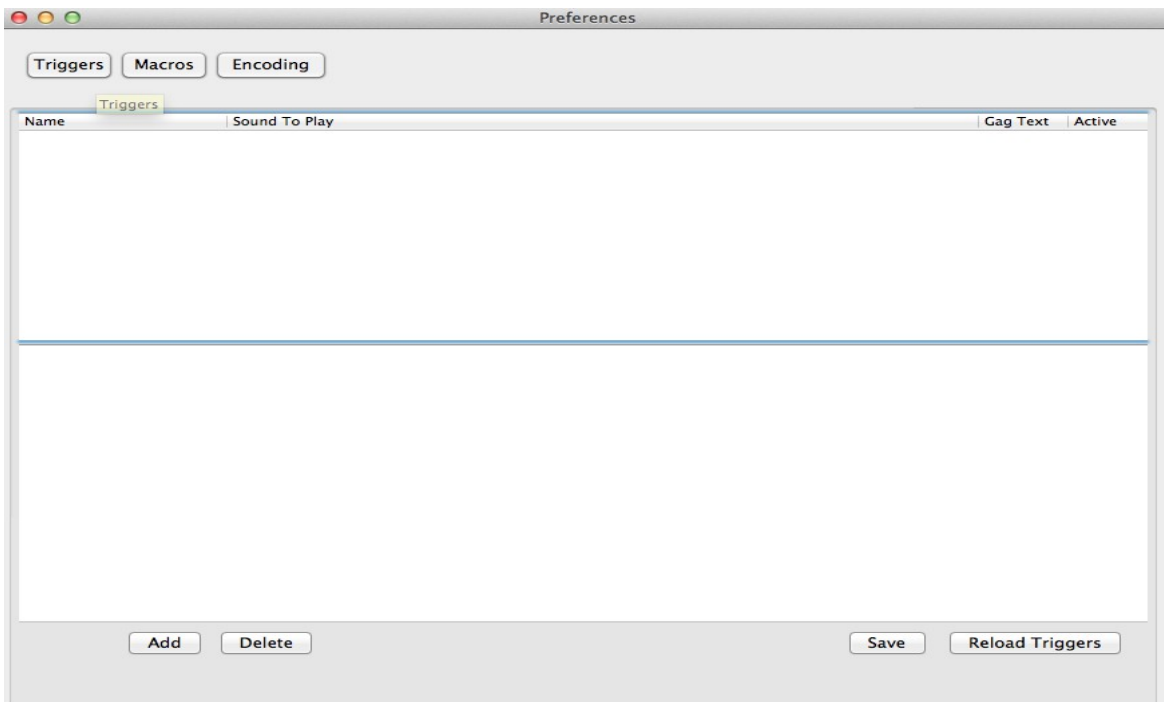


## Using Triggers

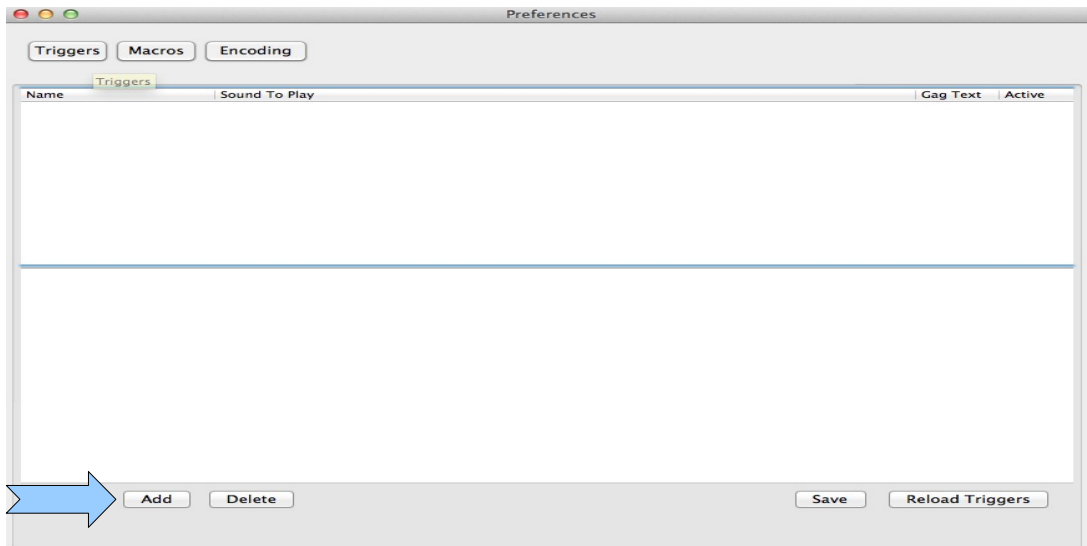
1) Open the Preferences Menu from the Mudder toolbar. You can also use the Key Command COMMAND+, (command+comma)



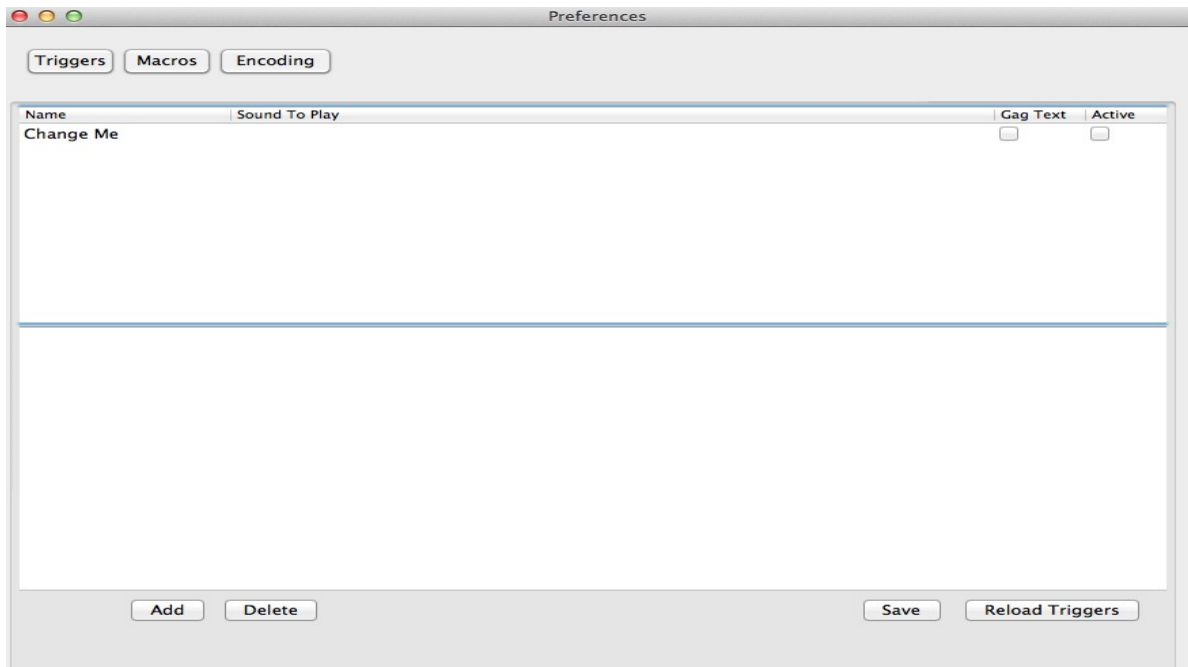
2) You will see the preferences pane open and the Triggers pane is displayed.



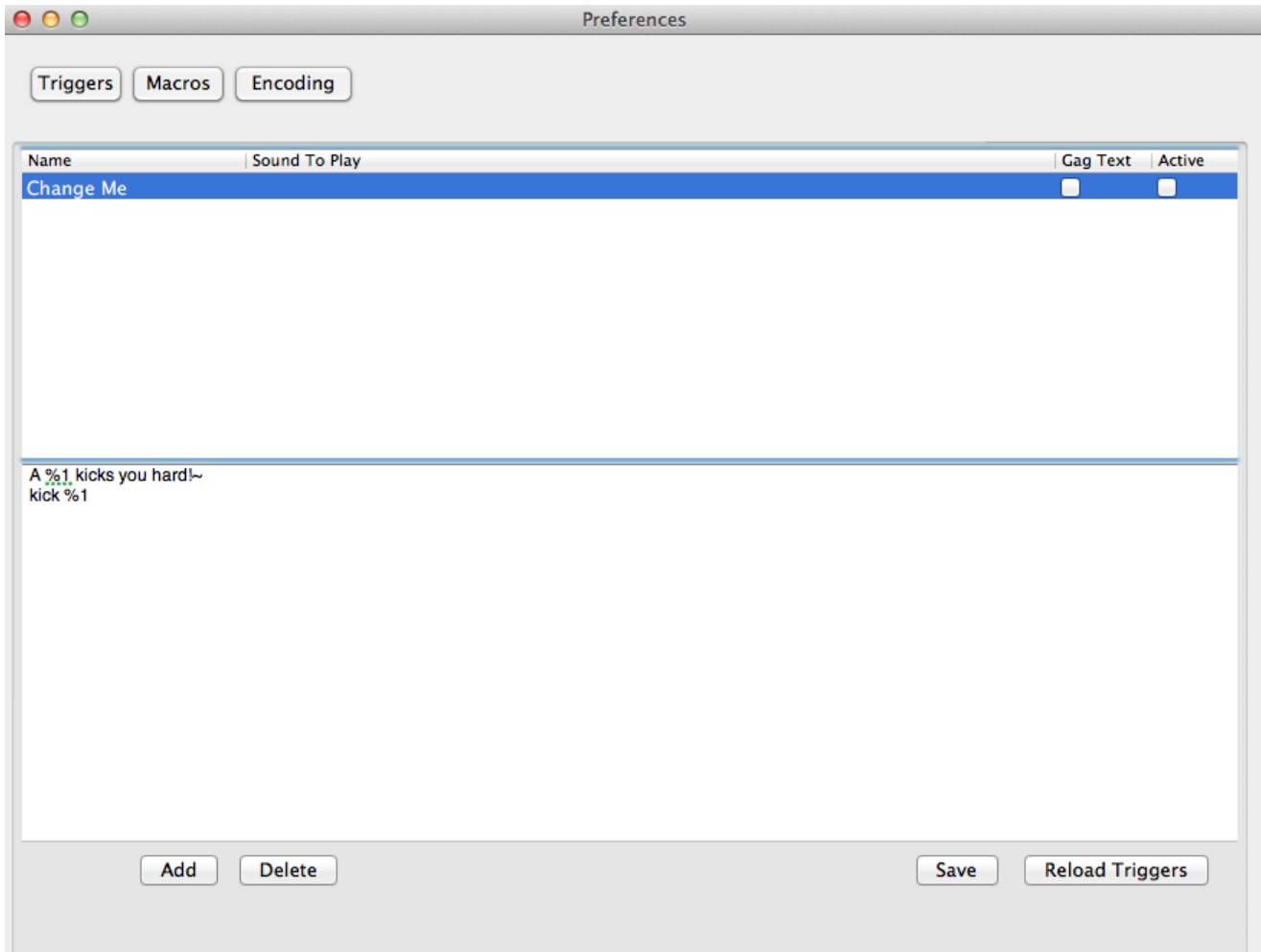
- 3) Hit the Add button to add a new Macro. This will create a new default Macro entry.
  1. The entry once selected will contain default text.
  2. The box on the top is the list of triggers.
  3. The box on the bottom is for your trigger text.
  4. The trigger will not be activated until the ACTIVE 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.



A row will be added to the table to modify. There is a name box for your trigger name, a sound to play box for any sound you want to play when the trigger activates, if you want the text gaged that is sent from the MUD and if you want the trigger active.



Select the row to modify the data.



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:

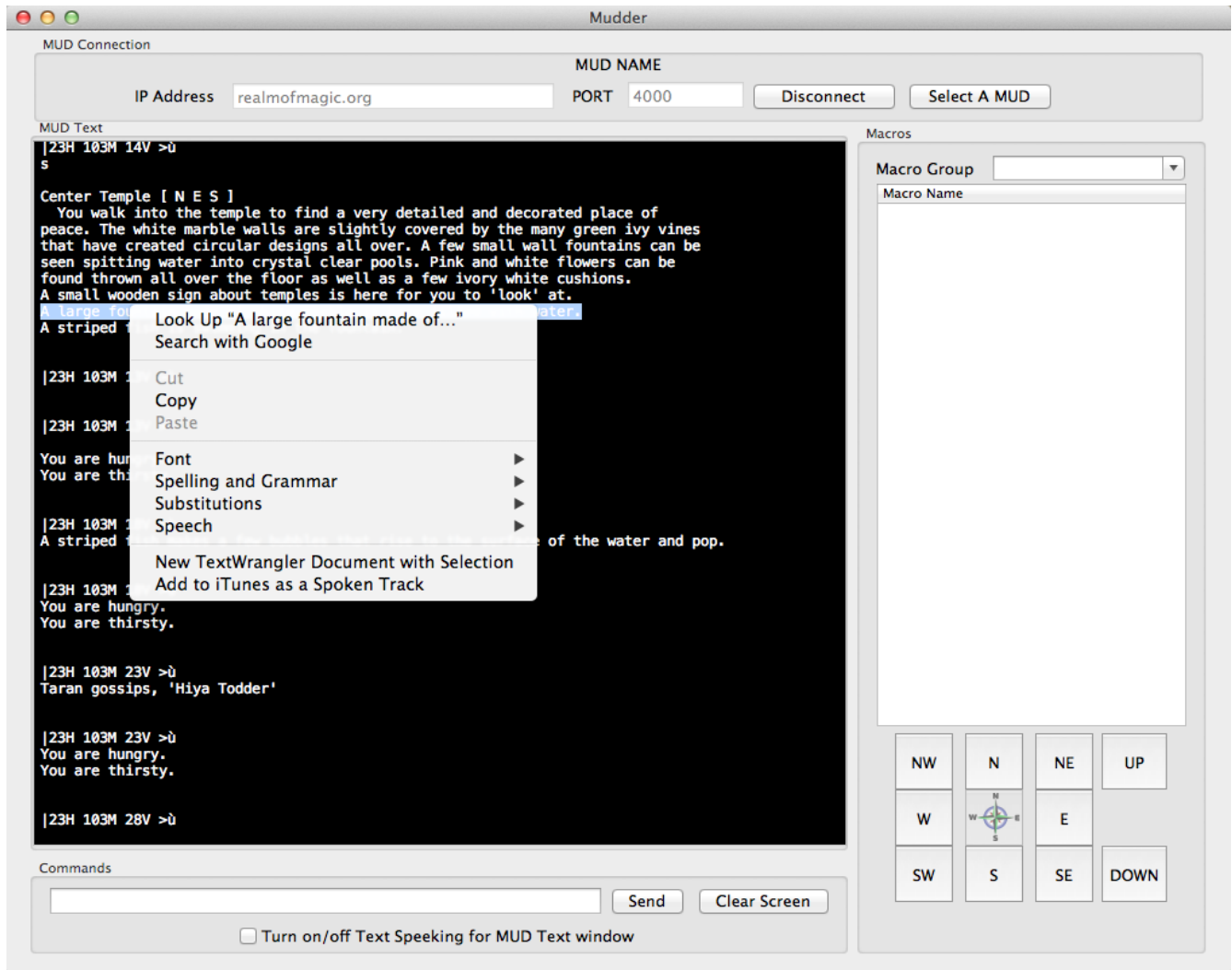
kick %1

Becomes to the MUD: kick Troll

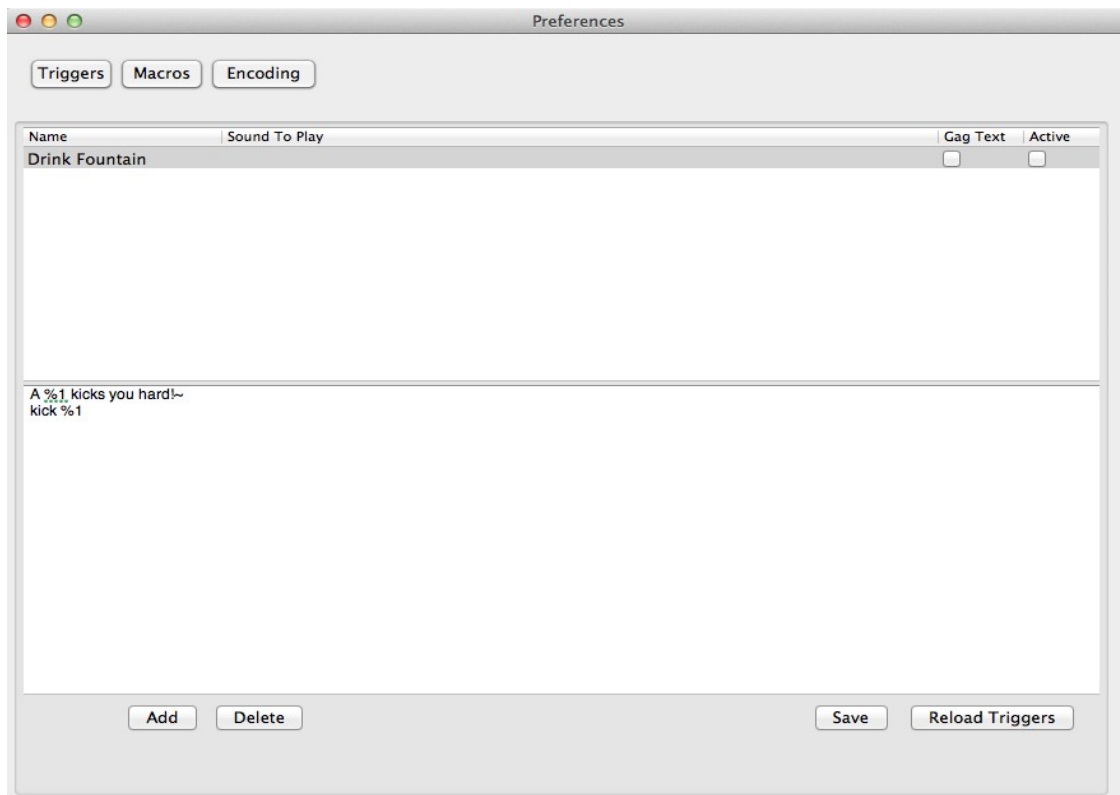
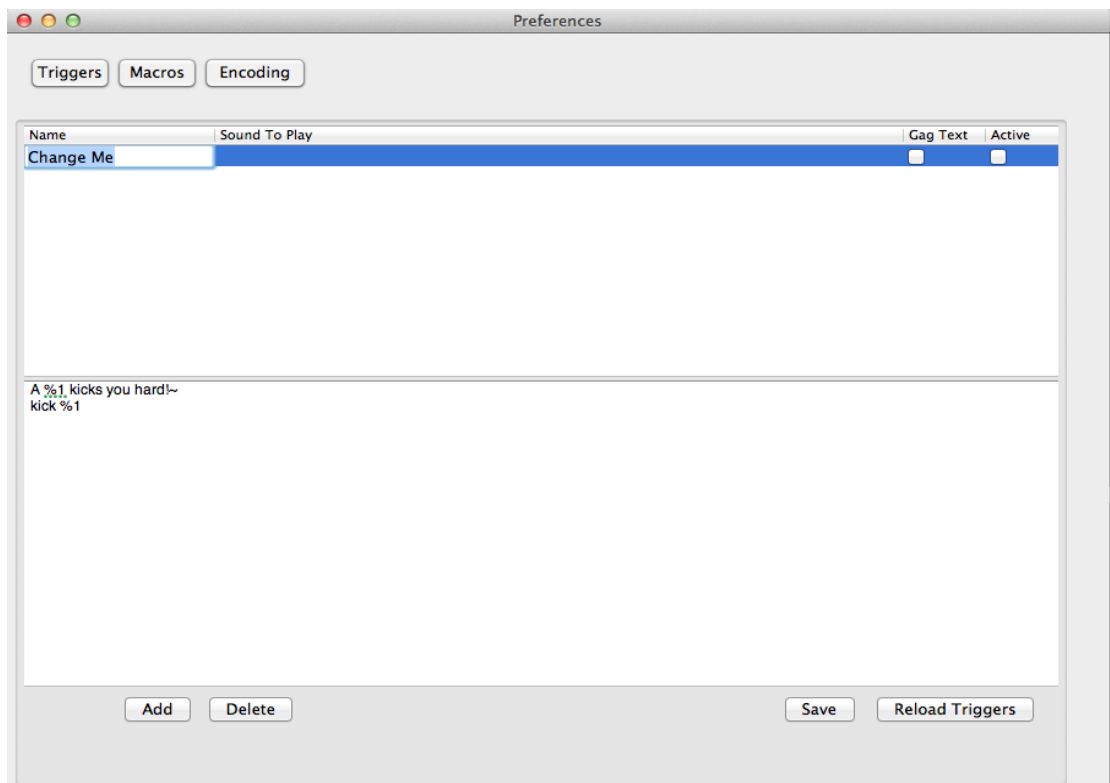
EXAMPLE BELOW: MUD in this case is realmofmagic.org port 4000

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.



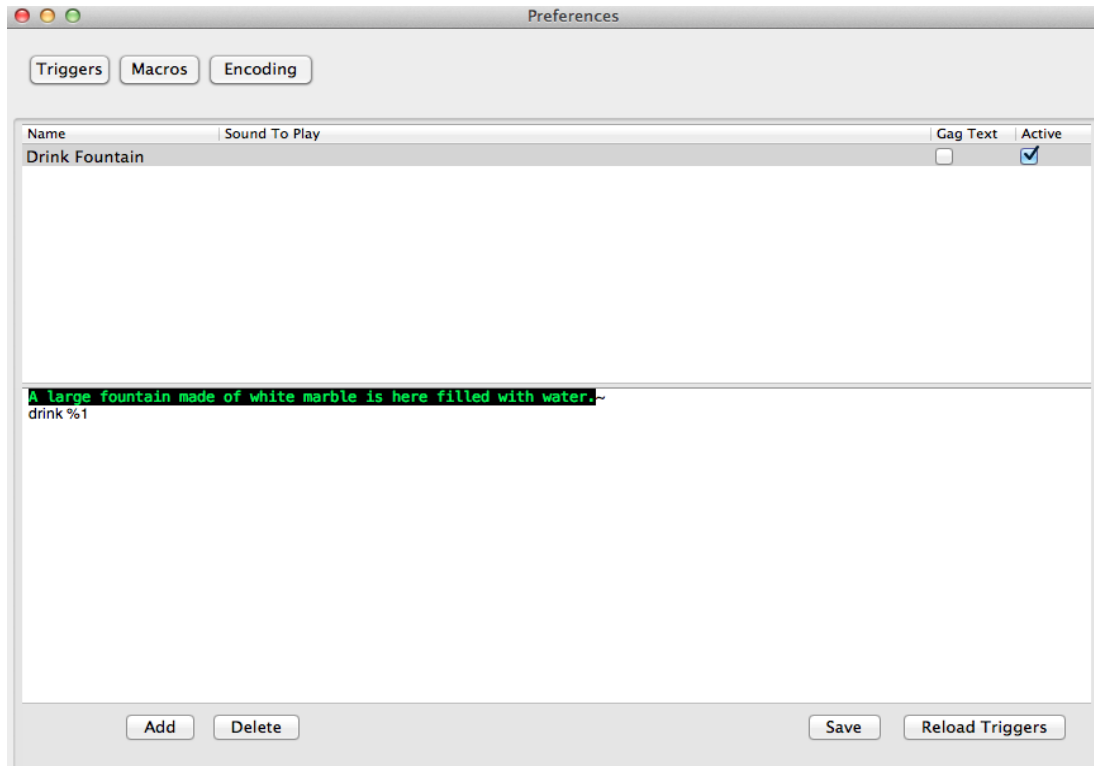
Double click the name to change it. In this case I'll change it to Drink Fountain.



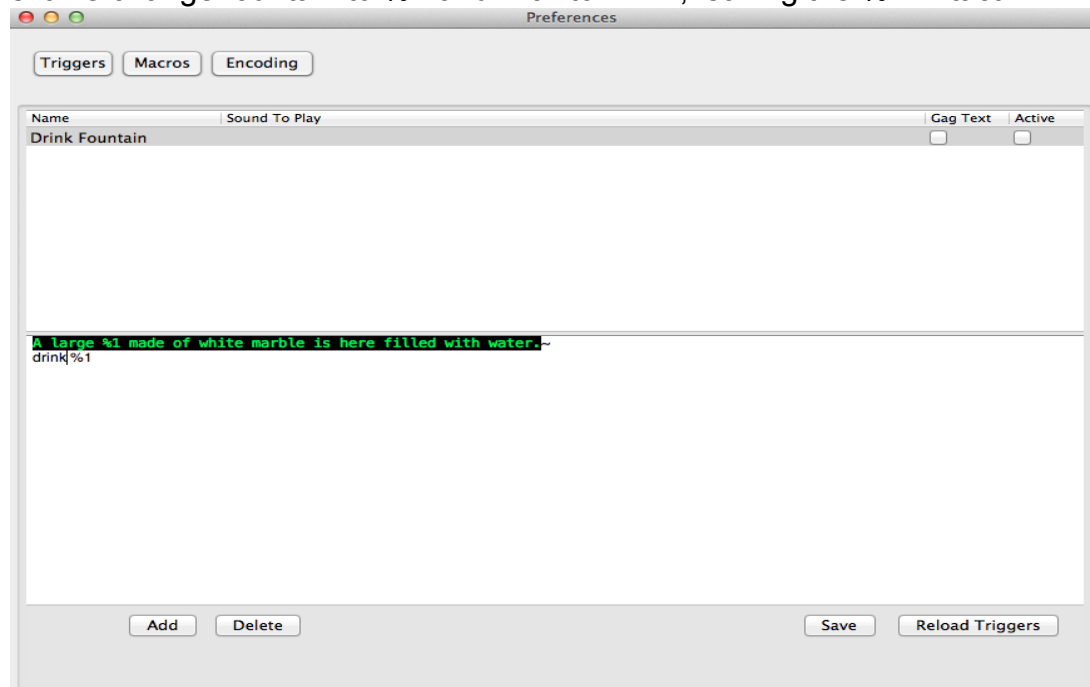
Now we paste over: A %1 kicks you hard!~

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

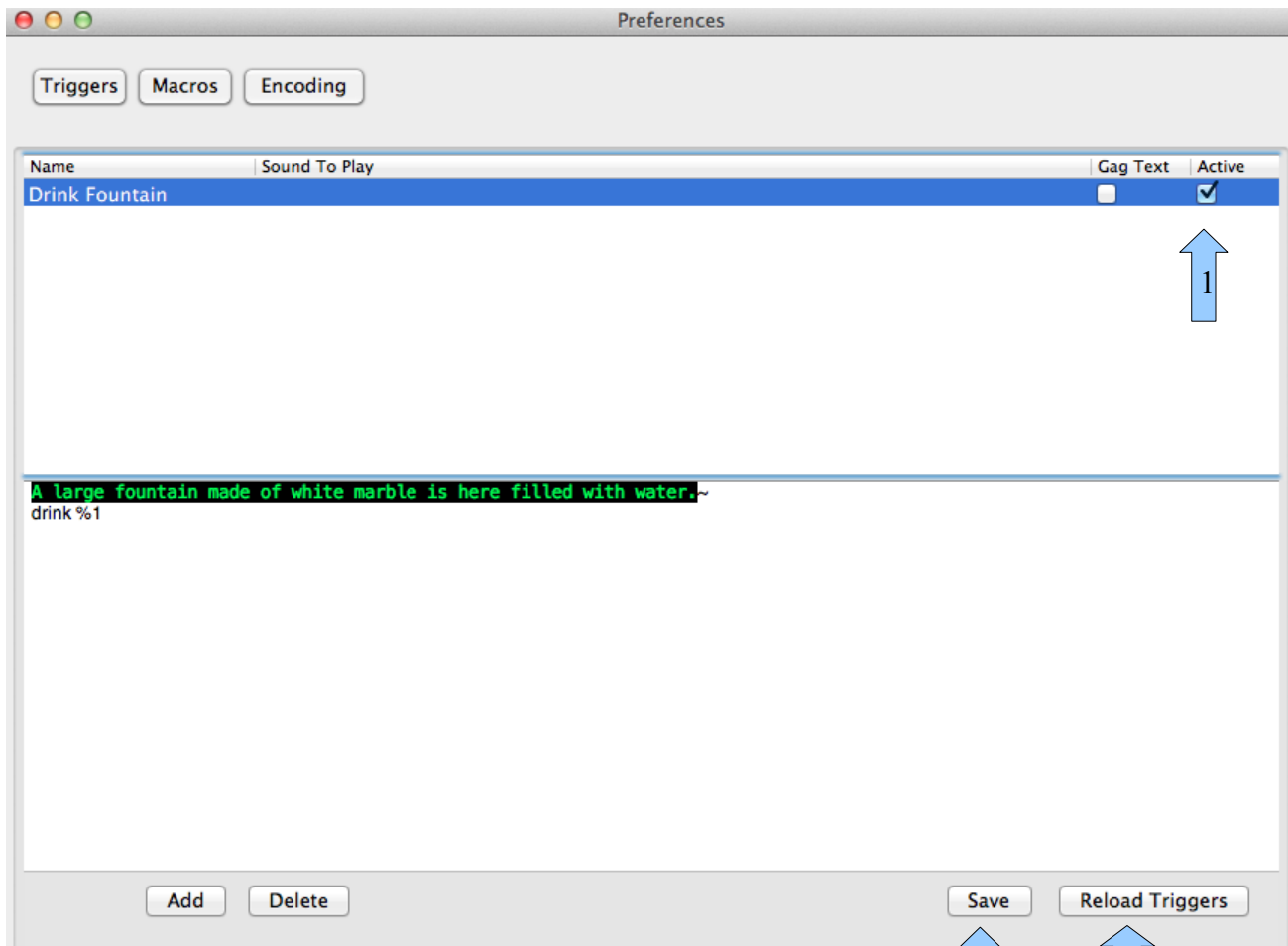
NOTE: KEEP THE ~ AT THE END OF THE SENTENCE!



Next we change fountain to %1 and Kick to Drink, leaving the %1 in tact.



Check the Active box, then press the save button, then press the reload triggers button.

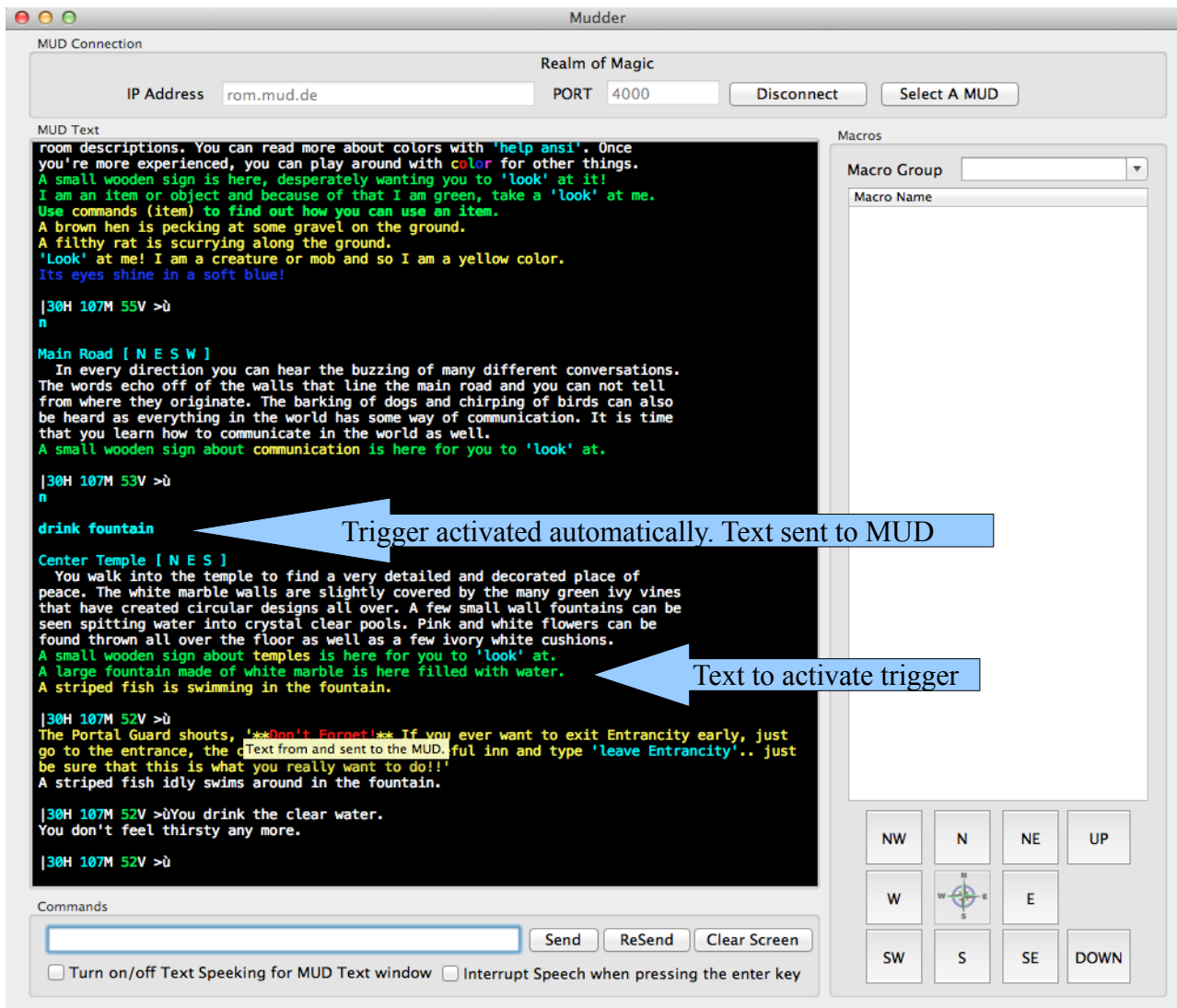


Note If the trigger is already saved and you want to DEACTIVATE select the ACTIVATE, uncheck it and then press the reload triggers button.





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



### ADDING SOUND TO TRIGGER.

Steps:

- 1) After installing Mudder open Finder.
- 2) With Finder as the selected application go to the Music folder in your User directory.
- 3) In the Music folder there will be a Mudder/sounds folder (~ /Music/Mudder/sounds)
- 4) Copy all sound files you will use into this folder.
- 5) Once completed the copy or moving the file into the sound folder go back to the Mudder application.
- 6) Open the Preferences again (Mudder->Preferences or Keystroke COMMAND+, )
- 7) select the trigger you want to add the sound to.
- 8) type in the name of the sound file.

- 9) Press the save button
- 10) Press the reload triggers button.
- 11) Done.

Now when the text for the fountain trigger fires off the sound will play.