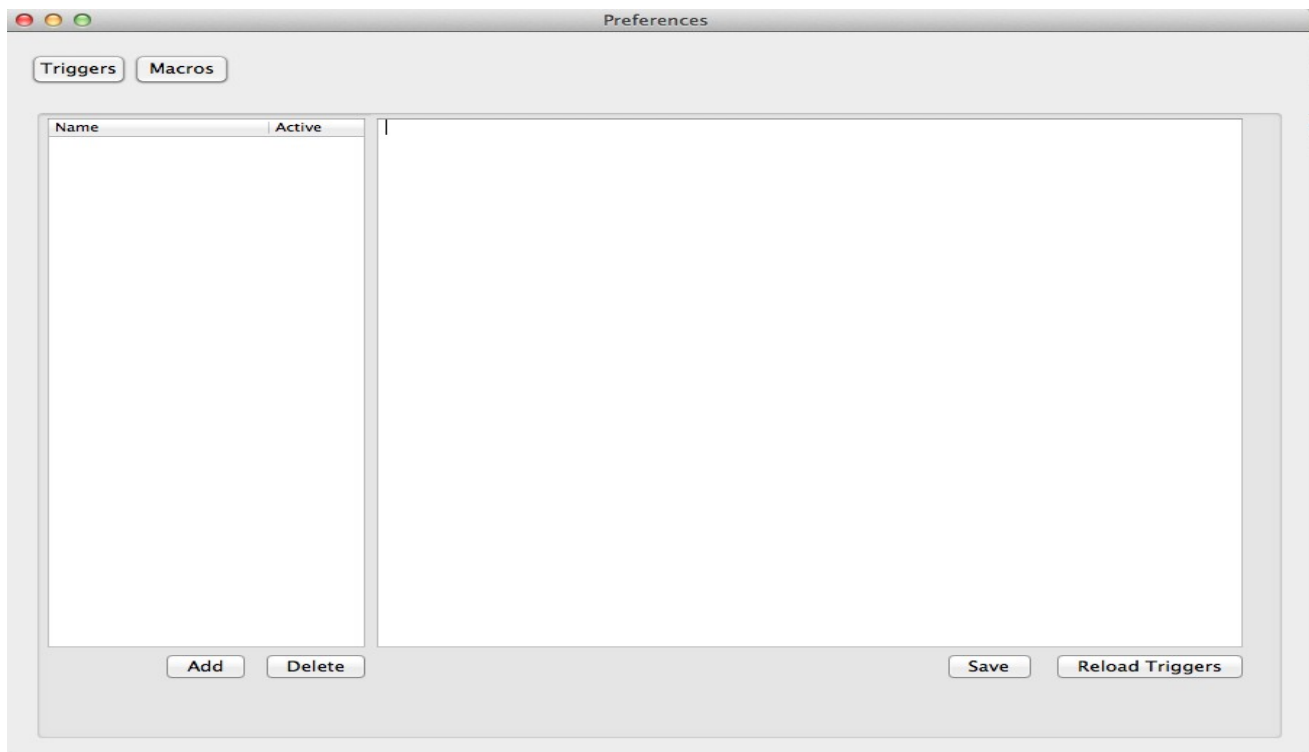


## Using Triggers

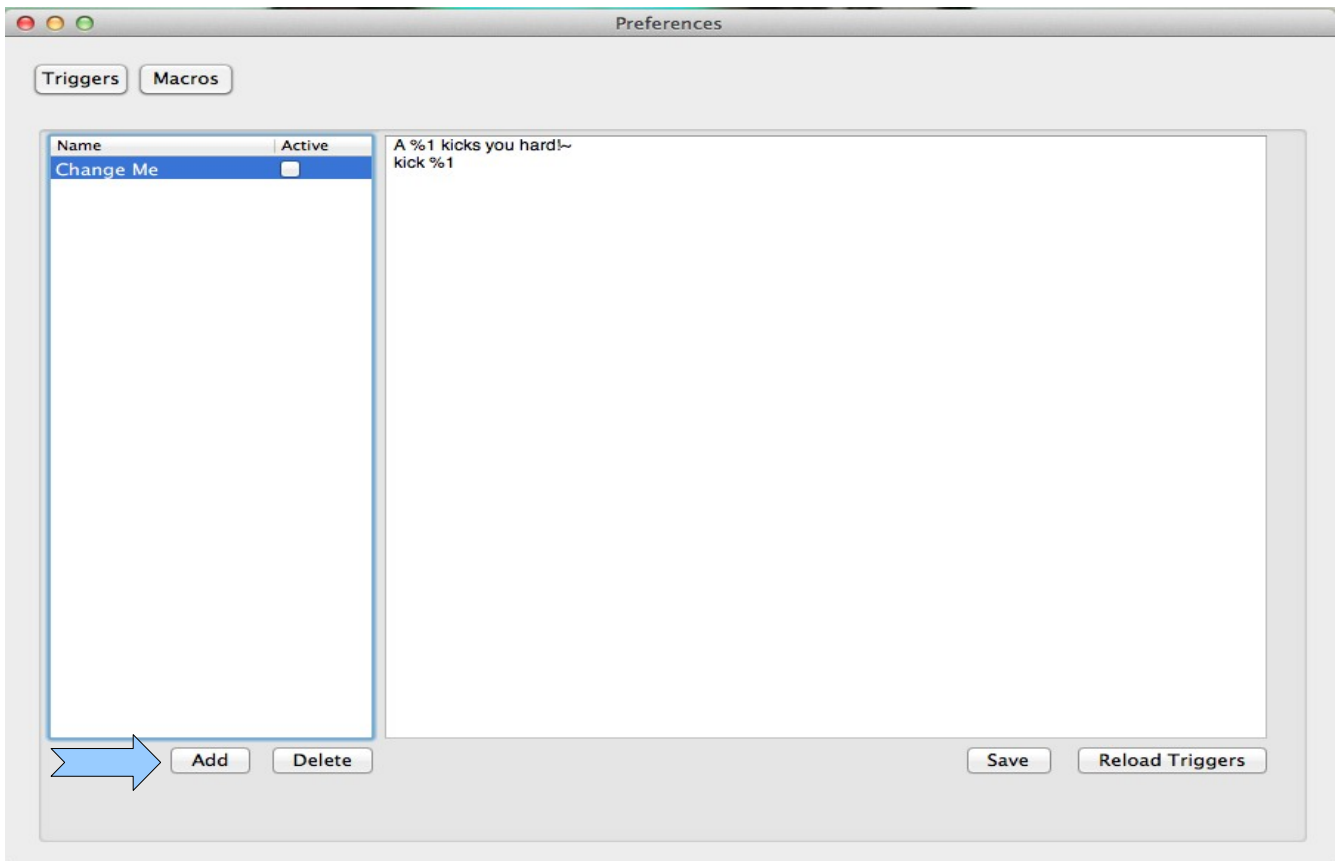
1) Open the Preferences Menu from the Mudder toolbar.



2) You will see the preferences pane open and the Triggers pane is displayed.



- 3) Hit the Add button to add a new Macro. This will create a new default Macro entry.
  1. The entry once selected will contain default text.
  2. The box on the left is the list of triggers.
  3. The box on the right is for your trigger.
  4. The trigger will not be activated until the ACTIVE check box is selected, the SAVE button hit and then RELOAD TRIGGERS is hit. YES in that order.
  5. To DEACTIVATE the trigger. Unselect ACTIVE check box and then hit RELOAD TRIGGERS. Yep in that order again.



The %1 is the text that will be used to match up the data.

EX:

Text in MUD: A Troll kicks you hard!~

The %1 becomes the word Troll. The ~ is a separator knowing where the text line ends. This HAS to be there.

Your statement:

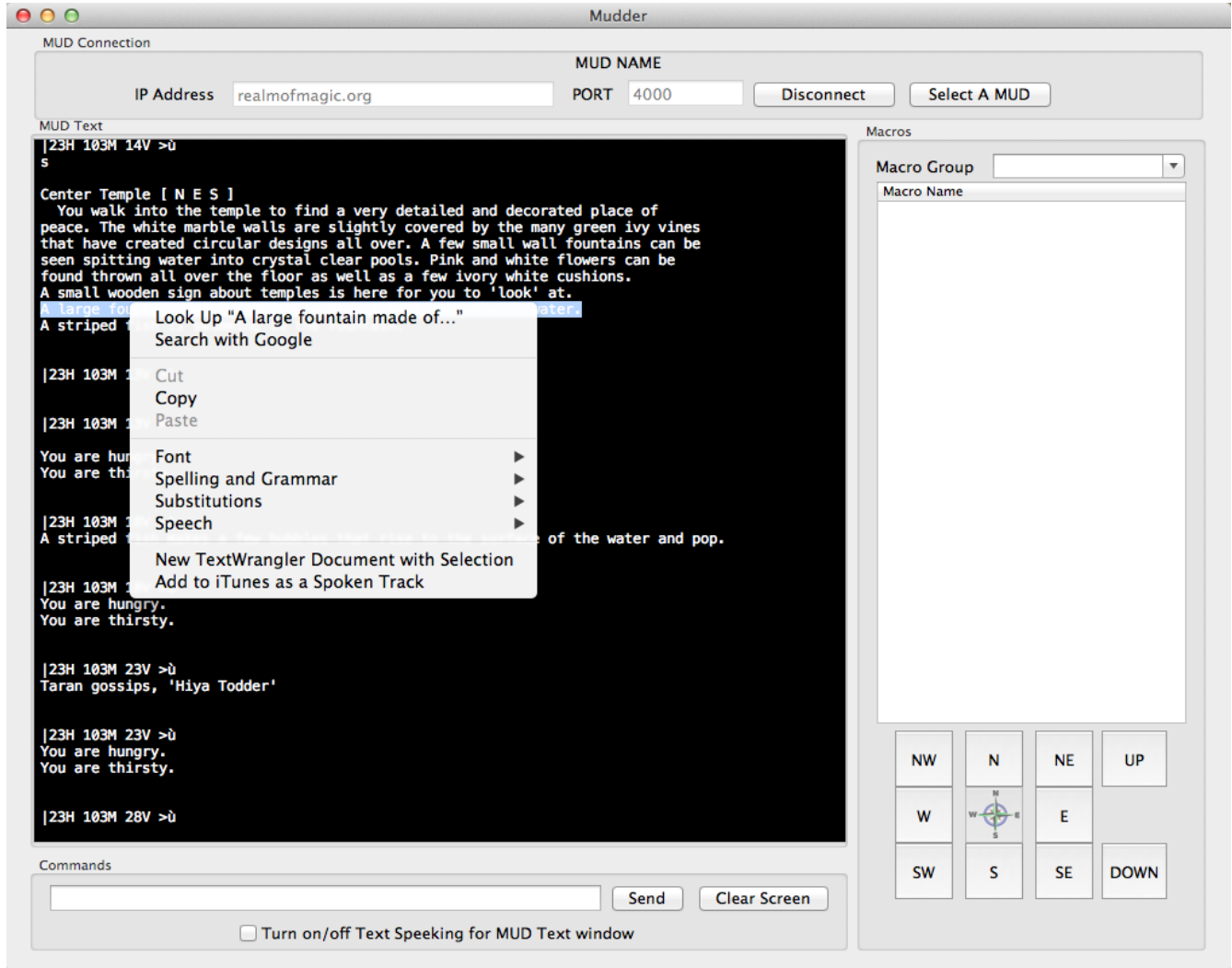
kick %1

Becomes to the MUD: kick Troll

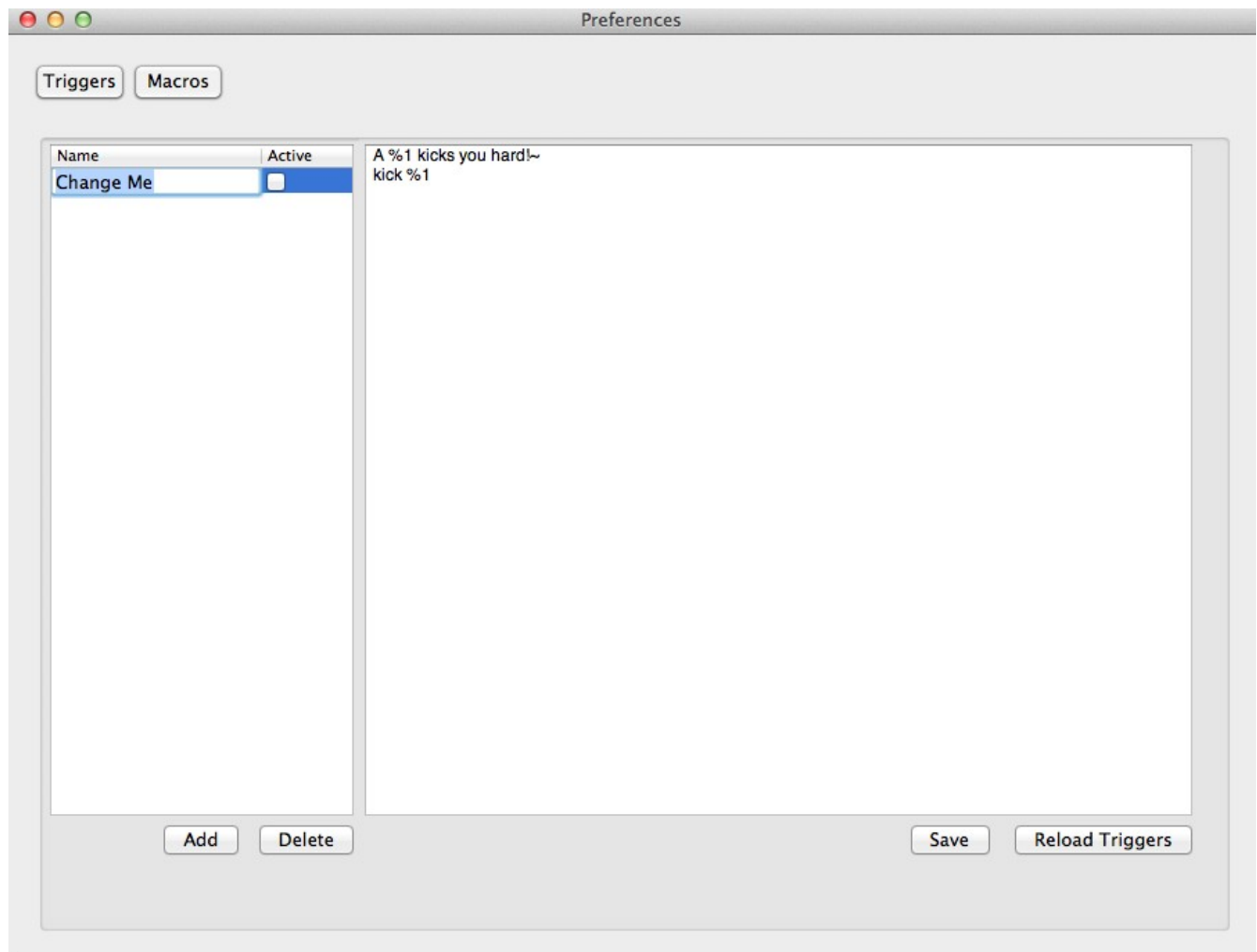
EXAMPLE BELOW: MUD in this case is realmofmagic.org port 4000

Select a string of text and copy. In this case we copied from the MUD:

A large fountain made of white marble is here filled with water.



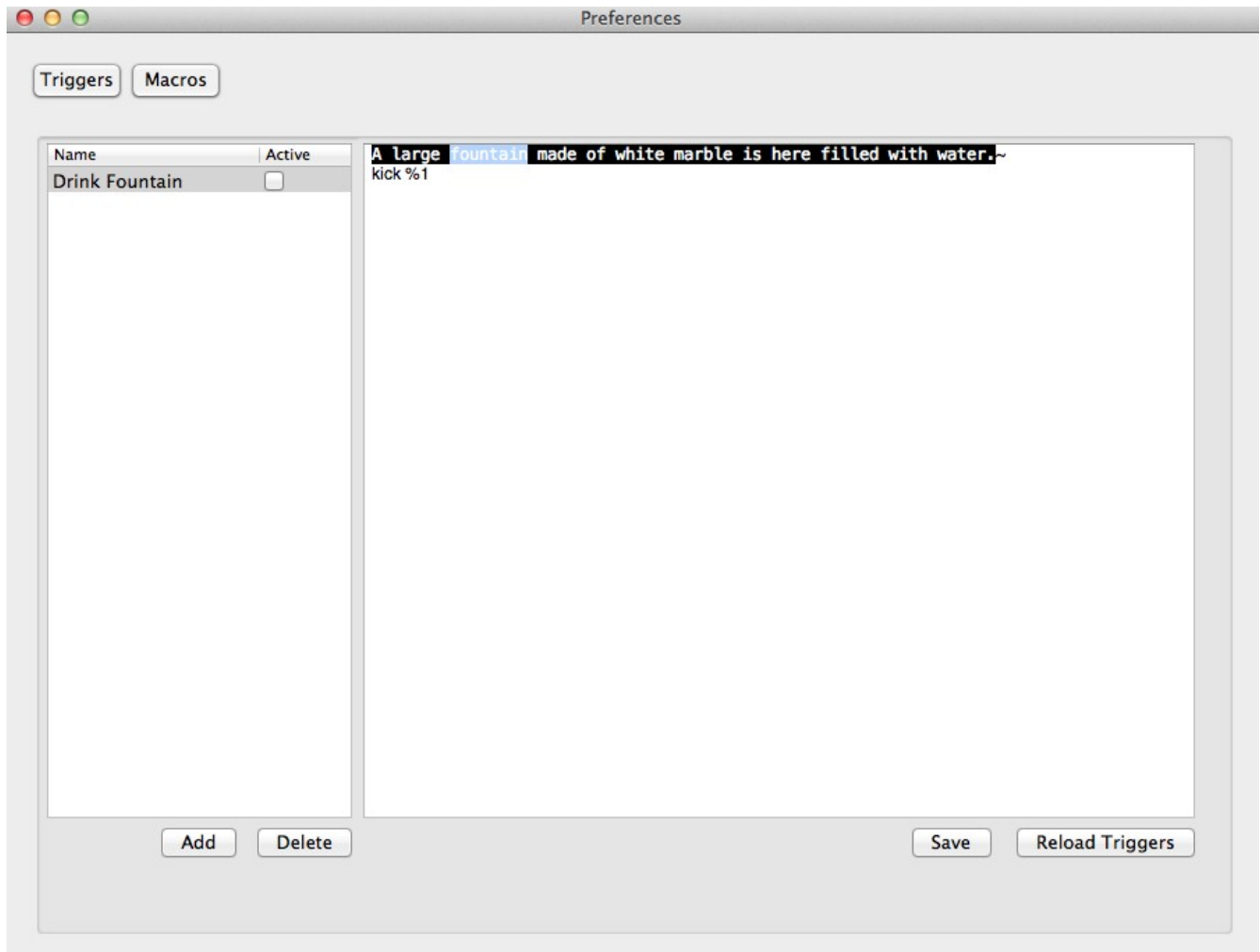
Double click the name to change it. In this case I'll change it to Drink Fountain.



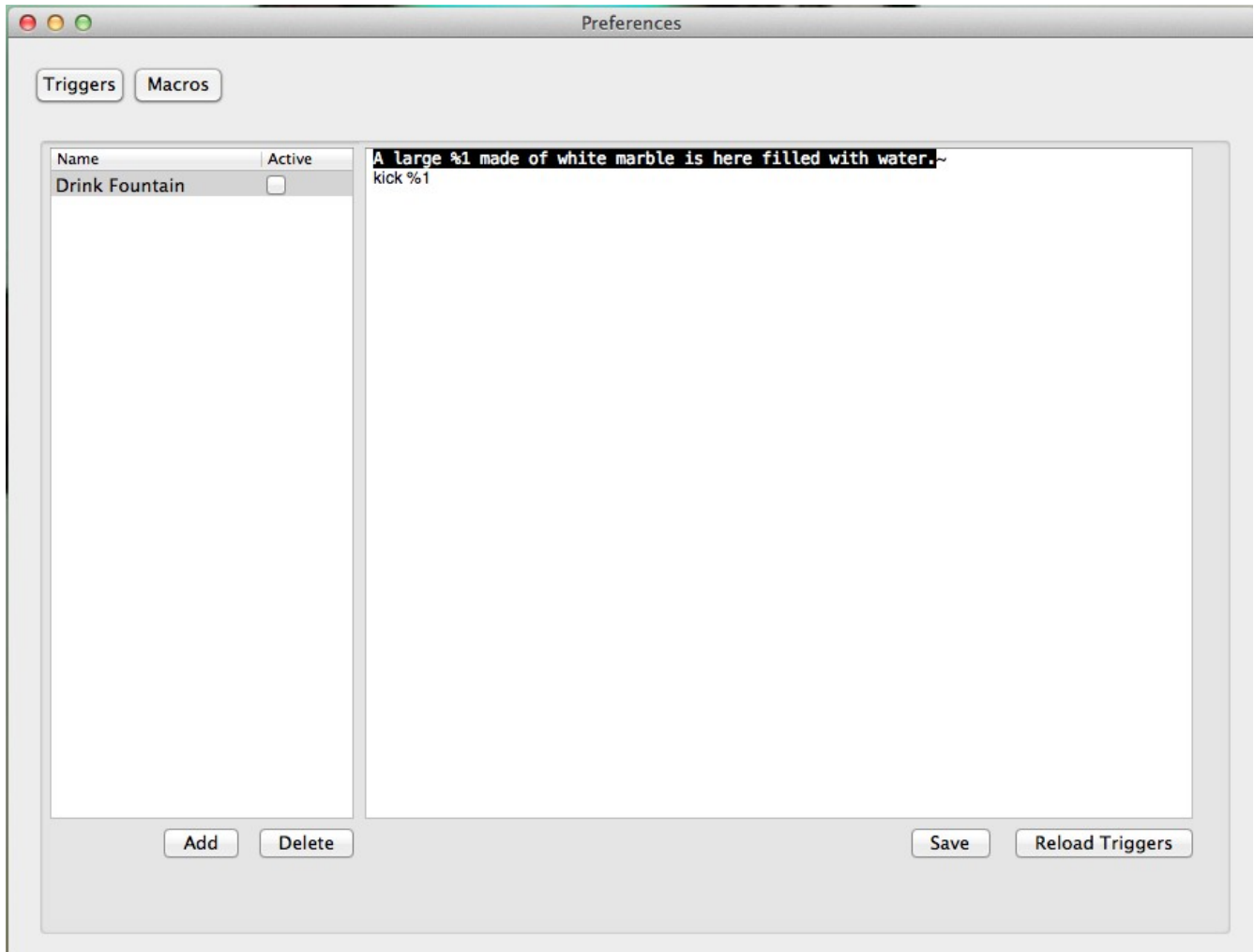
Now we paste over: A %1 kicks you hard!~

We place in the text: A large fountain made of white marble is here filled with water.~

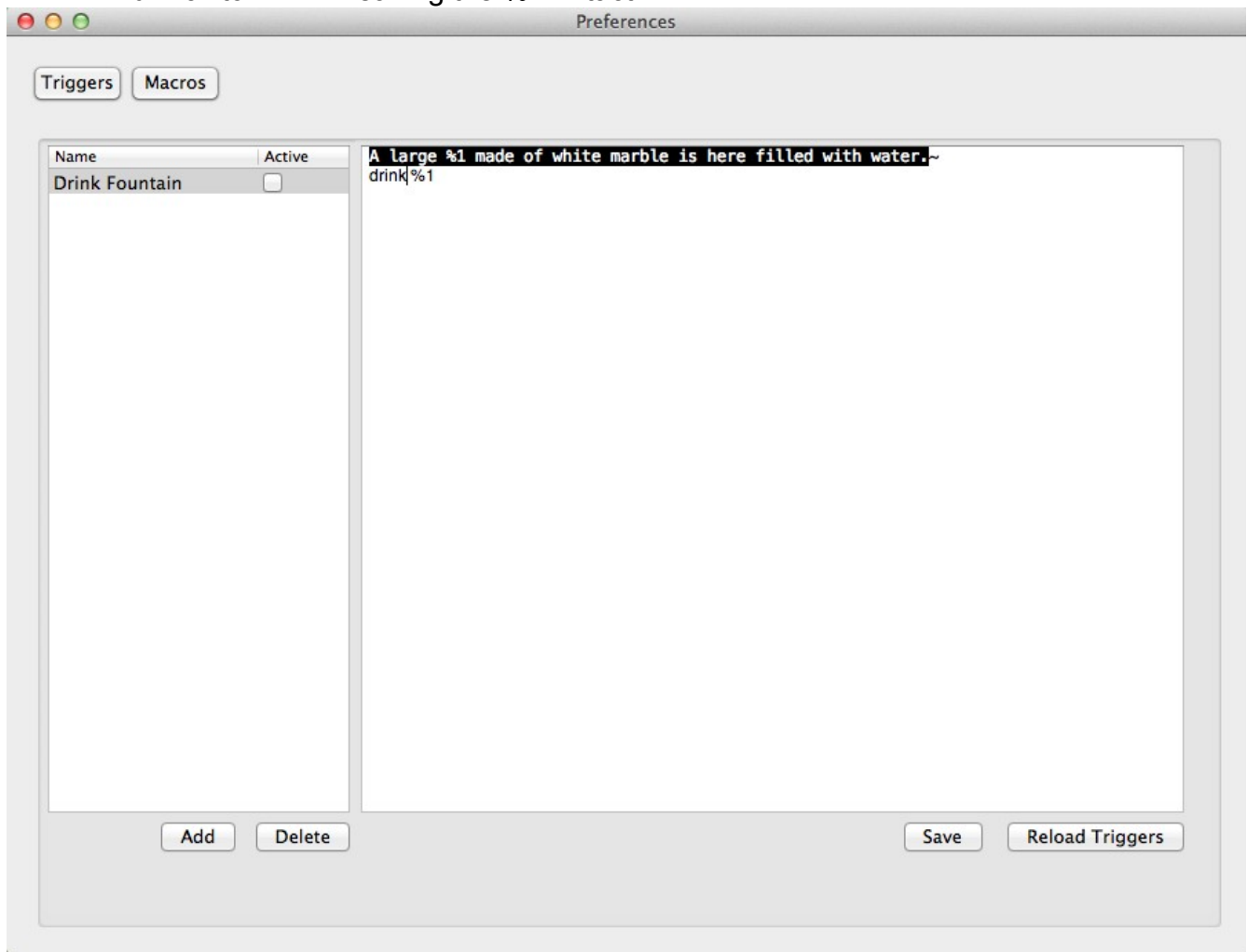
NOTE: KEEP THE ~ AT THE END OF THE SENTENCE!



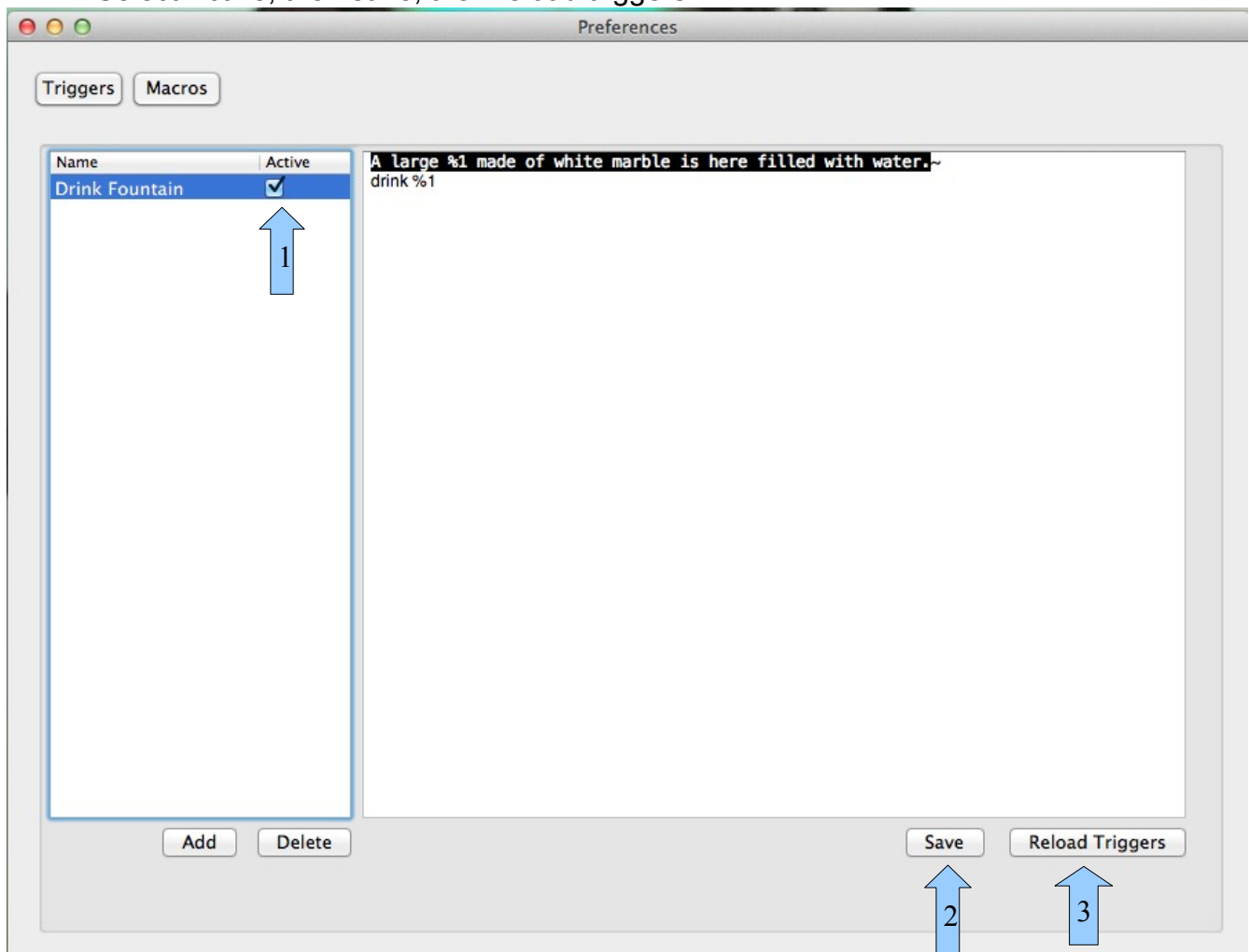
Next we change fountain to %1.



And Kick to Drink. Leaving the %1 in tact.



Select Active, then save, then reload triggers.



Note If the trigger is already saved and you want to DEACTIVATE select the ACTIVATE, uncheck it and then reload triggers.



Doing look or moving into a room with the fountain then launches the trigger automatically.

The screenshot shows the Mudder application window. At the top, it displays 'MUD Connection' with fields for 'MUD NAME', 'IP Address' (realmofmagic.org), and 'PORT' (4000). There are 'Disconnect' and 'Select A MUD' buttons. The main area is 'MUD Text', which shows a series of messages from the MUD server. The messages include location descriptions for 'Main Road' and 'Center Temple', and status updates like 'You are hungry' and 'You are thirsty'. A blue arrow points to the text 'A large fountain made of white marble is here filled with water.' with the label 'Text to activate trigger'. Below this, the text 'drink fountain' is shown, with another blue arrow pointing to it and the label 'Trigger activated automatically. Text sent to MUD'. At the bottom, there is a 'Commands' input field with 'Send' and 'Clear Screen' buttons, and a checkbox for 'Turn on/off Text Speaking for MUD Text window'. On the right side, there is a 'Macros' panel with a 'Macro Group' dropdown and a 'Macro Name' input field. Below the macros panel is a directional keypad with buttons for NW, N, NE, UP, W, S, SE, and DOWN, along with a central compass rose.