf to make it more appealing and functional. (My main motivation was to have separate chat log. All other things are just an icing on top.)

## MAG (Mudlet Aardwolf GUI) contains following:

- chat log (contains all communication and also some information messages)
- extra info (contains quest and campaign info)
- mini map
- status area (extra stats information and monitor)
- re arm script (disarm and overpower)
- statistic (tracking kills, gold, qp and experiences)
- + tons of useful aliases and triggers

## MAG in action

The screenshot displays the MAG (Mudlet Aardwolf GUI) interface. The main window is titled "Games" and contains a menu bar with "Toolbox", "Options", "Help", and "About". The interface is divided into several sections:

- Statistics for last 9 minutes:** A table showing performance metrics.

Metric	Value	Rate	Rate
Kills	8	0.9/min	
Gold	7801	777.9/min	875.1/kill
Exp	3196	355.1/min	399.5/kill
QP	12	1.3/min	
- The Grand City of Aylor:** A text-based description of the current location, mentioning a bright light, a warm glow, and a white temple.
- Exits:** A list of directions: north, east, south, west, up, down.
- Characters:** A list of nearby characters, including Tibbers, Azazel, Dykiuas, Jaheira, ElementPyros, Varas, and Talamis.
- Chat Log:** A scrollable area on the right side of the window displaying various messages, including player actions, system messages, and quest updates.
- Status Area:** A section at the bottom of the window showing the player's current status, including health, mana, moves, and various attributes.

## MAG Installation

- Install Mudlet for your platform (everything was tested in Mudlet 1.1.1)
- Start Mudlet and connect to Aardwolf  
(possibly create your profile, that will contain all triggers and script)
- Go to Settings and set command separator to  
;;
- Open script editor and import *Mudlet Aardwolf GUI* enhancements  
*MAG\_092.xml*
- Enable required tags for your Aardwolf character  
Ensure that you are *connected* and *logged in* to Aardwolf and  
type following command which will enable required tags  
*!MAG.avatarSetup()*
- Restart Mudlet

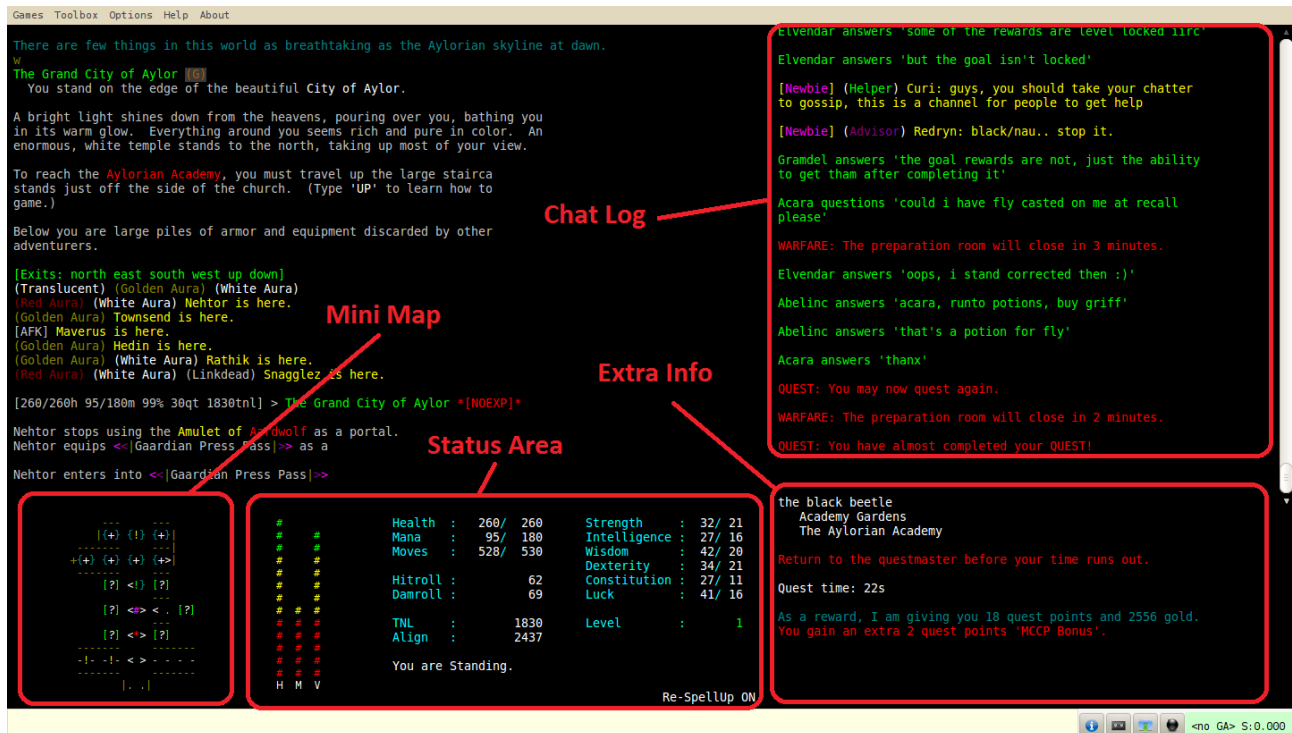
## MAG Configuration

You can easily modify font size, word wrapping for main console through Mudlet Settings.

Most of the MAG settings are available within *Script > Aardwolf Configuration*. You might be interested in dimensions of right and bottom areas and font sizes. There is also possibly to hide map and status area with *AConf.Enabled.Bottom* variable.

# MAG User Interface

Following picture is showing full MAG user interface. There are 2 main areas – right and bottom area. Bottom area can be easily disabled if you are not interested in mini map and status monitor (*AConf.Enabled.Bottom* within *Script > Aardwolf Configuration*).



MAG extends Mudlet user interface and introduce following areas:

- chat log** (contains all communication and also some information messages)
- extra info** (contains quest and campaign info)
- tick info** (contains timer to indicate when will be next mud tick, left from the mini map)
- mini map** (simply contains map)
- status area** (status info and monitor, this also includes enemy health during fight)

## Basic Key shortcuts

(This is not full list, see Script Editor > Keys for more.)

Tab	auto completion from screen buffer
Arrow up	auto completion from commands history
Ctrl + Enter	close scroll buffer split screen
Shift + A	go west
Shift + D	go east
Shift + W	go north
Shift + S	go south
Shift + Q	go down
Shift + E	go up
#	look around and show exits
~	open all doors

## Basic Aliases

(This is not comprehensive list, see Script Editor > Aliases for more.)

ga	get all
da	drop all
sa	sacrifice all
v	where
x	scan
va	where all e.g where 1.mob, where 2.mob, ...
ha	hunt all
ca	consider all
.	use portal to recall
qr	get to the Aylor and ask for quest
qc	get to the Aylor and complete quest
ll	list learned combat spells
lll	list learned spells
lk	last kills
sp	statistic print
sr	statistic reset
inv	use Aardwolf ring of invisibility
!commnad	execute Lua command