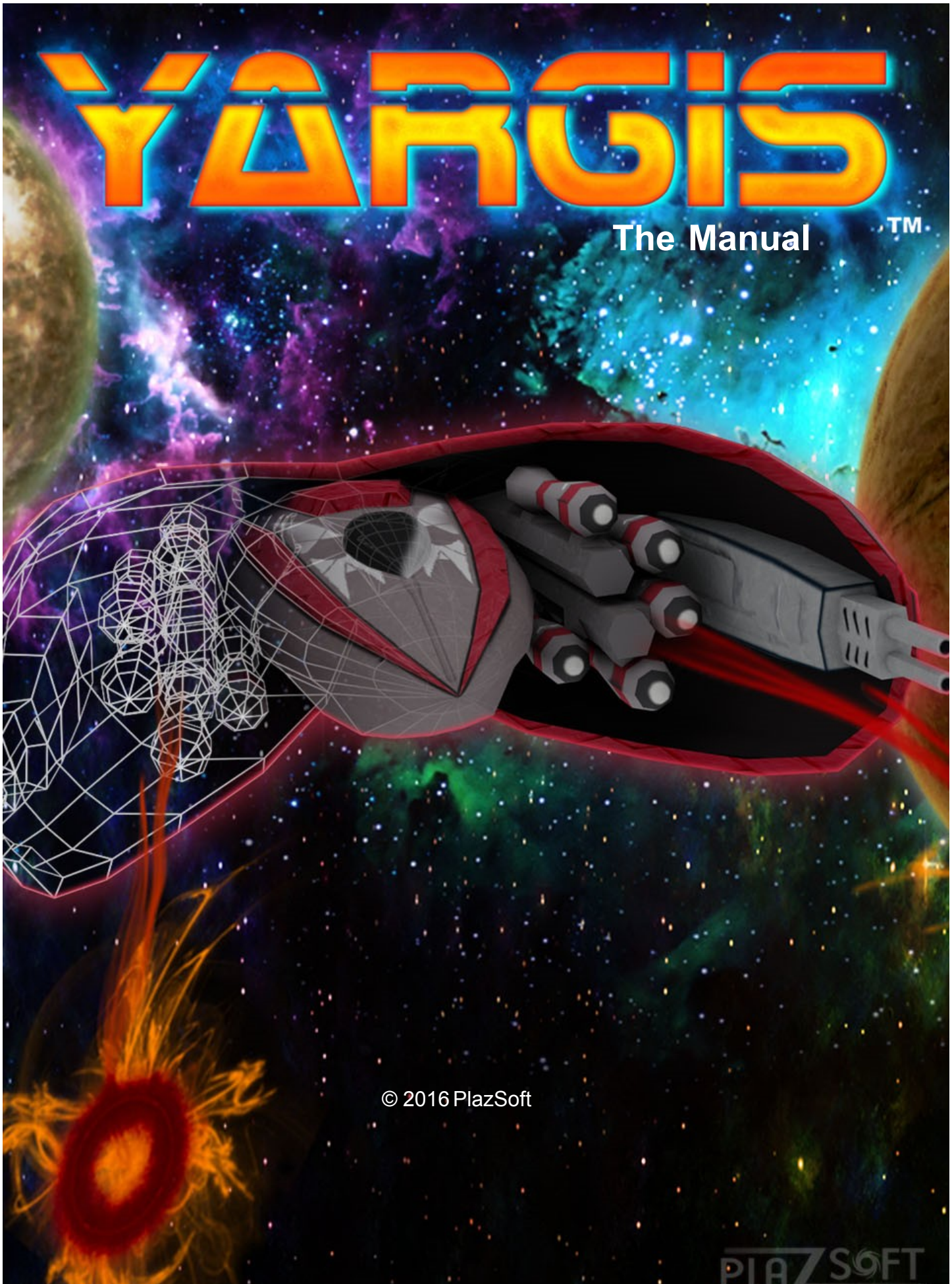
YARGIS
The Manual
™
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Title page 1

Yargis

by PlazSoft

Yargis is a fast paced spaceship shooter from the top view. Customize your ship and join a battle online or offline. Yargis is focused on team based close combat action. A variety of battle and co-op game modes and a powerful editor make Yargis a great game!

Compete head on with other players online or over a LAN, or play against the computer offline. Game modes include:

King of the Hill
Capture the Flag
Prison Break
Base Conquer (Co-Op)
Maze Race (and CTF Maze)
Melee Battle

Yargis

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Special thanks to:

All the people who contributed to this document and game!

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Foreword

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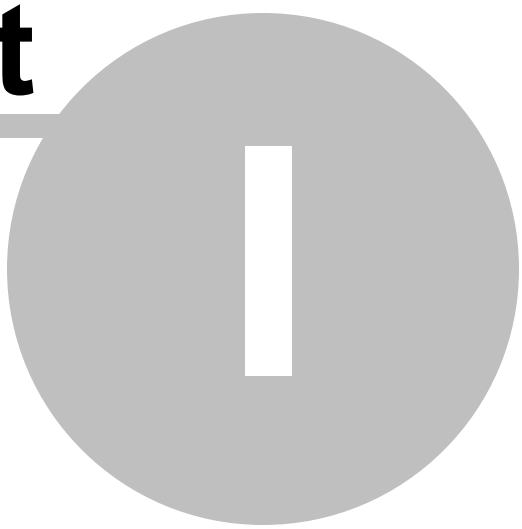
Part



1 Introduction

1.1 Welcome

Welcome!



Welcome to Yargis, a game like no other. Combining the best in arcade games with the latest in physics technology, this freshman effort from PLAZSOFT seeks to bring tried and true gameplay to a new generation with a fresh look on top down arcade games.We hope you enjoy the intricate levels and spend hours trying to blast your friend to smithereens.Or maybe you will create your own cosmic tale.Whichever way you play Yargis, it is sure to be a blast!

The Year 3013 . . .

Humans have explored the vast reaches of space and colonized many worlds but have yet to find other intelligent life. Until now. Earth is under attack from a species who call themselves the Mukka. For what reason no one can ascertain. And that is where this story begins.

Introduction	Installation	Help with first time setup.
	Activation	How to use paid for version
	Getting Started	Run through of game start up
	Profiles	
	Hangar	Where you can edit your ship
	Default Controls	How to change your control set up
	HUD (Heads-up Display)	

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	Settings	How to change the game's appearance and sound
	Feedback	How to send us bug reports and comments about our game
Story	How to start the solo campaign	
	In Game Items	Objects you will encounter during play (in development)
	Almanac	In game database (in development)
Multiplayer	Offline	How to play with two people on one computer
	Online & LAN	How to play with friends over a network
Level Editor	Accessing the Editor	Where to find the Level Editor
	Layout and Basics	Getting started with the Editor
	Tabs	More info on tabs
	Properties Navigator	Help with the Properties Navigator
Help	FAQ/ Troubleshooting	For more help with the game and technical issues
About the Developer	More info about the people who made the game	
	Contact Us	How to contact the developers

1.2 Installation

Installation

Before you can play Yargis the game must first be installed. When you run Yargis for the first time the following window will appear. Click Install to start the installation process

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1. If you would like to install Yargis click Next, if later click Cancel. To go back and change any previously made steps at any time after this point click Back.

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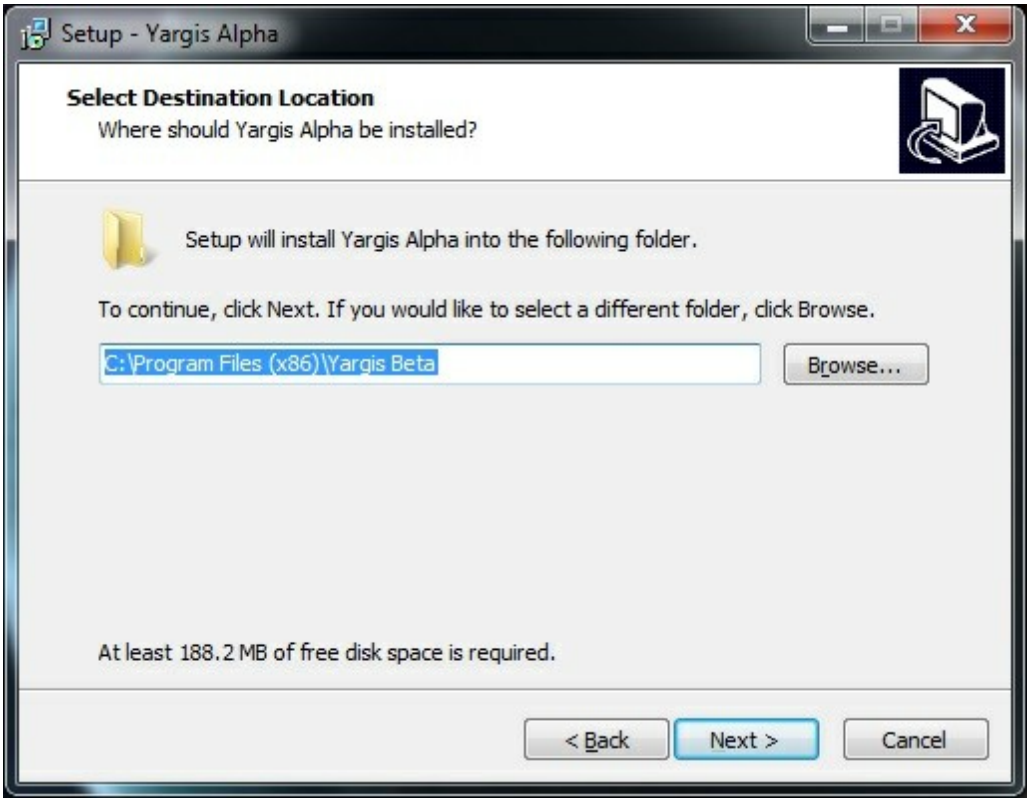
2. Select where you would like Yargis installed. Unless altered, the game will be installed under the Program Files Directory in the C Drive.



3. Then choose what you would like the Start Menu shortcut for Yargis to be called. The default is Yargis.

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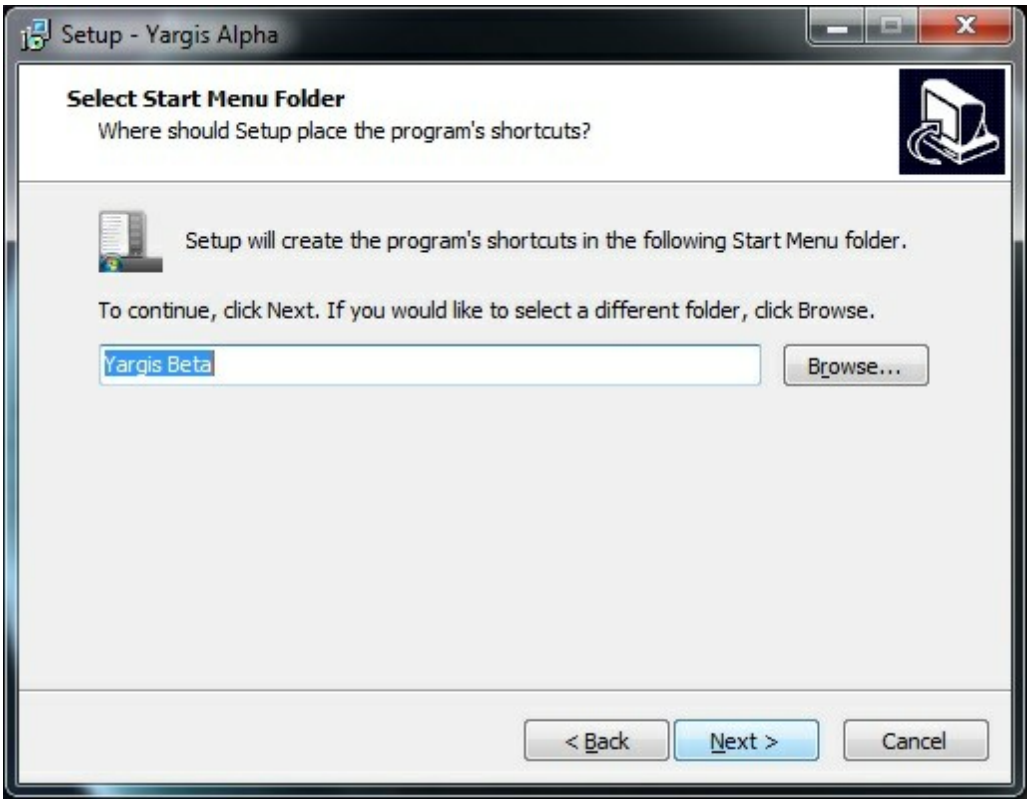
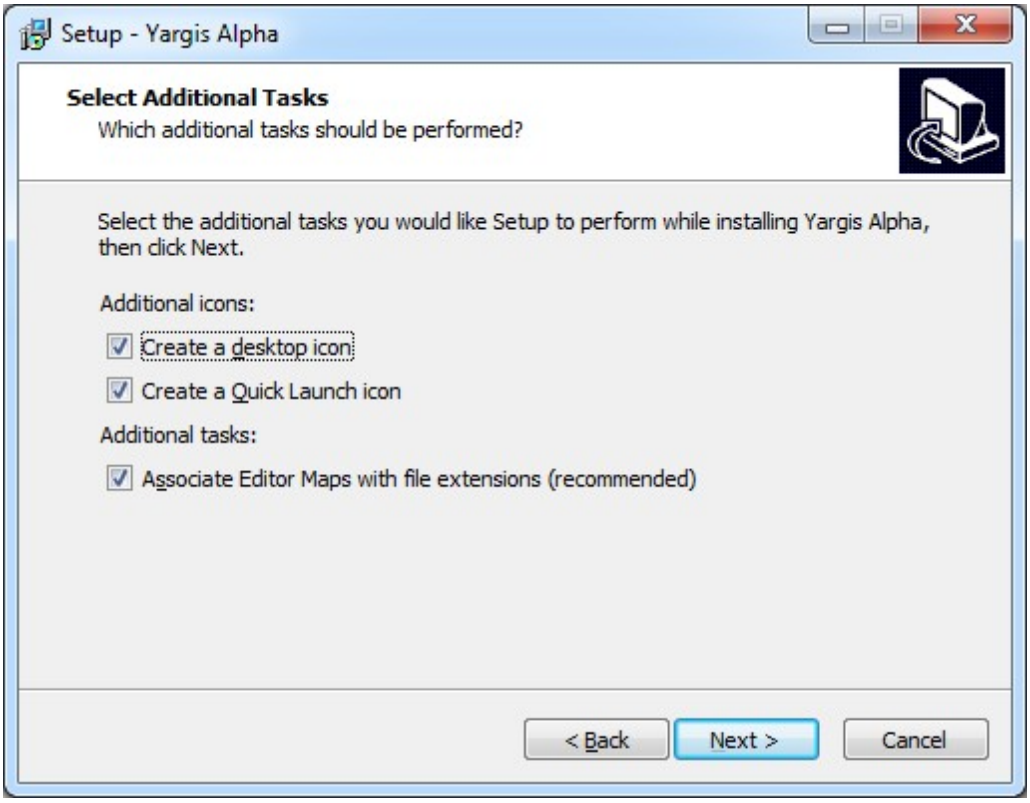


4. Next select if you want a desktop icon and or Quick Launch icon for Yargis installed.



5. Then confirm the above settings.

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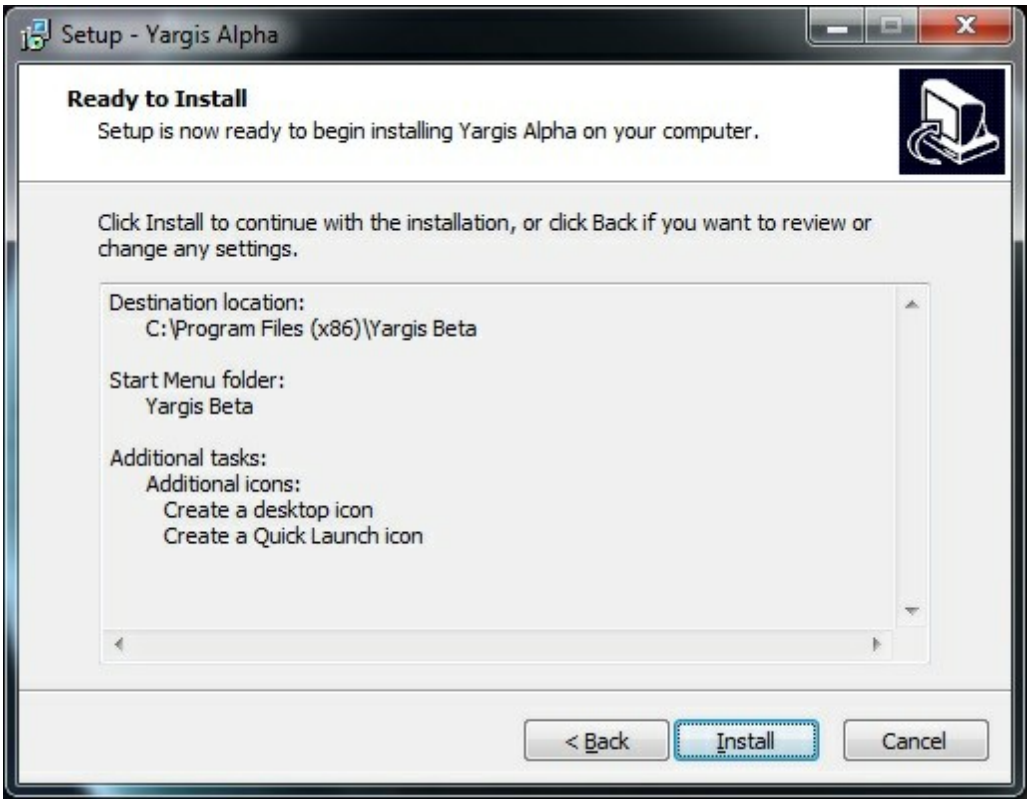
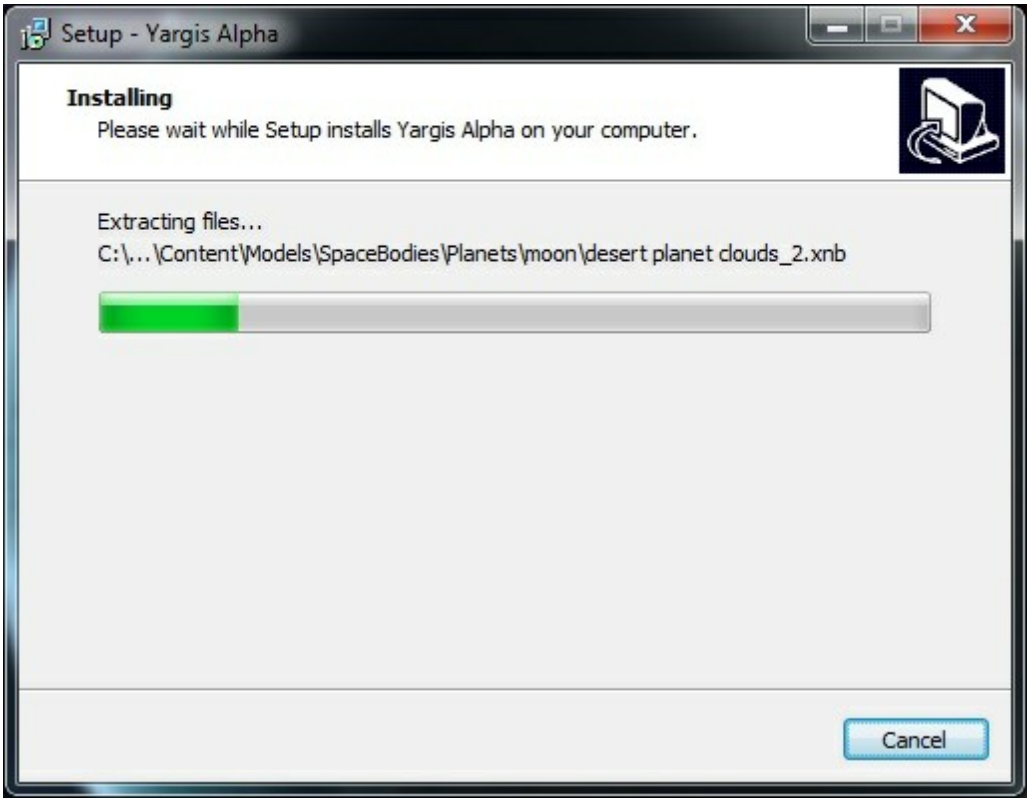


6. Finally the installation of Yargis will commence. If you need to stop the installation click Cancel.



Note: This step may take a few minutes:

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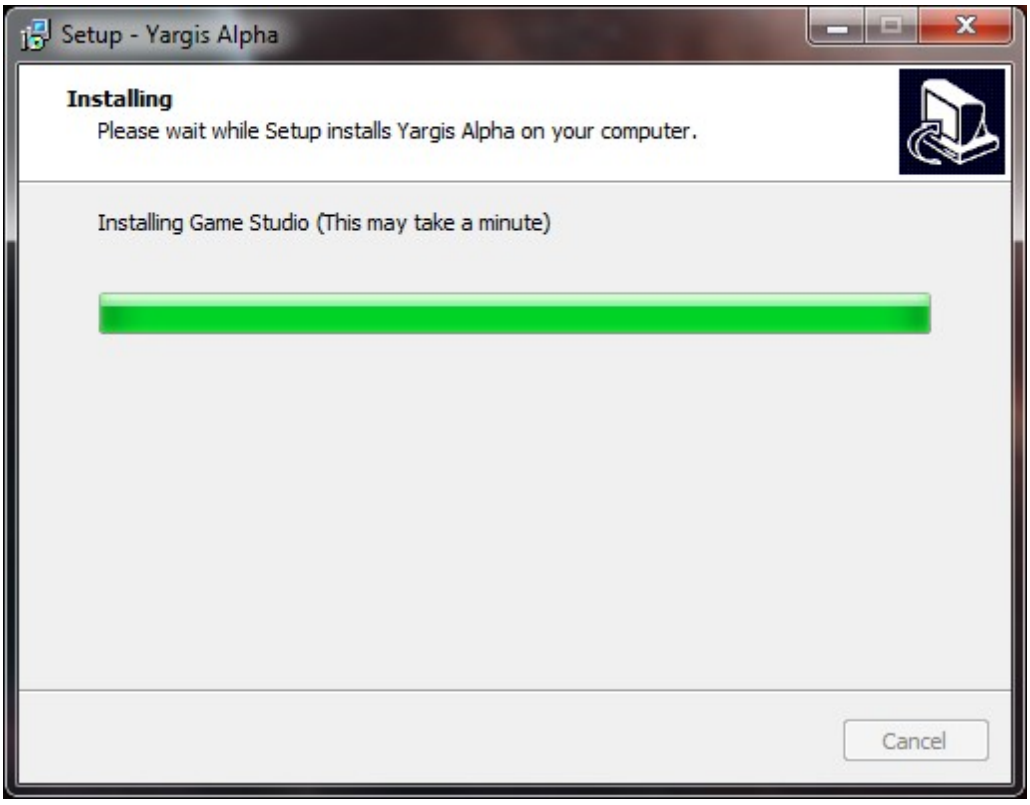
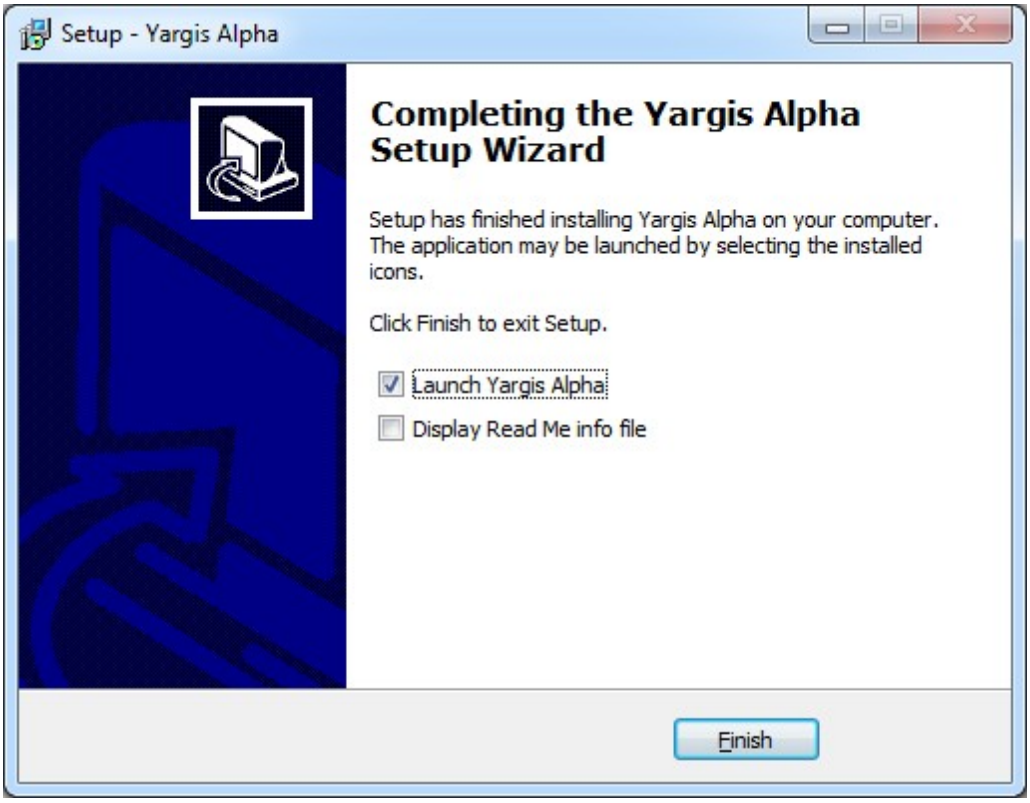


7. If you have successfully installed Yargis the following window will appear.



Congratulations you have successfully installed Yargis!

Next time you start Yargis the following window will appear:

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1.3 Activation

Activation

After the game is installed you must register and select which version you are playing. There is the 30 Day Trial version:

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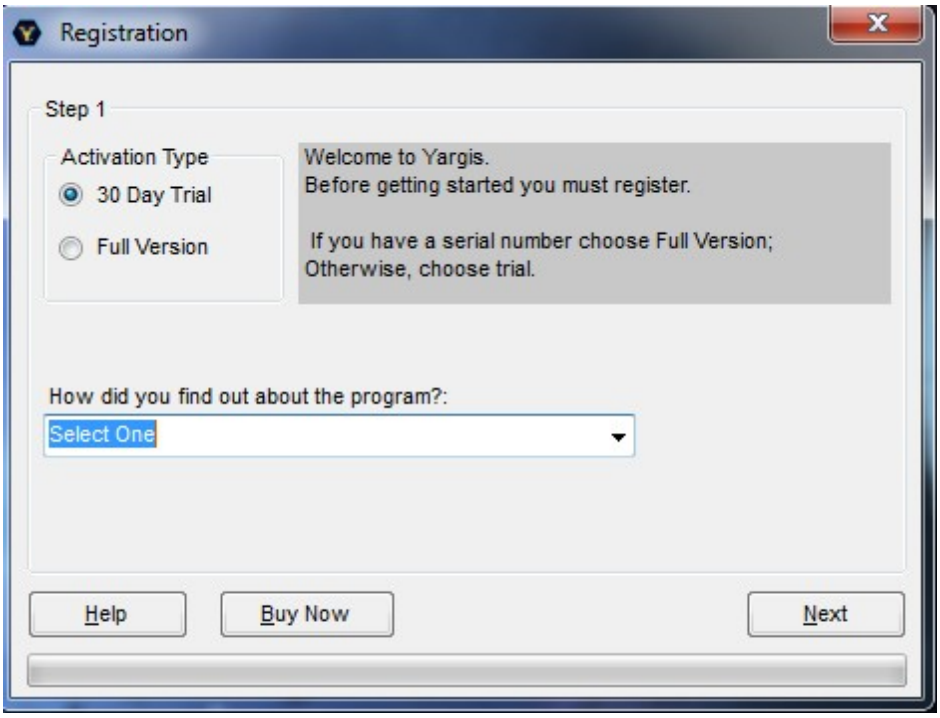
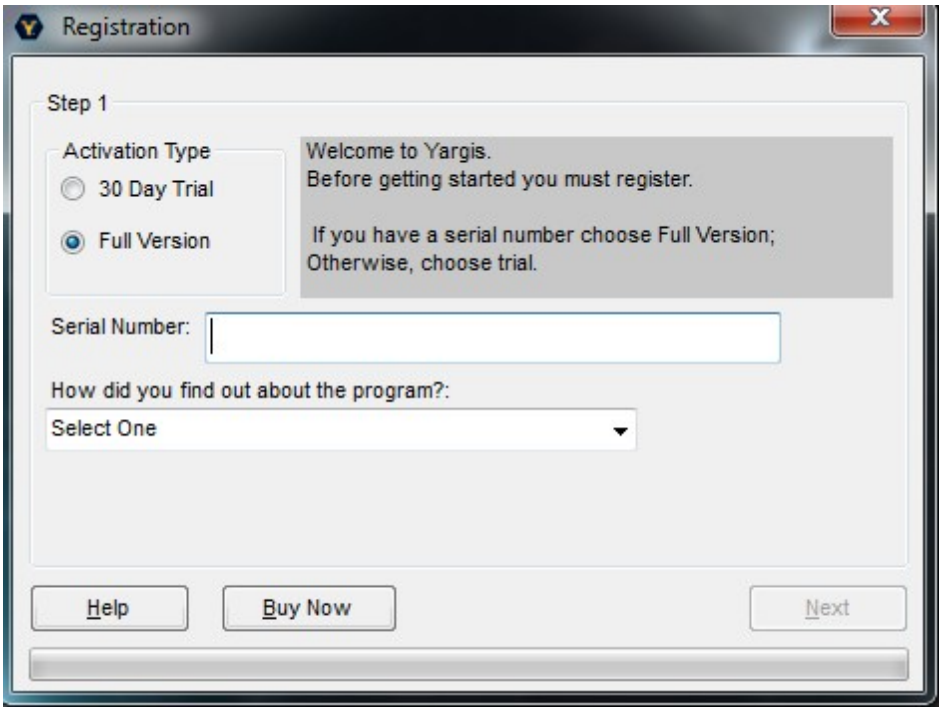


And the Full Version which requires a Serial Number:



After filling either one out appropriately, click the next button.

Then fill out your Name, First and Last, and your email in order to finish registration. Click Next once you are done.

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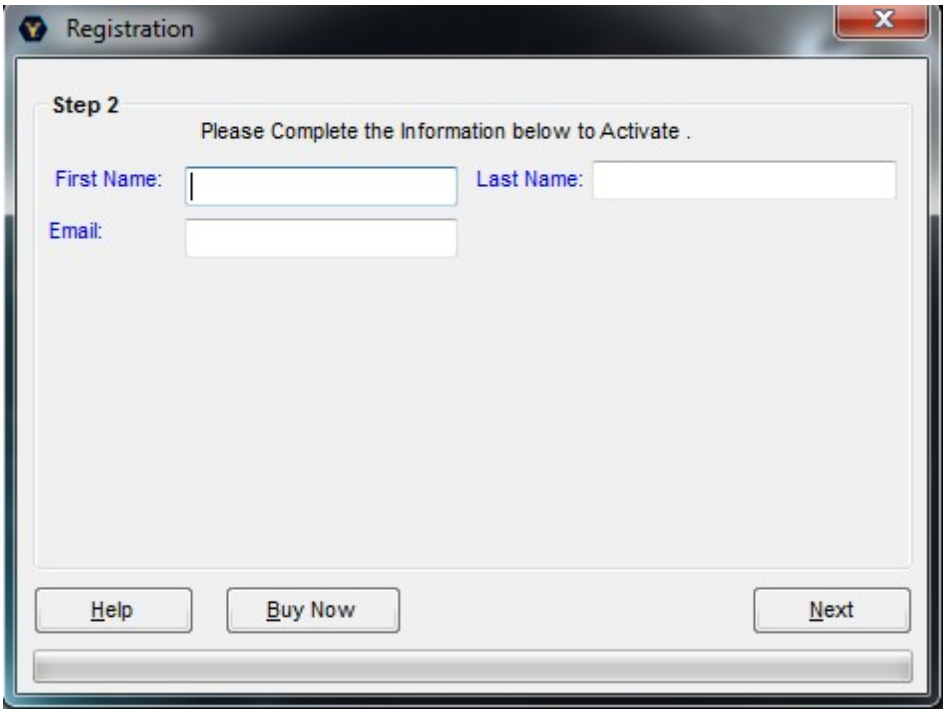
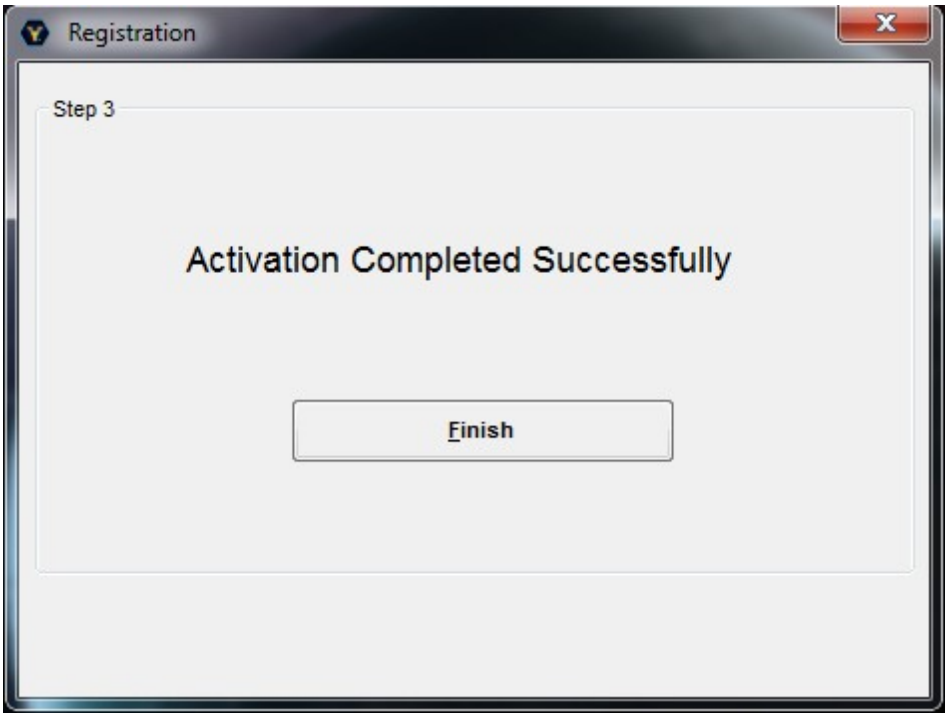


The following image will appear if everything has been filled out correctly.



Congratulations you are all set to start playing Yargis!

1.4 Getting Started

Getting Started

Once you have registered for a trial version you will be taken to this screen when you start Yargis;

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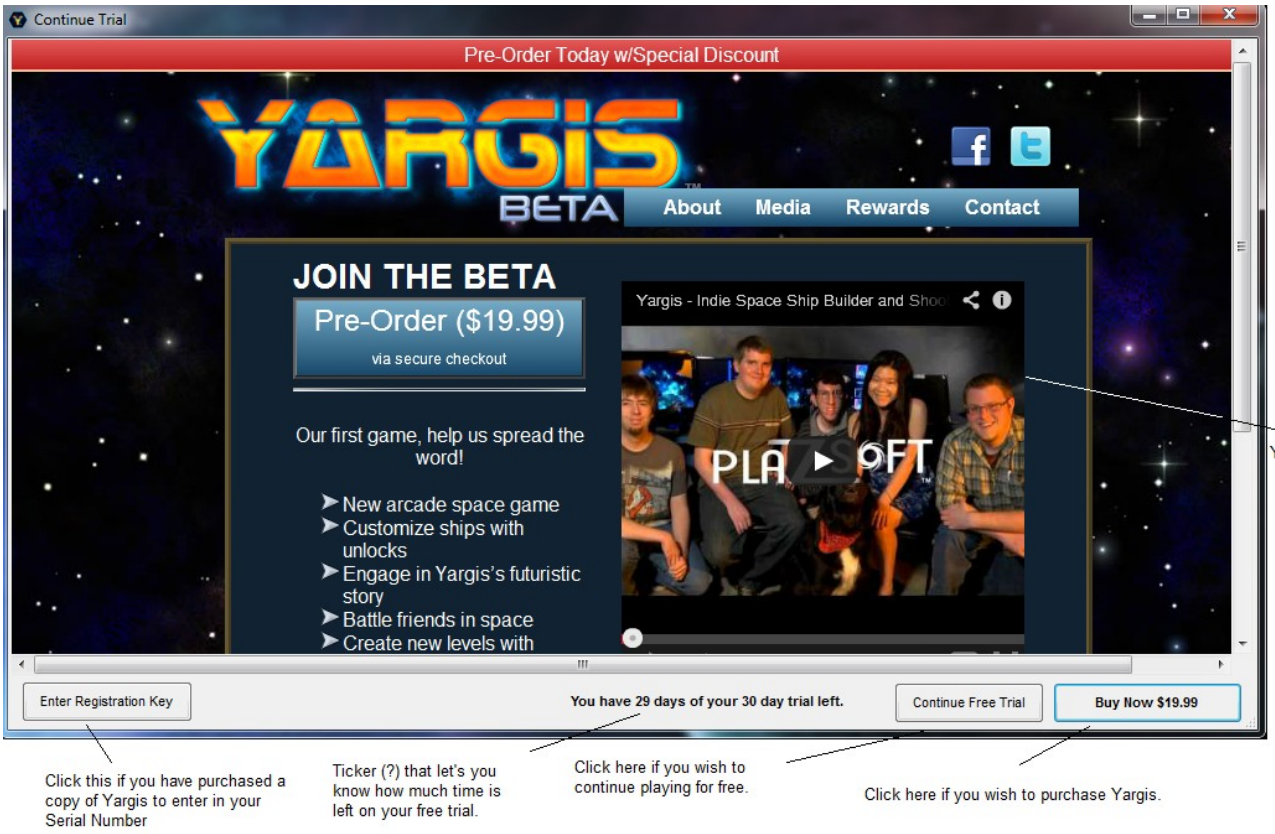

Otherwise the game will start as normal with a splash screen:

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Two dialog boxes will appear when you start Yargis. One will be about updating to the latest version and the other will ask you which Profile you wish to use as well as which ship you want to start with:

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NOTE: It is recommended that you update to latest version as updates can add new content and fix bugs.

After clicking Save My Customizations, you will be taken to the in game Main Menu:

The Main Menu consists of multiple options that range from what version of Yargis you wish to play to how you want to play Yargis.



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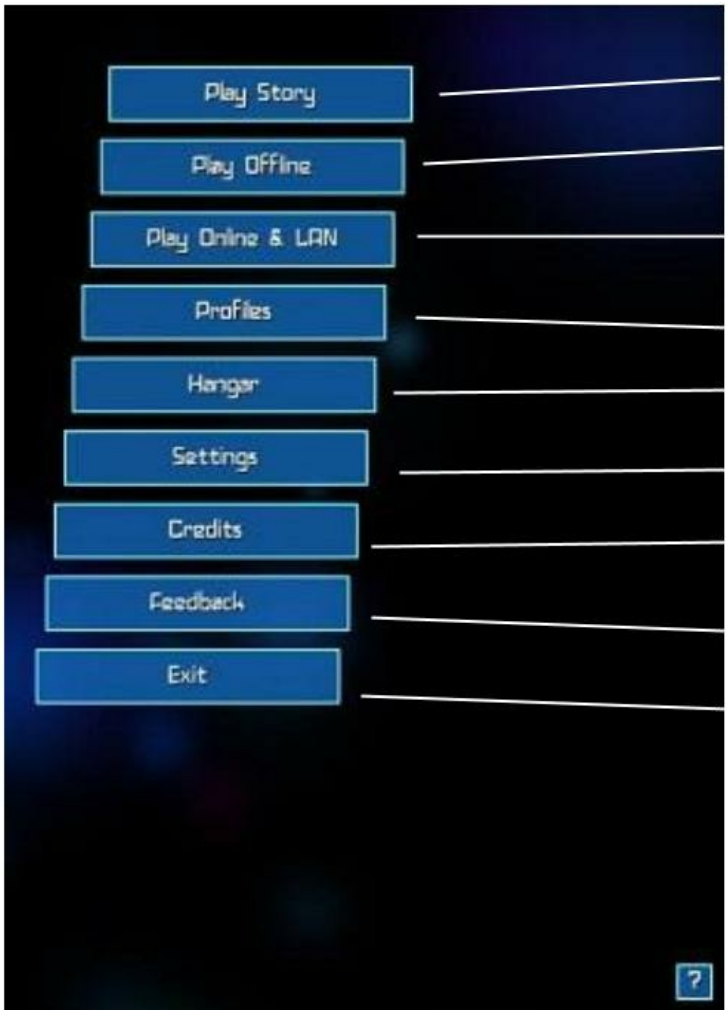


Click here to start/ continue the single player campaign story mode

Click here to play with friends on one computer or against the computer.

Click here to play with friends over LAN or the Internet

Click here to access and/ or edit the different profiles saved to the current computer

Click here to edit or switch which ship you are using

Click here to change the video resolution, access the sound mixer, as well as the control setup.

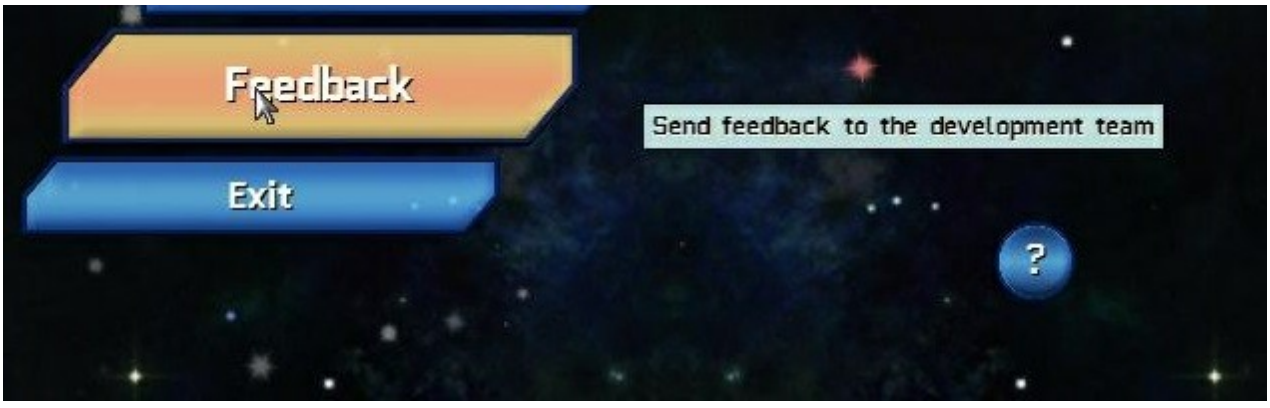
Click here to see the people who made this game possible

Click here to report bugs or other issues

Click here to stop running Yargis.

Click here for support.

The "?" icon appears throughout the game and will take you to corresponding pages in the manual as well as the "Main Menu" button which will take you back to the above the screen. Also hovering over certain icons will cause tooltips to appear as show below:



For help with playing Yargis see the Tutorial

1.5 Tutorial

Tutorial

Movement

There are various ways to control your ship depending on which control setup you have selected to see which one you have selected, select either Settings and then select Change Controls. This can also be done from the Profiles menu and

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selecting Change Controls from there.

There are three columns: Primary and two Alternate/ Gamepad. This allows for the player to have use of both the keyboard and the game controller thereby allowing the player to select either or. This also allows for two players on the same computer to have different control setups.

Weapons 1-4 are the different slots for equipped weapons and power-ups. To see which weapons are equipped visit the Hangar. Activate Booster moves the ship faster and Activate Brake will bring the ship to a complete stop. Accelerate Forward and Backward will either move the ship forward or in reverse. Rotate Left or Right will turn the ship in that direction. Strafe Left or Right will have the ship slide to the left or right. Pause will bring up the Pause Menu. Show Scores will show how many points player/s have via an overlay, the game will not pause however. To change the opacity see Settings. Finally Chat enables communication with other Players with text, voice is not supported yet.

Example:



To pause the game press the Esc key and the following box will appear:

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If selected in Settings, the game will also pause if press Alt+Tab or the Windows key.

Ship Status

The current status of your ship is displayed via the HUD.



Hit-Points: How much damage the Player can withstand. Hit-Points do not regenerate automatically and can only be replenished via health packs in game.

Boost: Extra thrust that moves the Ship faster.

Power: How much energy the Player has to spend on Boost and Weapons, is dependent upon the Engine and Utilities the Player has equipped via the Hangar. Regenerates automatically though duration of regeneration depends on the current activities of the Player. If the Player is attacking another ship or utilizing the Boost the Power meter will fill slower than if the Player were

Weapons: Attacks that the Player can perform, dependent upon which weapons are equipped as well as which Power Up is being used. The first three weapons can be changed via the Hangar. Power Ups are changed when the player picks up a different one. Also if the Player has only one weapon equipped, the power-ups will occupy the next space. NOTE: Both weapons and boost rely upon how much Power the ship has. If the ship has no Power the ship will be unable to move or fire weapons.



Shield: An energy force field that protects the ship, once this is depleted the Player will take damage to their Hit-Points. When your first start the game you do not have one equipped so it is advisable to purchase one soon as possible. Once the Player is no longer sustaining damage, the Shield will repair itself. How strong the Shield is is determined by which one is equipped in the Hangar.

And where you are in the current level in shown via the minimap in the lower right corner of the screen. Access to the hangar is only possible through the overworld, the Main Menu, or by accessing Profiles:

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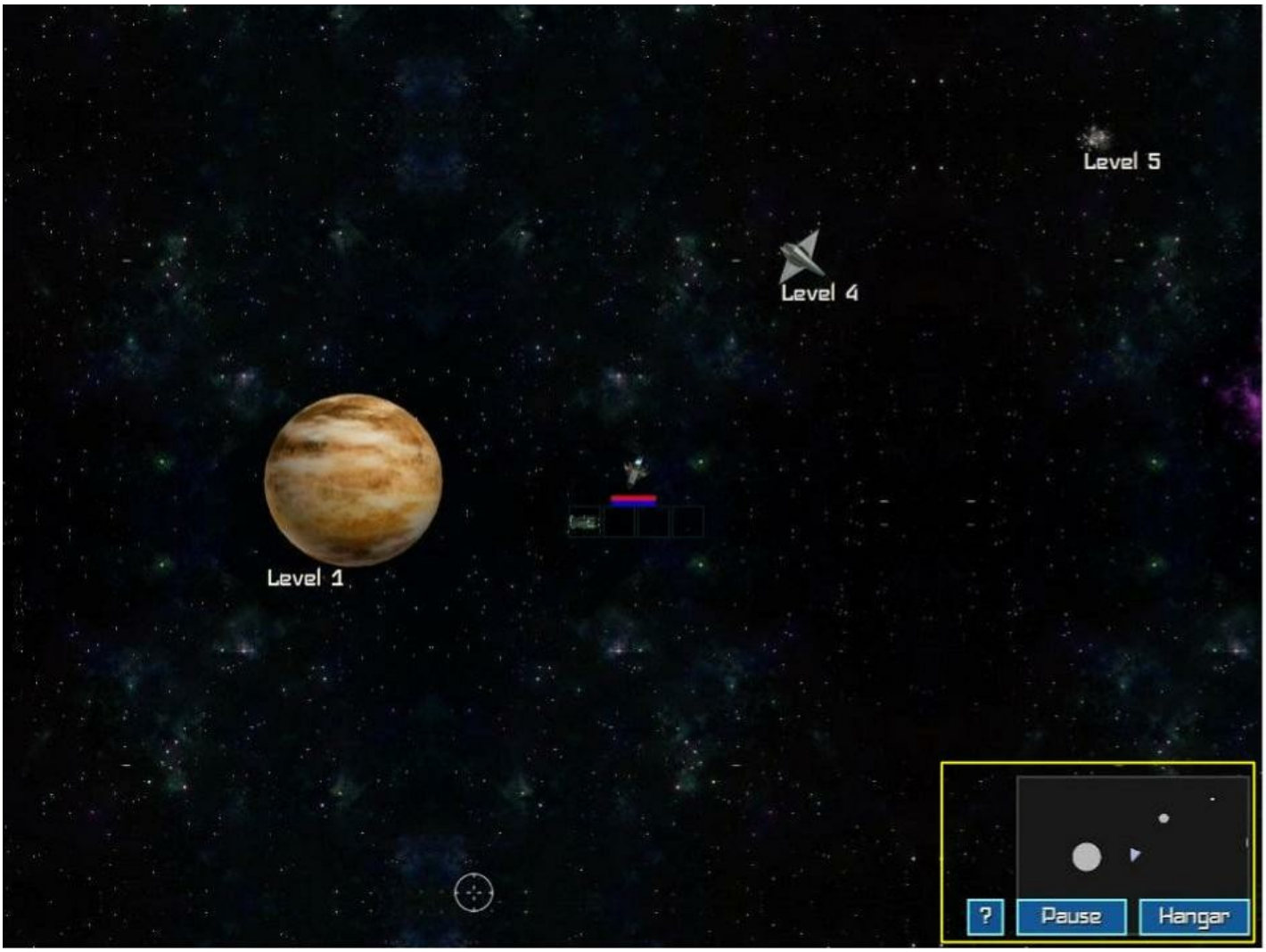

Customizing Your Ship

To upgrade any part it must first be purchased from then the Hangar either by selecting the part and or by clicking and dragging a part from the store to your inventory. You can also do this by clicking Edit Ship in Profiles.

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Then simply drag the part to where you want it equipped.

The same is true of unequipping and selling parts, simply drag and drop the parts to wish to sell or remove either to the Store or to your Inventory.

To purchase ships, click the appropiate icon in the hangar.

Purchasing ships is mostly the same as buying parts except you can't sell ships that are equipped.

Power-ups

Power-ups are in game items that the player can pick up during playing by flying over them. They will take up space in addition to any weapons currently selected (ex: if weapons slots 1 and 2 have weapons, then 3 and 4 will hold power-ups) however once they have been used the slot will be emptied until another power-up or weapon is equipped. Some power-ups include health, extra shields, mines, and special attacks. You can see which ones you have equipped via the HUD.

Single Player

The objective of Single Player is to complete the story of Yargis. Each level is unlocked upon completing the first one. So in order to gain access to Level 2, Level 1 must first be completed and so forth. To Start Single Player, select it from the Main Menu and then fly to your desired level in the overworld. Then click yes to start the level or no to select another one.

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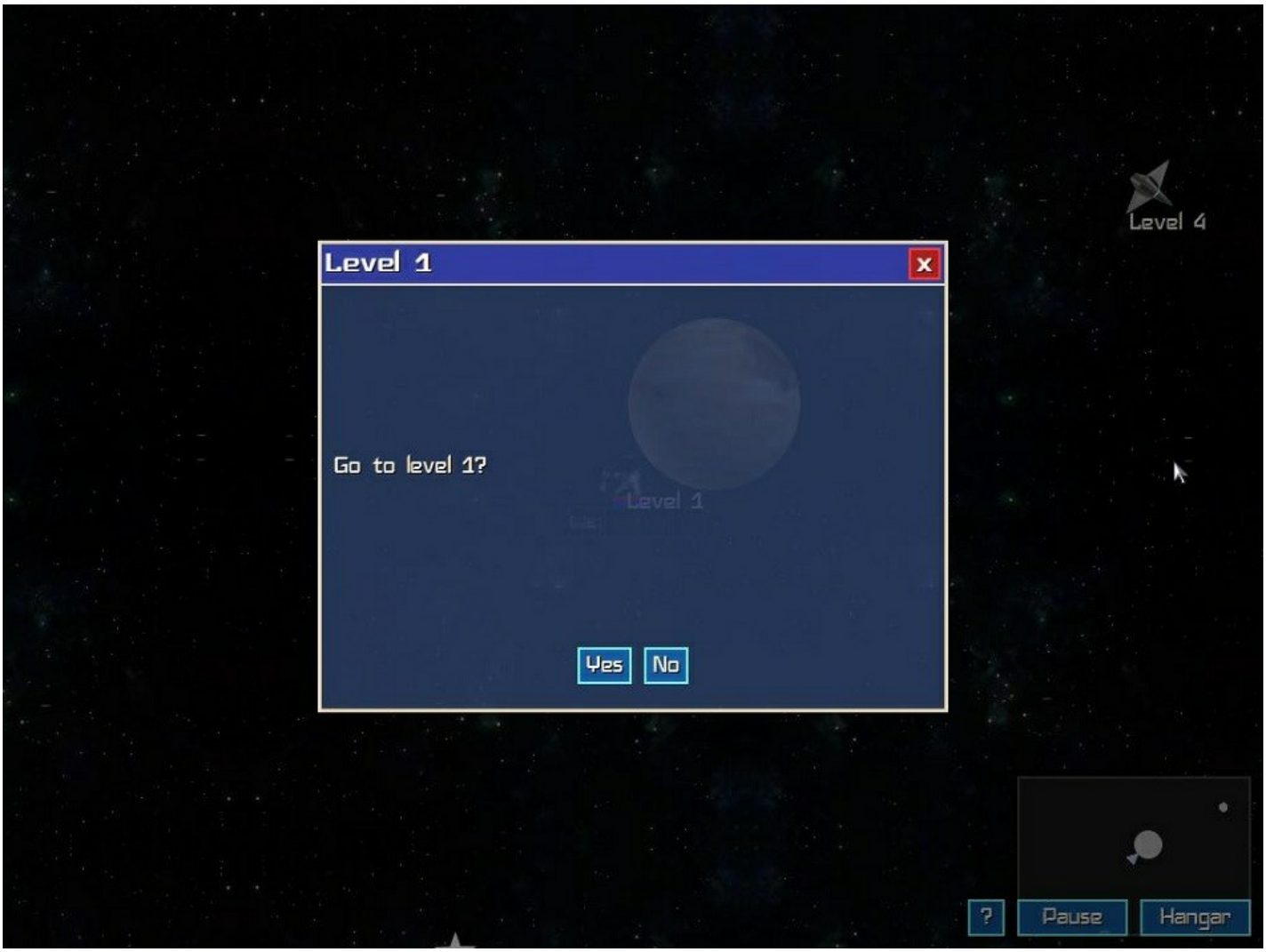

After entering the level, a dialog box will appear detailing the mission objective, the mission briefing, and some helpful tips.

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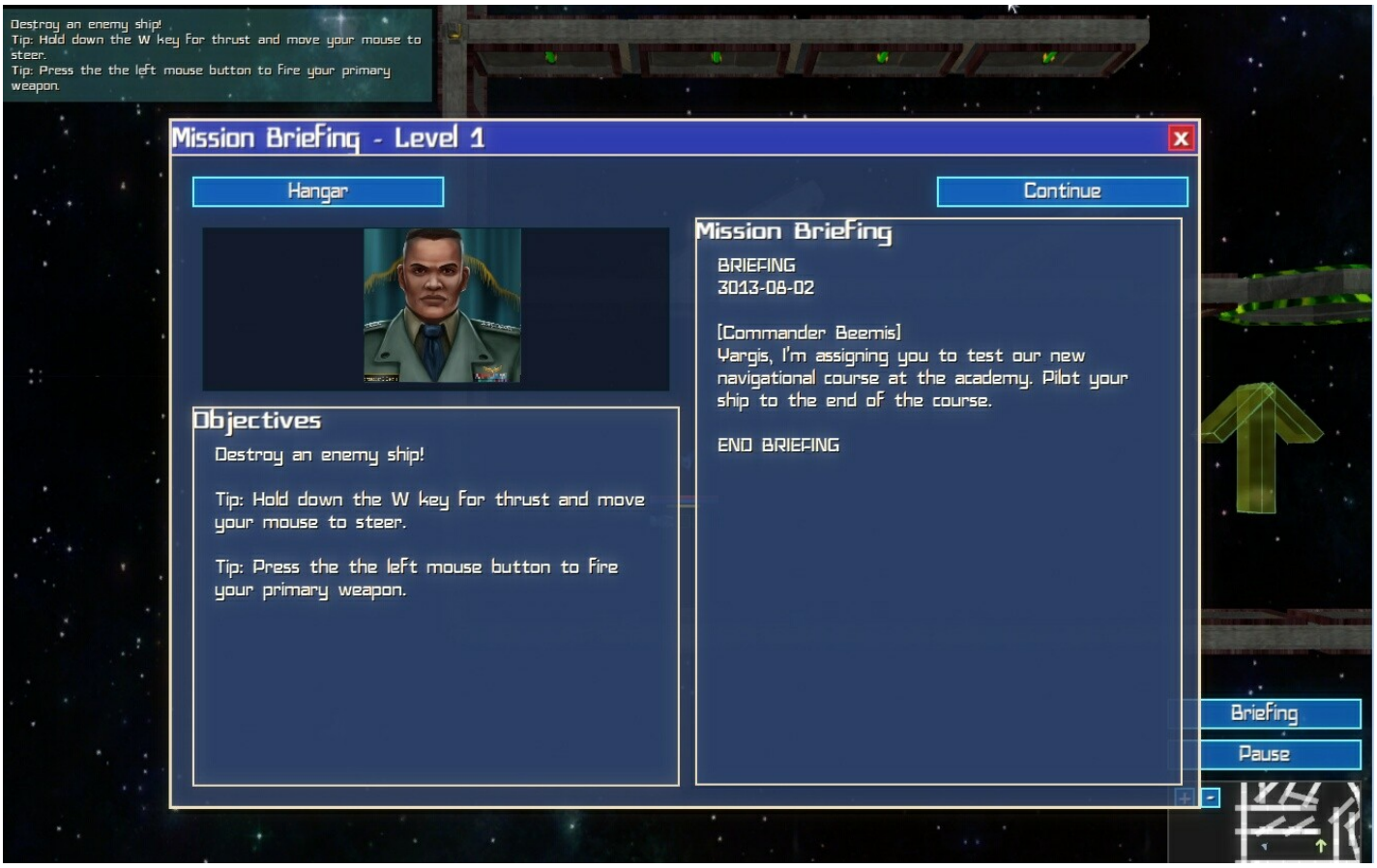

Multiplayer

There are three types of multiplayer: offline, online, and LAN. Offline allows for two people to play on one computer whereas online and LAN allows players to play either via the Internet or a local network. either one can be accessed via the Main Menu.

Once the type of multiplayer has been selected, then players can join the game by clicking Select Players to add:

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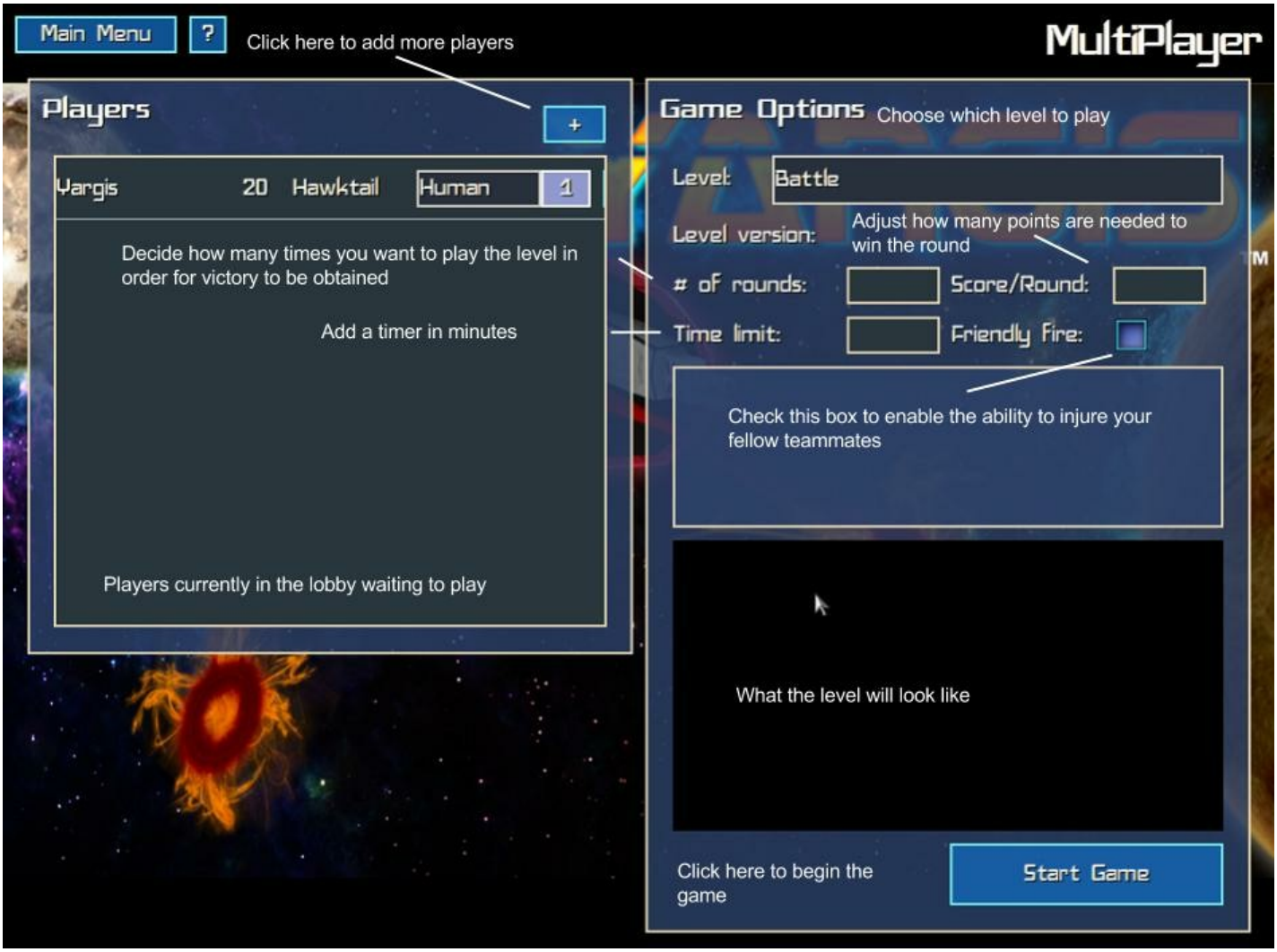

Or by joining a server:

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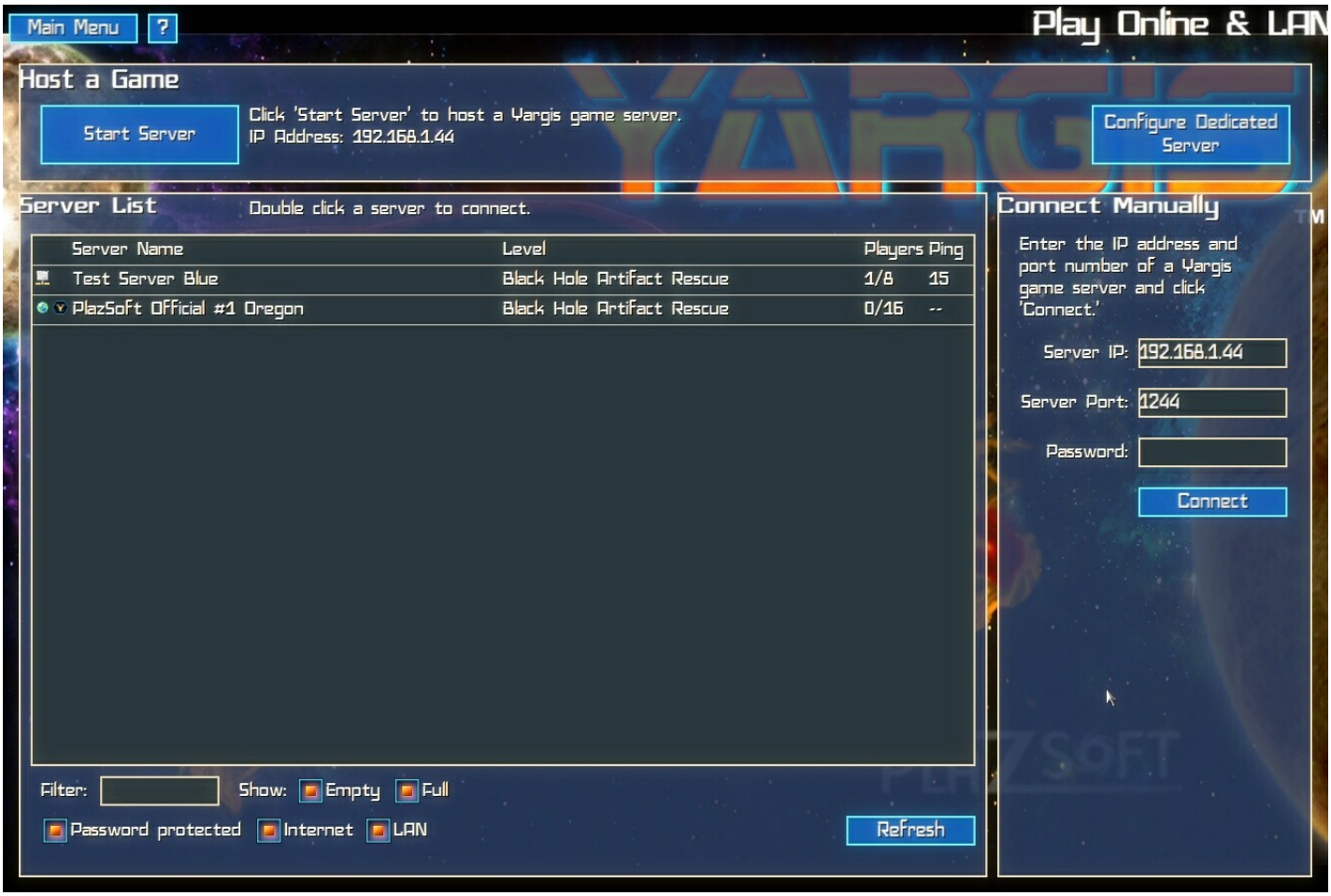

NOTE: In Network Multiplayer, only the hosting player can kick people.

1.6 Profiles

Profiles

Profiles are a compilation of a player's ship, resources, where they are in the game, and what their control setup is.To get to this screen select Profiles from the Main Menu:

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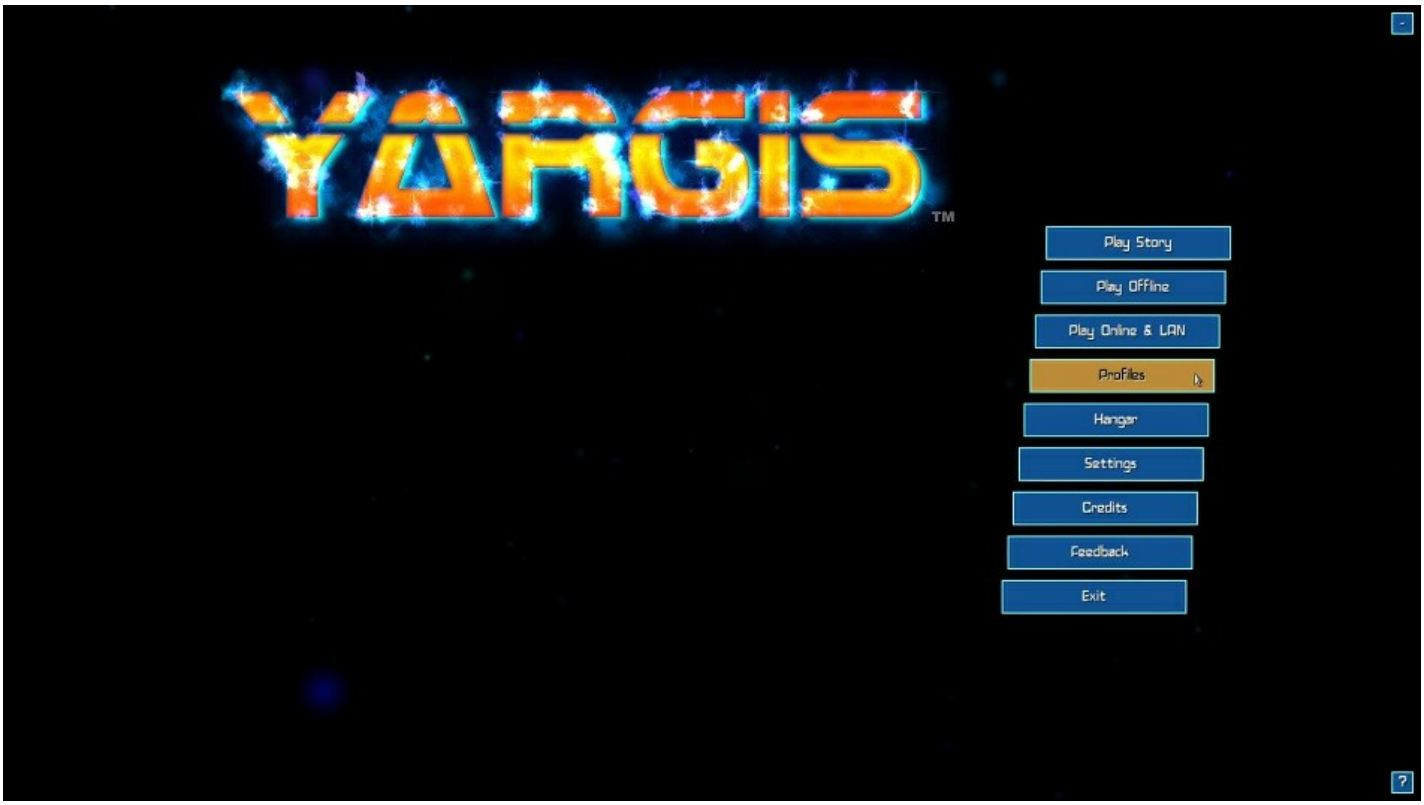

You will then be taken to the following screen:

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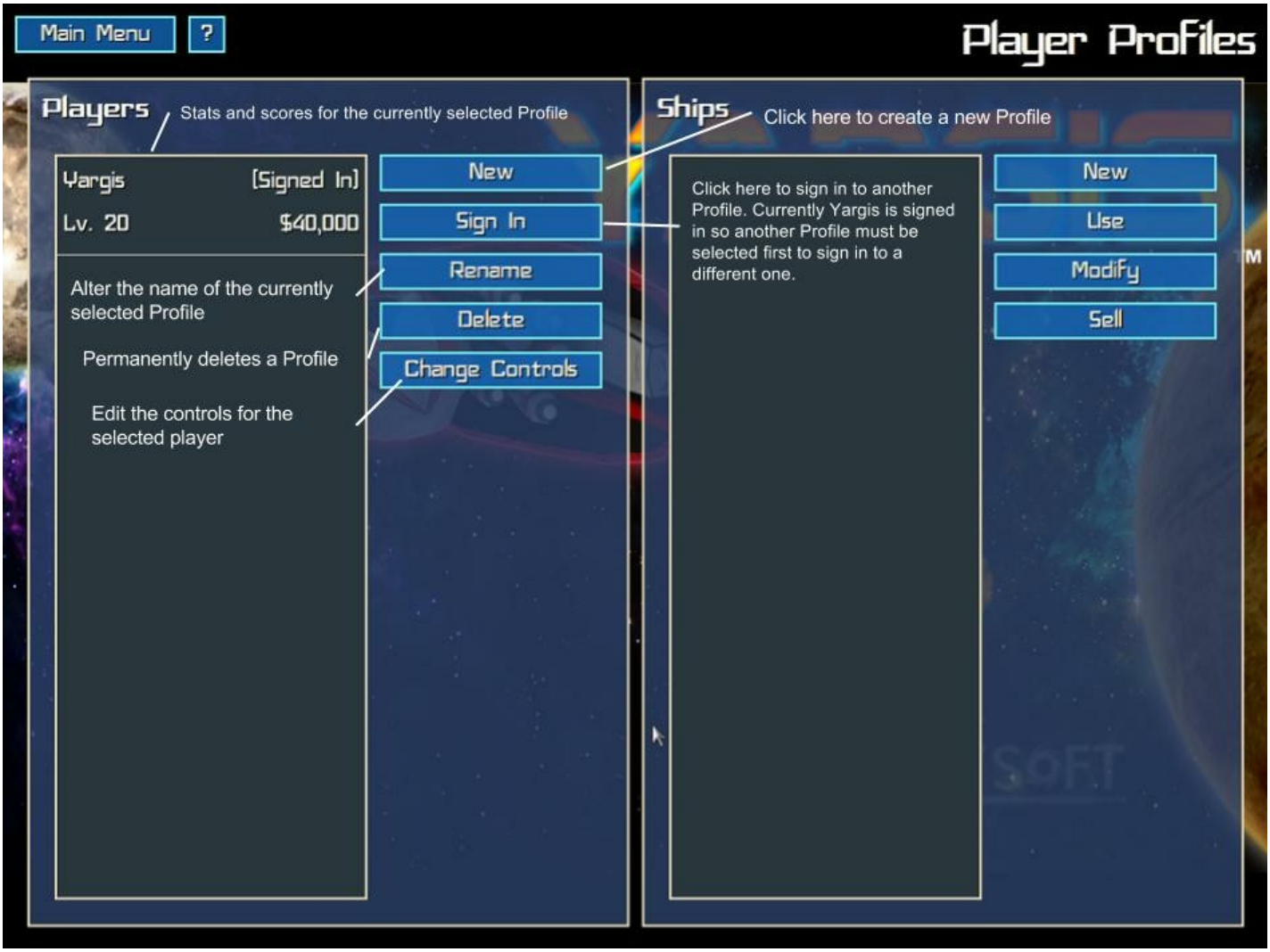

Clicking a Profile will then cause that one to be highlighted as shown below, and clicking on of the ships will select that ship:

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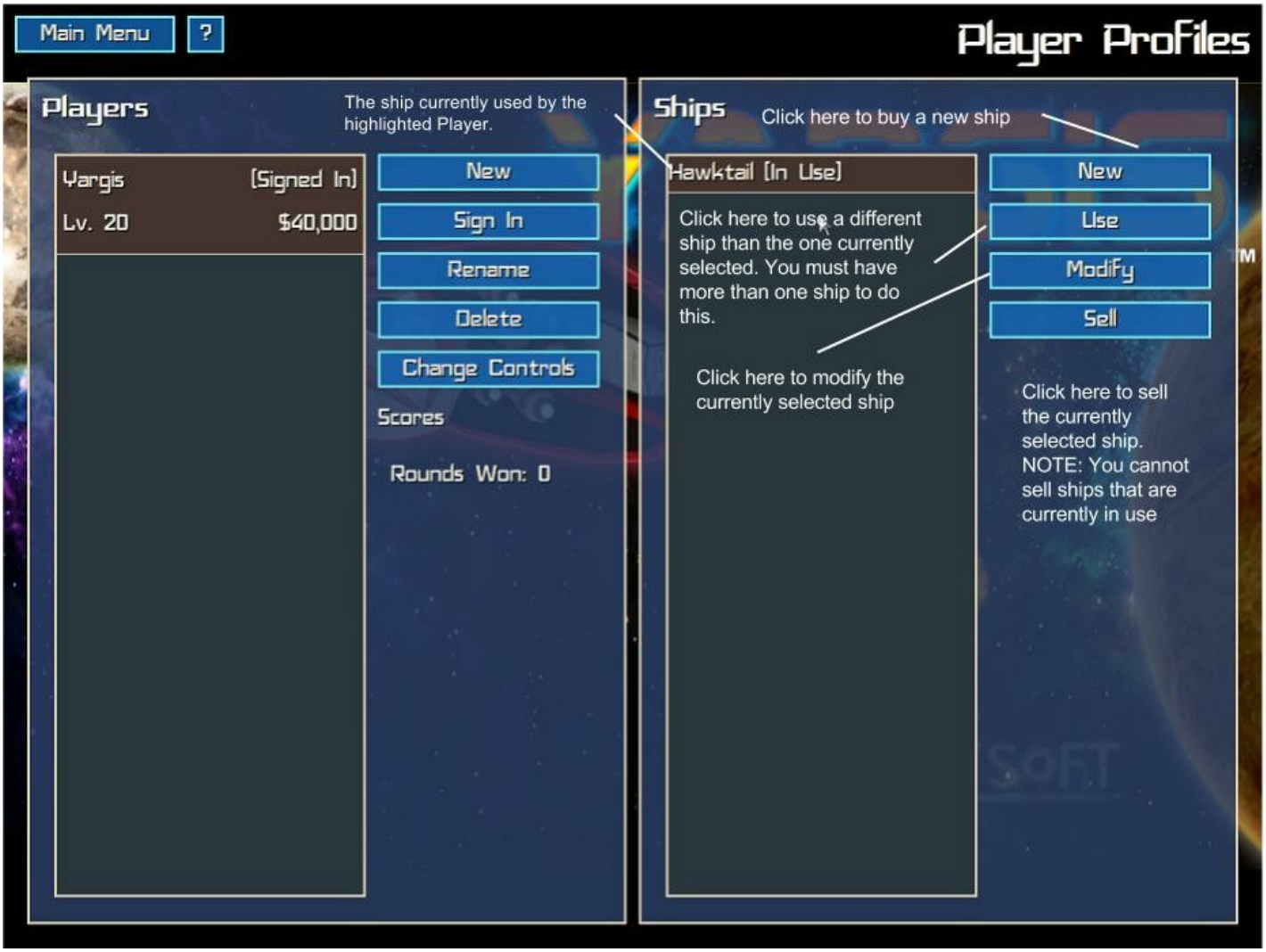

1.7 Hangar

Hangar

The Hangar is where you can customize the different features of your ship, from weapons to how it looks as well as purchasing new ships. To access the Hangar you can either select it from the Main Menu:

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From the Profiles screen:

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Or by selecting the Hangar button above the minimap while in the overworld:



You will then be taken to the following screen:

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To buy a Part or a Ship you must first have the required Level and money in order to purchase it. If these two conditions are not met then the item will be red as shown above. To buy a part click the category of the item you wish to purchase, then drag either to a slot of the same color category on your ship or to your inventory.To Sell a part do the opposite, drag a part from the Inventory to the Store. You cannot sell parts that are equipped however. NOTE: Yargis utilizes real world physics meaning that if the ship has more mass then it requires more energy to move which in turn means that more Power will be used to boost the ship. Keep this in mind when customizing your ship.

If no Part is selected then the lower right screen will be left blank. You can also purchase ships through the Profiles menu and that is also where you can equip your new ship. NOTE: You cannot sell ships that are currently in use.

1.8 Default Controls

Default Controls

Listed below are the default controls. Any of these can be changed from either the Settings menu, or from the Profile menu. NOTE: Changing controls only does so for the currently selected player. Also clicking both the left and right mouse buttons will use Weapon 4.

Left Keyboard	Primary	Alternate/Gamepad	Alternate/Gamepad
Fire Weapon 1	V	A	Not Set
Fire Weapon 2	B	B	Not Set
Fire Weapon 3	N	X	Not Set
Fire Weapon 4	M	Y	F
Activate Booster	Tab	Right Trigger	B

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Activate Brake	Left Shift	Left Trigger	Not Set
Accelerate Forward	W	D Pad Up	A
Accelerate Backward	S	D Pad Down	Not Set
Rotate Left		D Pad Left	Not Set
Rotate Right		D Pad Right	Not Set
Strafe Left	A	Left Shoulder	Not Set
Strafe Right	D	Right Shoulder	Not Set
Pause	Esc	Start	Pause
Show Scores	`	Not Set	Not Set
Chat	T	Enter	Not Set
Zoom In	Not Set	Not Set	+
Zoom Out	Not Set	Not Set	-

Left Keyboard (no mouse alternative)	Primary	Alternate/Gamepad	Alternate/Gamepad
Fire Weapon 1	Z	A	Not Set
Fire Weapon 2	X	B	Not Set
Fire Weapon 3	Right Shoulder	X	Not Set
Fire Weapon 4	V	Y	F
Activate Booster	Tab	Right Trigger	B
Activate Brake	Left Shift	Left Trigger	Not Set
Accelerate Forward	W	D Pad Up	A
Accelerate Backward	S	D Pad Down	Not Set
Rotate Left	A	D Pad Left	Not Set
Rotate Right	Q	D Pad Right	Not Set
Strafe Left	E	Left Shoulder	Not Set
Strafe Right	E	Right Shoulder	Not Set
Pause	Esc	Start	Pause
Show Scores	~/`	Not Set	Not Set
Chat	T	Enter	Not Set
Zoom In	Not Set	Not Set	+
Zoom Out	Not Set	Not Set	-

Number Pad (right keyboard)	Primary	Alternate/Gamepad	Alternate/Gamepad
Fire Weapon 1	I	A	Not Set
Fire Weapon 2	[	B	Not Set
Fire Weapon 3	]	X	Not Set
Fire Weapon 4	P	Y	F
Activate Booster	Number Pad 9	Right Trigger	B
Activate Brake	=/+	Left Trigger	Not Set
Accelerate Forward	Number Pad 8	D Pad Up	A

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Accelerate Backward	Number Pad 5	D Pad Down	Not Set
Rotate Left	Number Pad 4	D Pad Left	Not Set
Rotate Right	Number Pad 6	D Pad Right	Not Set
Strafe Left	Number Pad 7	Left Shoulder	Not Set
Strafe Right	Number Pad 9	Right Shoulder	Not Set
Pause	Not Set	Start	Pause
Show Scores	`/~	Not Set	Not Set
Chat	T	Enter	Not Set
Zoom In	Not Set	Not Set	+
Zoom Out	Not Set	Not Set	-

Right Keyboard	Primary	Alternate/Gamepad	Alternate/Gamepad
Fire Weapon 1	Insert	A	Not Set
Fire Weapon 2	Delete	B	Not Set
Fire Weapon 3	End	X	Not Set
Fire Weapon 4	Page Down	Y	F
Activate Booster	Right shift	Right Trigger	B
Activate Brake	Number Pad 1	Left Trigger	Not Set
Accelerate Forward	Up	D Pad Up	A
Accelerate Backward	Down	D Pad Down	Not Set
Rotate Left	Left	D Pad Left	Not Set
Rotate Right	Right	D Pad Right	Not Set
Strafe Left	Right Control	Left Shoulder	Not Set
Strafe Right	Number Pad 0	Right Shoulder	Not Set
Pause	Not Set	Start	Pause
Show Scores	Back	Not Set	Not Set
Chat	T	Enter	Not Set
Zoom In	Not Set	Not Set	+
Zoom Out	Not Set	Not Set	-

Right Keyboard (alternative)	Primary	Alternate/Gamepad	Alternate/Gamepad
Fire Weapon 1	P	A	Not Set
Fire Weapon 2	[	B	Not Set
Fire Weapon 3	]	X	Not Set
Fire Weapon 4	L	Y	F
Activate Booster	;	Right Trigger	B
Activate Brake	“/’	Left Trigger	Not Set
Accelerate Forward	I	D Pad Up	A
Accelerate Backward	K	D Pad Down	Not Set
Rotate Left	J	D Pad Left	Not Set
Rotate Right	L	D Pad Right	Not Set

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Strafe Left	U	Left Shoulder	Not Set
Strafe Right	O	Right Shoulder	Not Set
Pause	Not Set	Start	Pause
Show Scores	=/+	Not Set	Not Set
Chat	T	Enter	Not Set
Zoom In	Not Set	Not Set	+
Zoom Out	Not Set	Not Set	-

Default Game Pad	Primary	Alternate/Gamepad	Alternate/Gamepad
Fire Weapon 1	Not Set	A	Not Set
Fire Weapon 2	Not Set	B	Not Set
Fire Weapon 3	Not Set	X	Not Set
Fire Weapon 4	Not Set	Y	F
Activate Booster	Not Set	Right Trigger	B
Activate Brake	Not Set	Left Trigger	Not Set
Accelerate Forward	Not Set	D Pad Up	A
Accelerate Backward	Not Set	D Pad Down	Not Set
Rotate Left	Not Set	D Pad Left	Not Set
Rotate Right	Not Set	D Pad Right	Not Set
Strafe Left	Not Set	Left Shoulder	Not Set
Strafe Right	Not Set	Right Shoulder	Not Set
Pause	Not Set	Start	Pause
Show Scores	Not Set	Not Set	Not Set
Chat	Not Set	Enter	Not Set
Zoom In	Not Set	Not Set	+
Zoom Out	Not Set	Not Set	-

Original Gamepad	Primary	Alternate/Gamepad	Alternate/Gamepad
Fire Weapon 1	Not Set	Right Trigger	Not Set
Fire Weapon 2	Not Set	Left Trigger	Not Set
Fire Weapon 3	Not Set	Right Shoulder	Not Set
Fire Weapon 4	Not Set	Left Shoulder	F
Activate Booster	Not Set	Right Stick	B
Activate Brake	Not Set	Left Stick	Not Set
Accelerate Forward	Not Set	Right Thumbstick Up	A
Accelerate Backward	Not Set	Right Thumbstick Down	Not Set
Rotate Left	Not Set	Left Thumbstick Left	Not Set
Rotate Right	Not Set	Left Thumbstick Left	Not Set
Strafe Left	Not Set	Right Thumbstick left	Not Set

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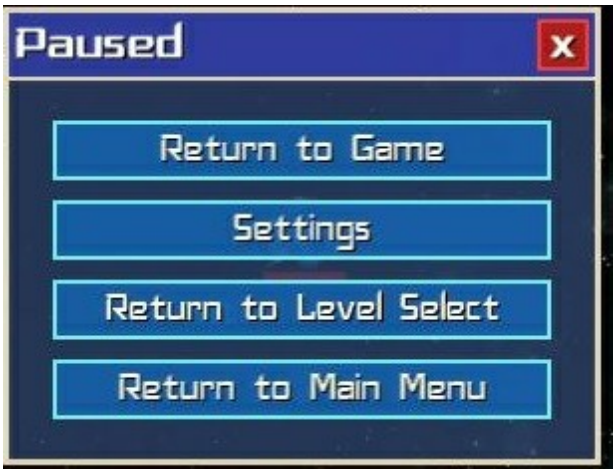
Strafe Right	Not Set	Right Thumbstick Right	Not Set
Pause	Not Set	Start	Pause
Show Scores	Not Set	X	Not Set
Chat	Not Set	Y	Not Set
Zoom In	Not Set	Not Set	+
Zoom Out	Not Set	Not Set	-

For controls for the editor see Layout and Basics.

Pausing the game will bring up the following dialog box:



NOTE: Level select is the overworld.

The Chat box will only appear during Multiplayer games in the lower left part of the screen. To Chat press the assigned key and type what you would like to say (Voice chat currently not supported)

Finally Scores shows who is currently in the lead in the game that is being played. To view it press and hold the assigned key. To change its opacity visit Settings.

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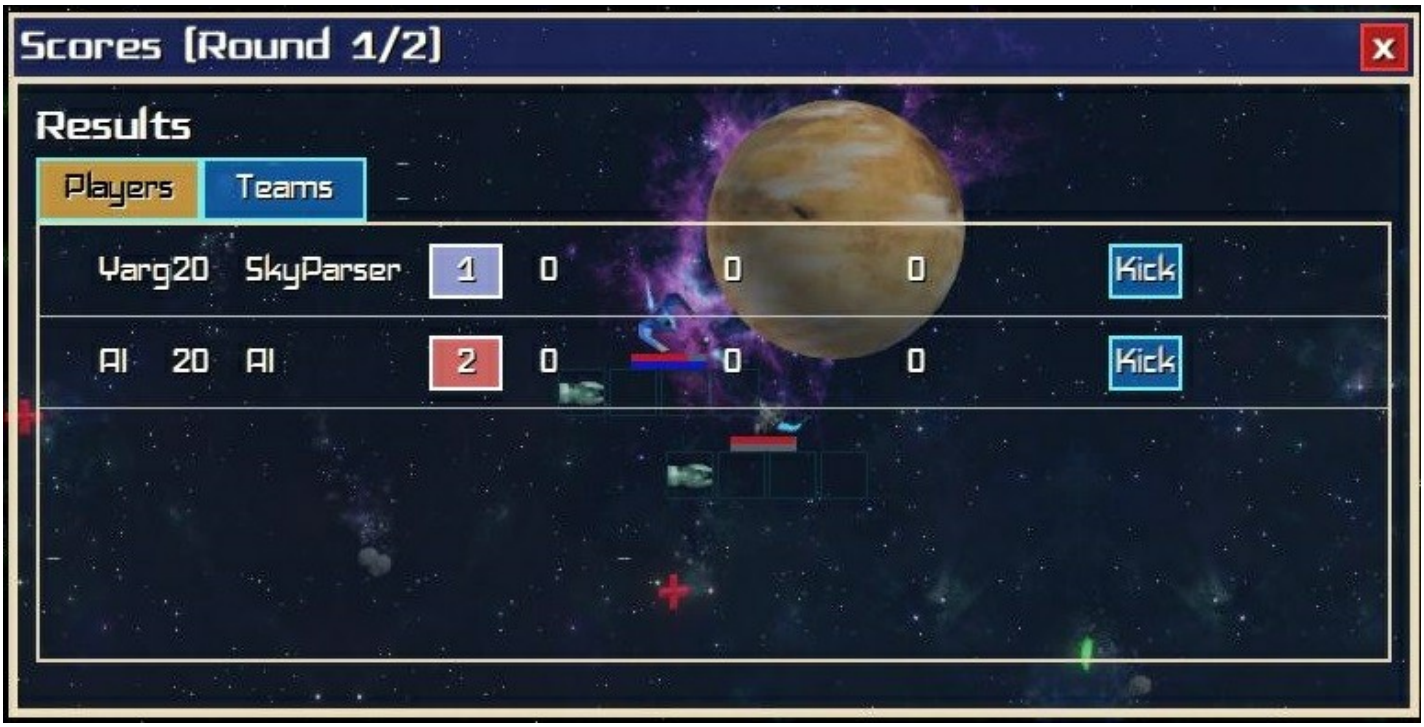
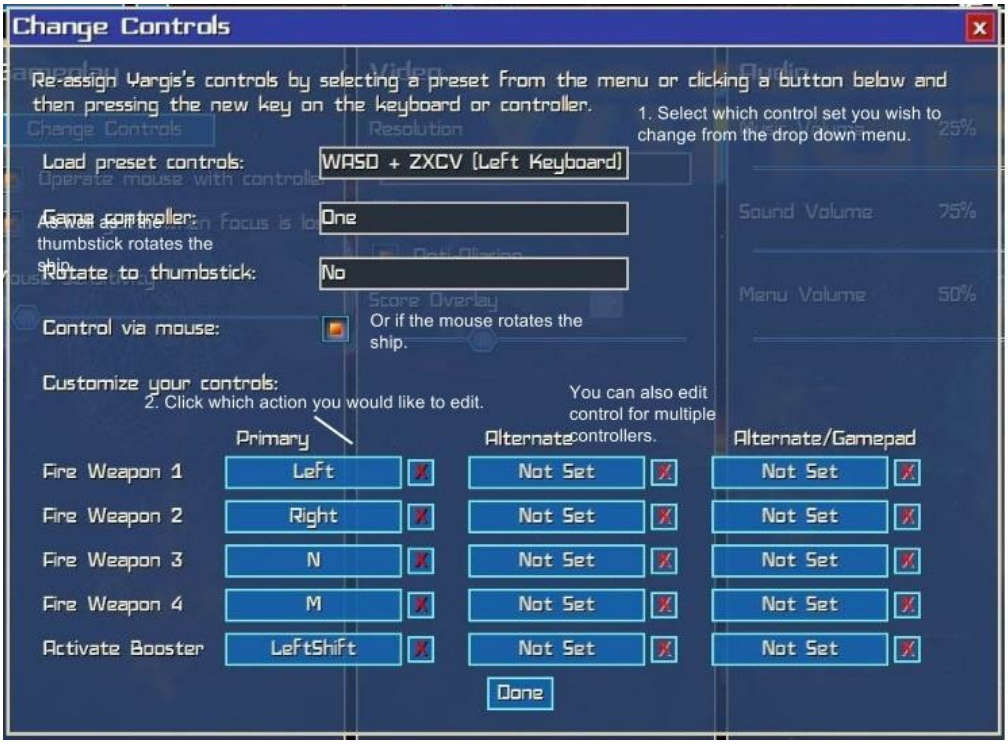


To change your controls:



1.9 HUD (Heads-up Display)

HUD (Heads-up Display)

The Heads-up Display (HUD) is an in game screen that appears as you play Yargis, letting you know what the status of your ship is as well as where you are in the current level.

The condition of your ship can viewed via the HUD on your ship shown below:

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Hit-Points: How much damage the Player can withstand. Hit-Points do not regenerate automatically and can only be replenished via health packs in game.

Boost: Extra thrust that moves the Ship faster.

Power: How much energy the Player has to spend on Boost and Weapons, is dependent upon the Engine and Utilities the Player has equipped via the Hangar. Regenerates automatically though duration of regeneration depends on the current activities of the Player. If the Player is attacking another ship or utilizing the Boost the Power meter will fill slower than if the Player were

Weapons: Attacks that the Player can perform, dependent upon which weapons are equipped as well as which Power Up is being used. The first three weapons can be changed via the Hangar. Power Ups are changed when the player picks up a different one. Also if the Player has only one weapon equipped, the power-ups will occupy the next space. NOTE: Both weapons and boost rely upon how much Power the ship has. If the ship has no Power the ship will be unable to move or fire weapons.



Shield: An energy force field that protects the ship, once this is depleted the Player will take damage to their Hit-Points. When your first start the game you do not have one equipped so it is advisable to purchase one soon as possible. Once the Player is no longer sustaining damage, the Shield will repair itself. How strong the Shield is is determined by which one is equipped in the Hangar.

The minimap, showing where you are in relation to the rest of the level is show in the lower right corner of the screen highlighted below:

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While in the overworld there will also be a button enabling you to return to the Hangar. Also enemy ships will appear as red arrows, planets and asteroids as white circles, and power ups as stars:







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1.10 Settings

Settings

Settings is where you can change the way Yargis looks on your screen and how the sounds and music are mixed. If you are looking to edit your current ship or Profile please see the section entitled Profiles.

To access settings you need to select it from the Main Menu:



From there you will be taken to the following screen:

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For more help with editing the control setup, please refer to the Default Controls section of this Manual.

1.11 Feedback

Feedback

If the game crashes, the following window will appear:

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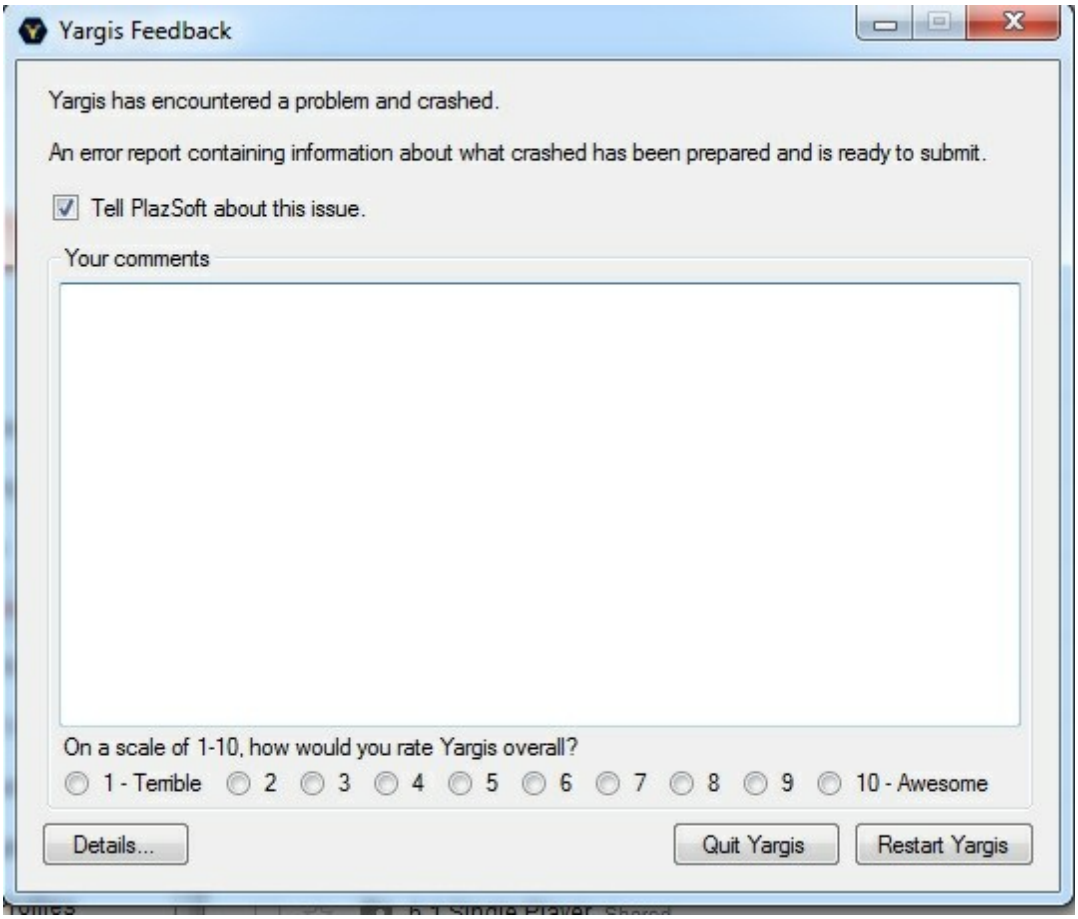
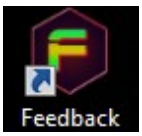


Please fill out what you were doing before this window popped up as it help us to fix the bugs. Then rate the game before deciding to try playing Yargis again or quitting for a while.

If you are computer savvy, you can click the "Details" button to see more info about the crash.

Alternatively can send us feedback via the shortcut that is installed with the game on the desktop:



Or you can access it game from the Main Menu:

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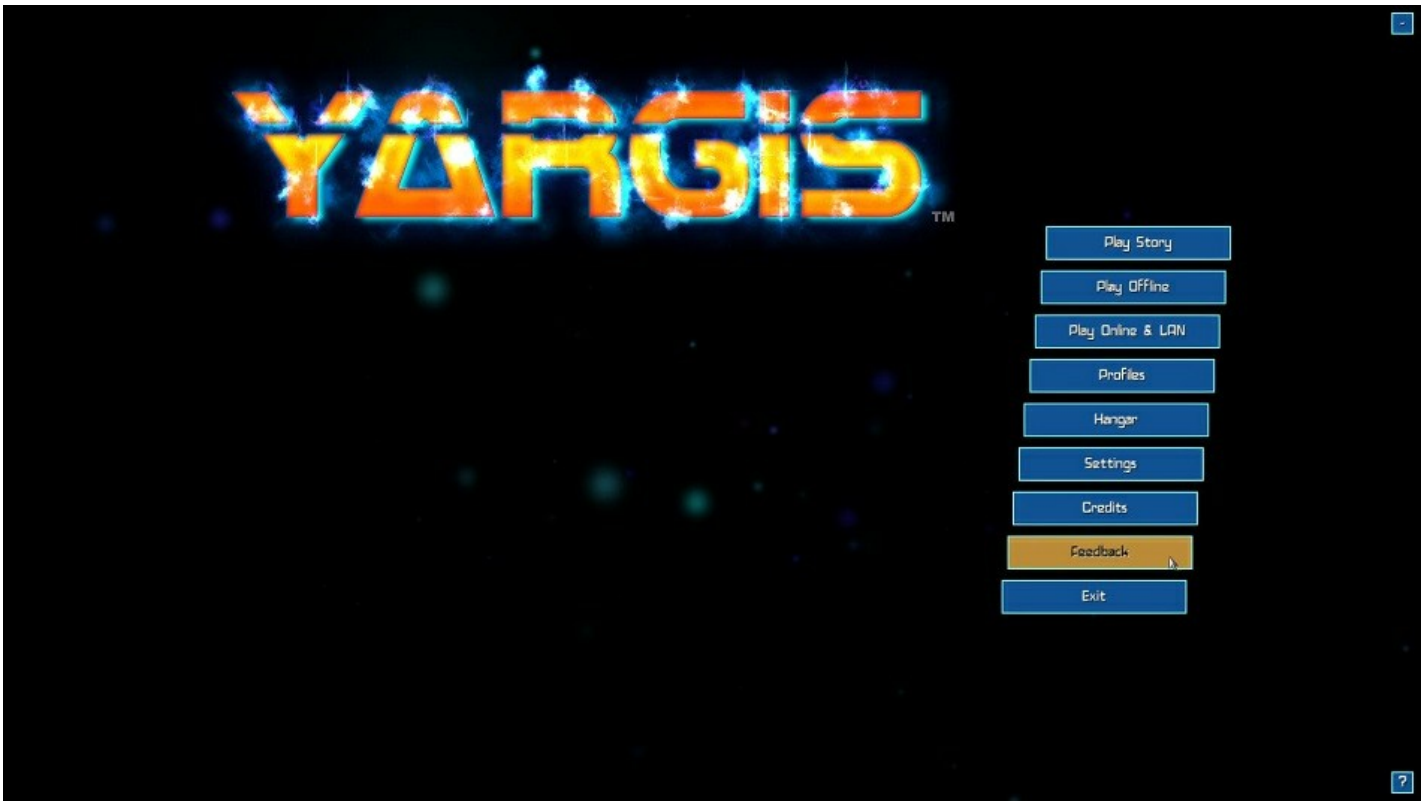
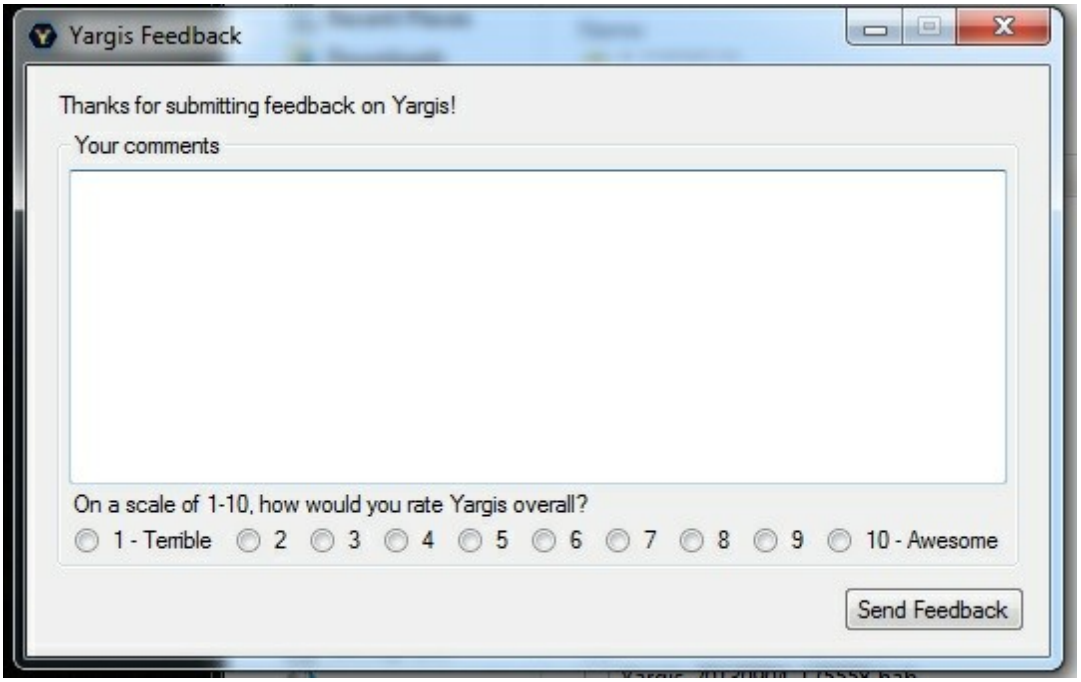


The feedback window will then appear a little differently:



If are experiencing other problems with the game please see the FAQ / Troubleshooting section of this manual.

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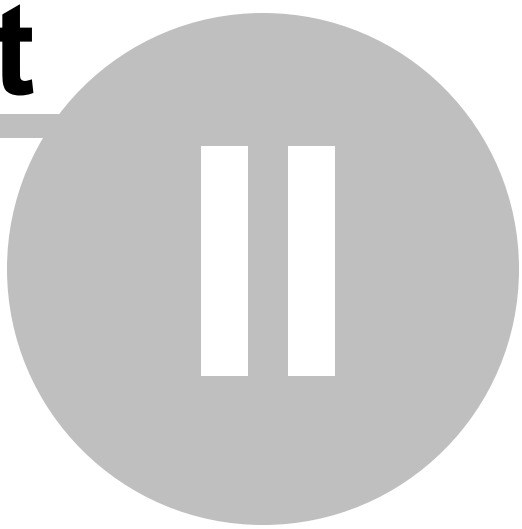
Part

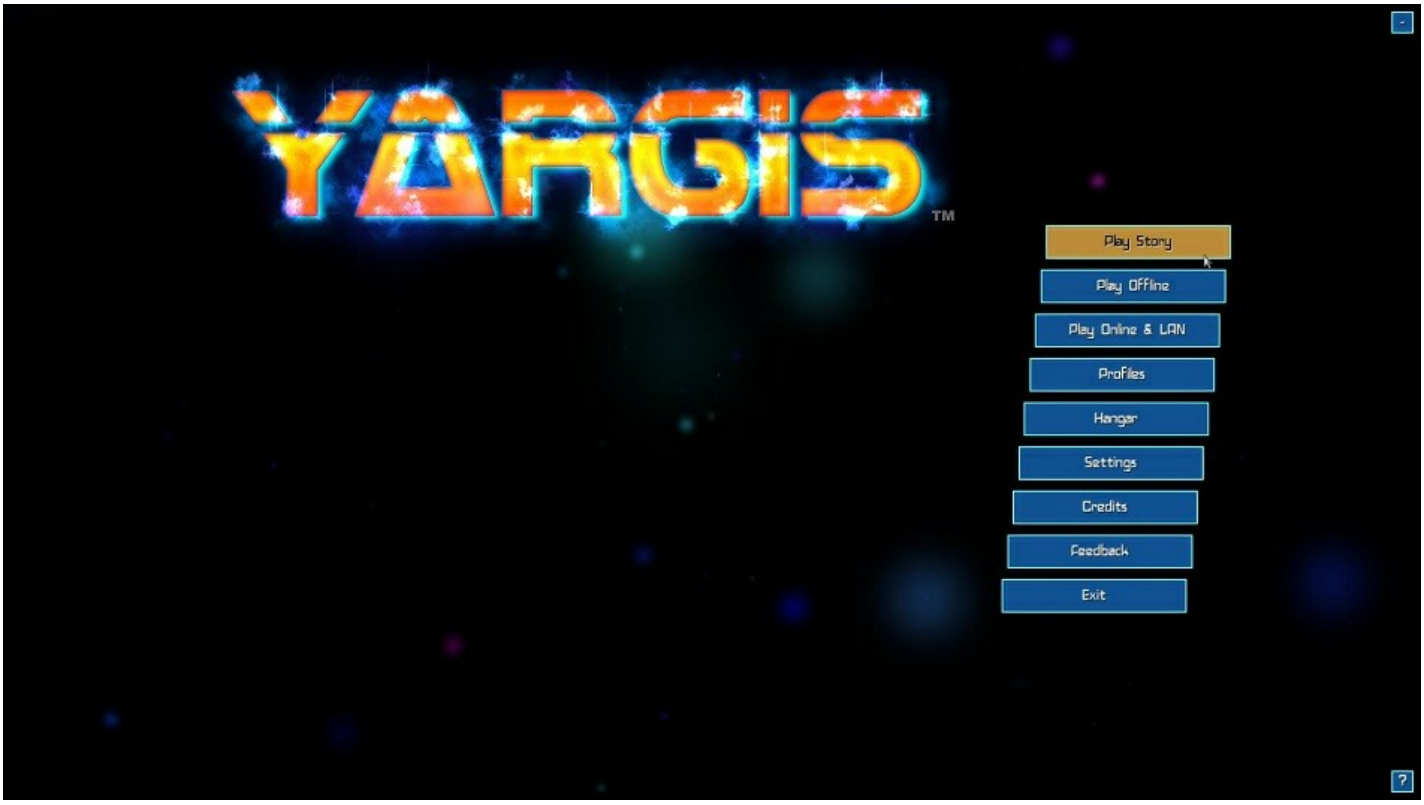


2 Single Player

2.1 Story

Single Player

Single player mode is where you play the story of Yargis. You will be able to access different missions and upon completing them you will be granted unlockables such as parts and ships. To start a new single player game click Play Story from the Main Menu screen as shown below:



You will then be taken to the overworld where you can select which mission you want to play. An example one is highlighted below:

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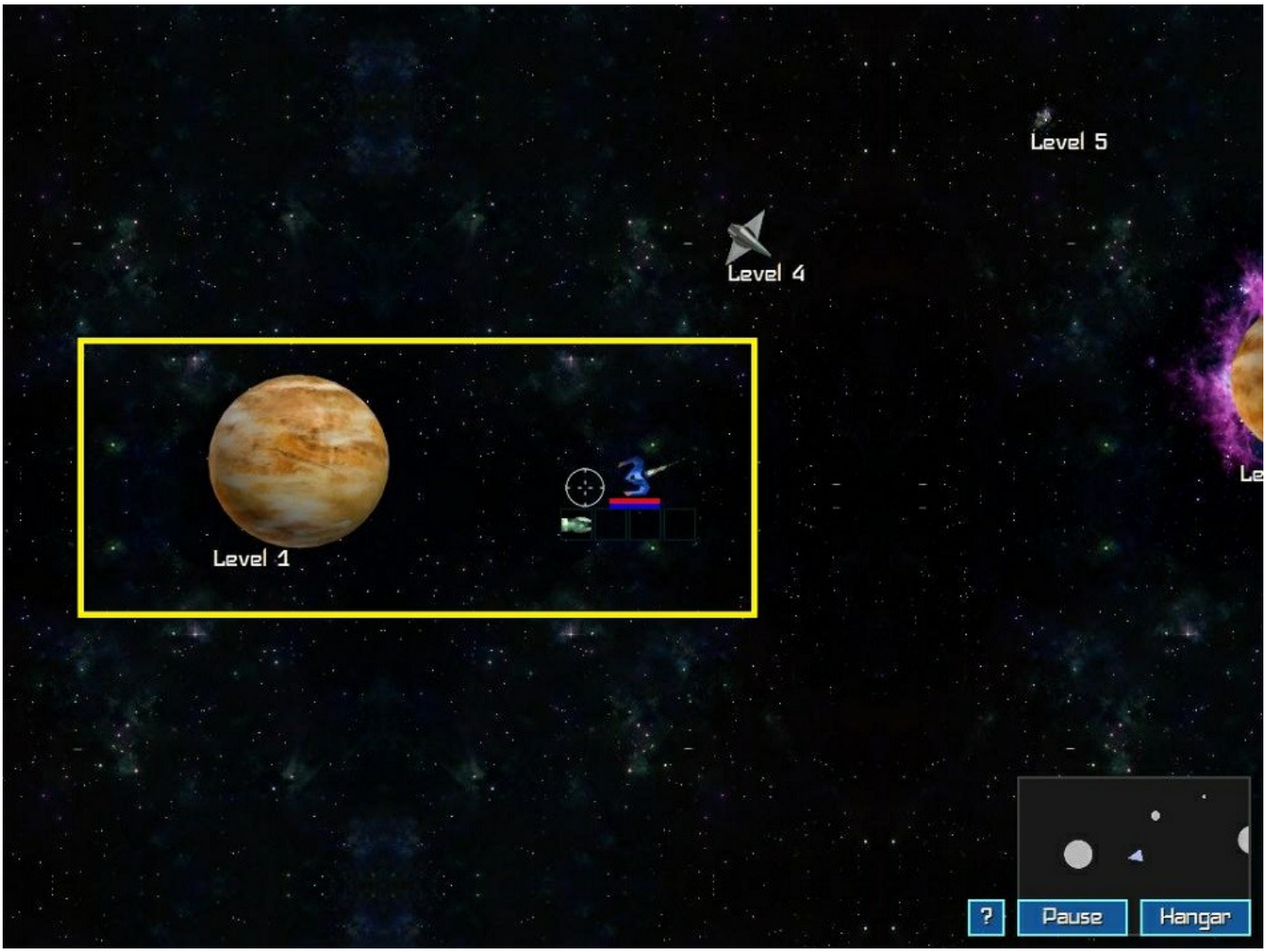

Once you start the level a briefing will appear detailing your objectives as well as useful tips:

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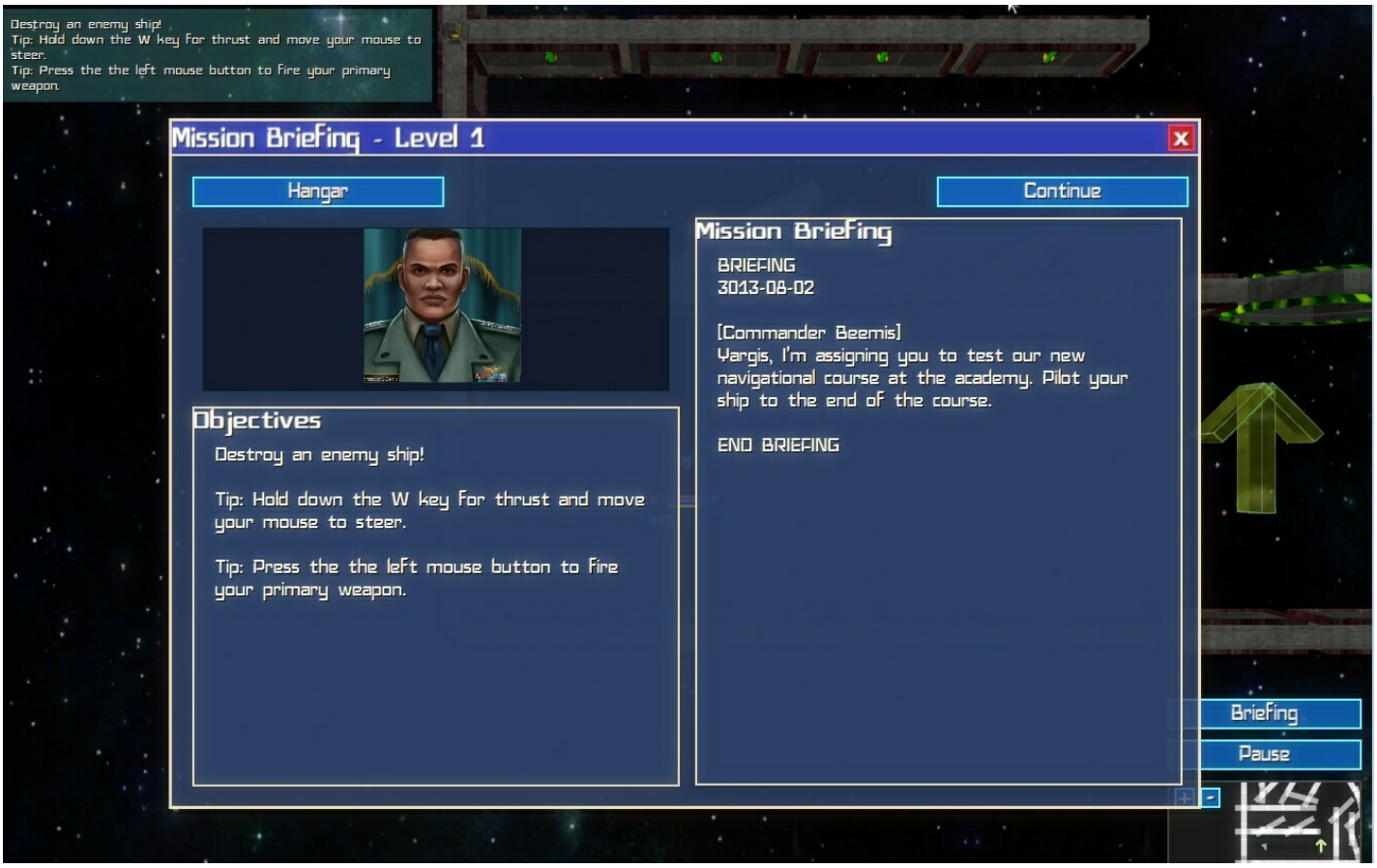
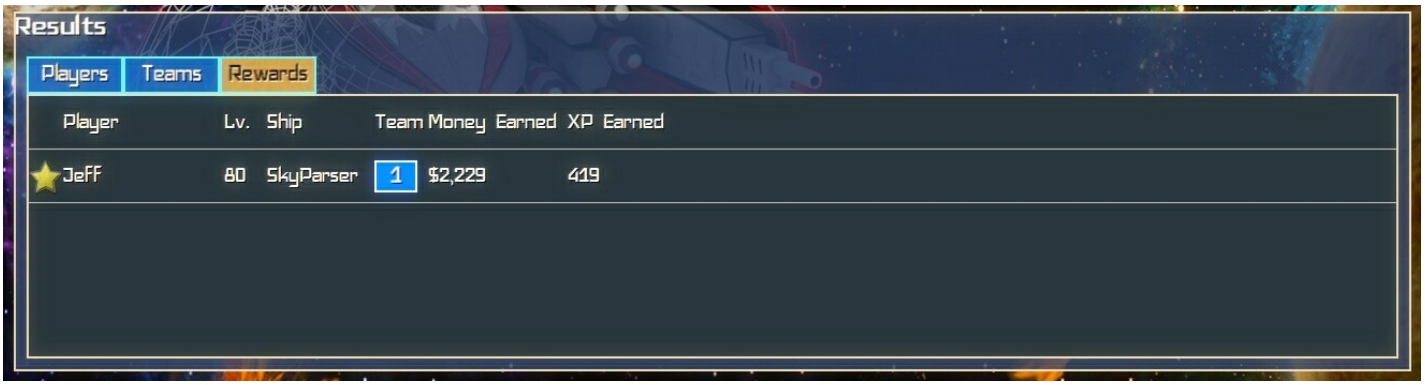


To review the mission objectives, click the Briefing button above the minimap. To upgrade your ship, please visit the Hangar section of this manual.

If you want to complete this missions with friends please refer to the Local Game section for a splitscreen game; for playing with friends via LAN or Internet see Network.

After you complete each level a results screen will appear show stats of the level you just played:



2.2 Almanac

Almanac (still in development)

The Almanac is a database of all the Data Nodes and parts for ships that the player has encountered through their playthroughs of the game. It can be accessed from the Hangar menu

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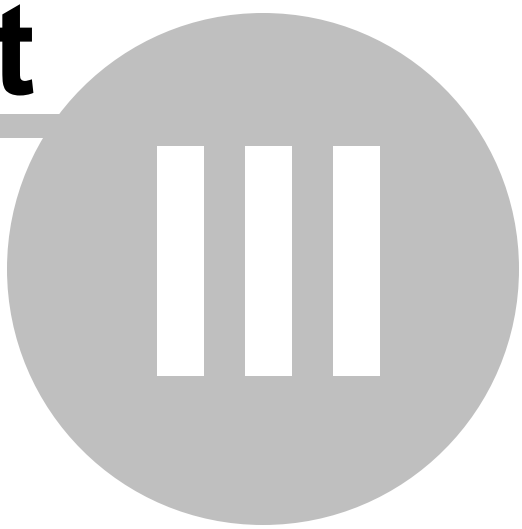
Part



3 Multiplayer

3.1 Offline

Local Game

To play multiplayer with your friends on one computer or against the computer select Play Offline from the Main Menu:



The following screen will then appear:

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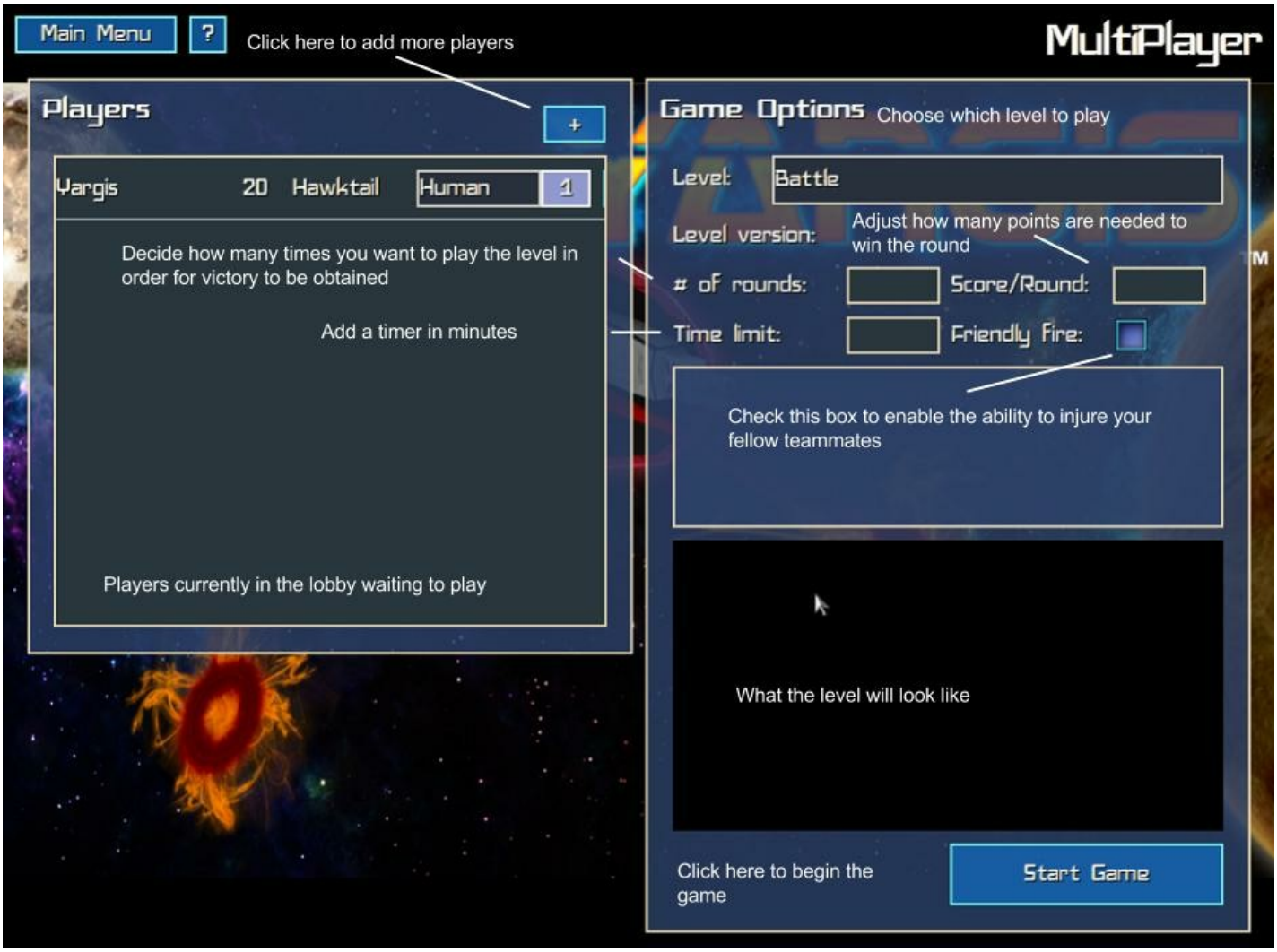
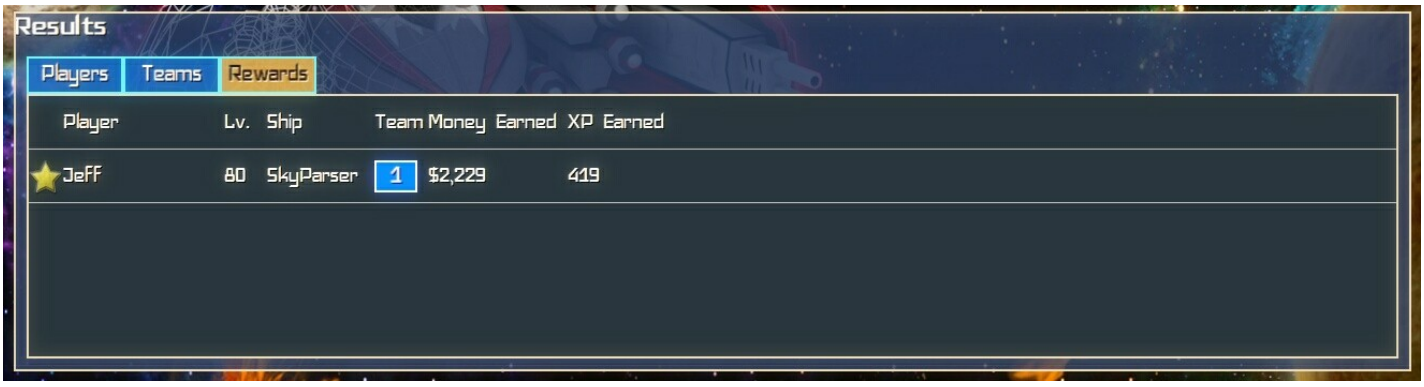


After the game ends the following screen will appear showing the game's stats:



3.2 Online & LAN

Network Multiplayer

To play with friends over the Internet or a local network, select Online and LAN from the Main Menu.

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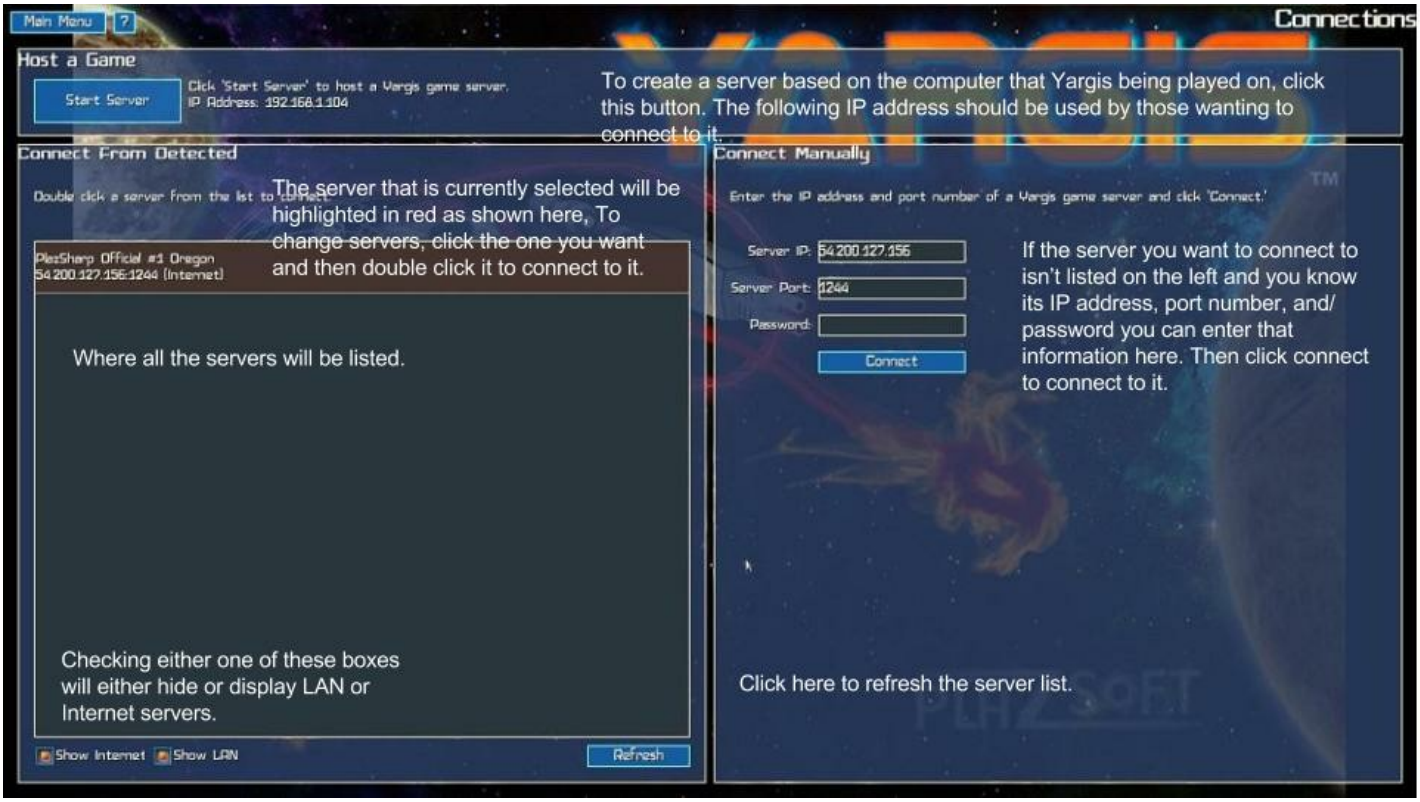
You will then be taken to the following screen where you can select which server and/ or network you wish to connect to:



Once you connect the setup will be same as if you were playing an offline game. NOTE: Only the Player hosting the game can start it and kick players.

After the game is completed the following screen will appear showing the game's stats:

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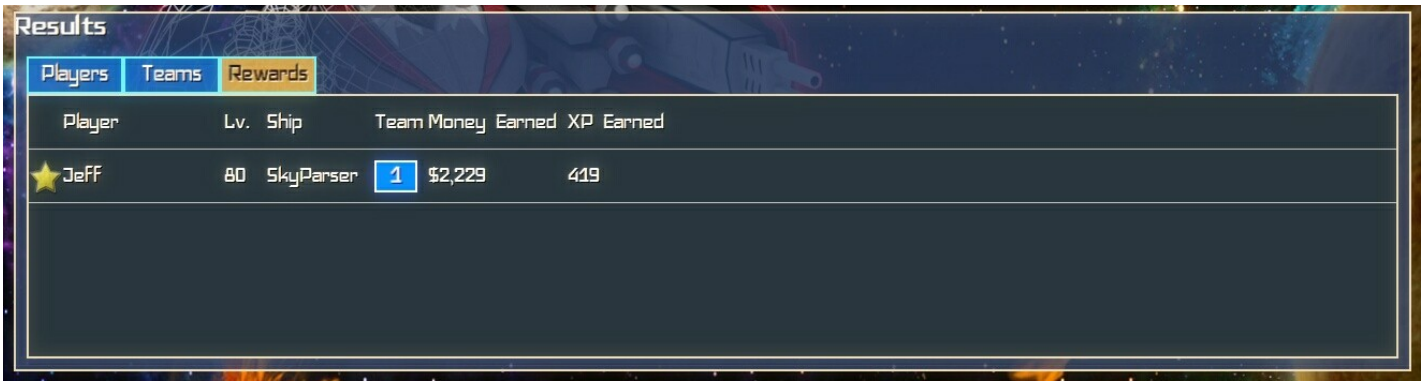

3.3 In Game Items

In Game Items (page still in development)

Power-ups

Power-ups are in game items that temporarily give you a boost or replenish your Hit-Points, Energy, or Shield. To use a power-up you must first fly over it to pick it up and then press the appropriate action key. Depending on how many weapons you have equipped and where they are equipped will determine which Weapon slot the power-up occupies.

Data Nodes



Data Nodes are in game items that have little pieces of info about the world of Yargis. There are scattered throughout the single player levels. To pick one up simply fly over it. The info inside will be displayed immediately and will be available for viewing in the Almanac.

Galaxy Canon



Flying over this power-up will give you a special attack that can only be used once. It is capable of taking out multiple ships and inflicting massive damage to those that are not immediately destroyed.

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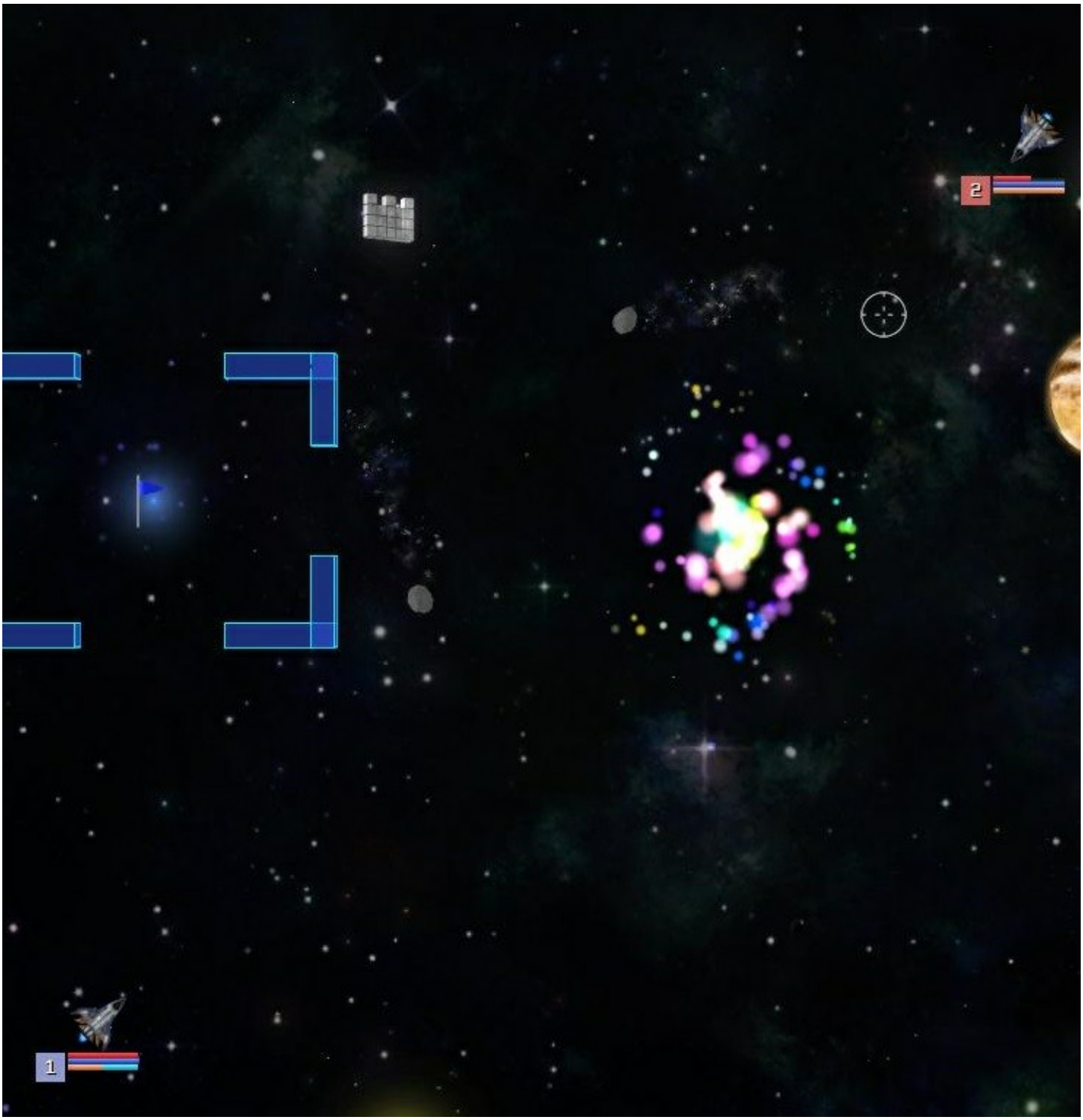

Health



This power-up restores a portion of your Hit-Points.

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Breakable Wall



This power-ups allows you to drop a wall right behind you that is breakable but is very useful for slowing down your pursuers.



Extra Shield



Utilizing this power-up will give you an extra shield but once it is depleted it will not regenerate like shield you purchased from the Hangar.



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Targeted Attack



This power-up launches an attack directly toward your selected target.

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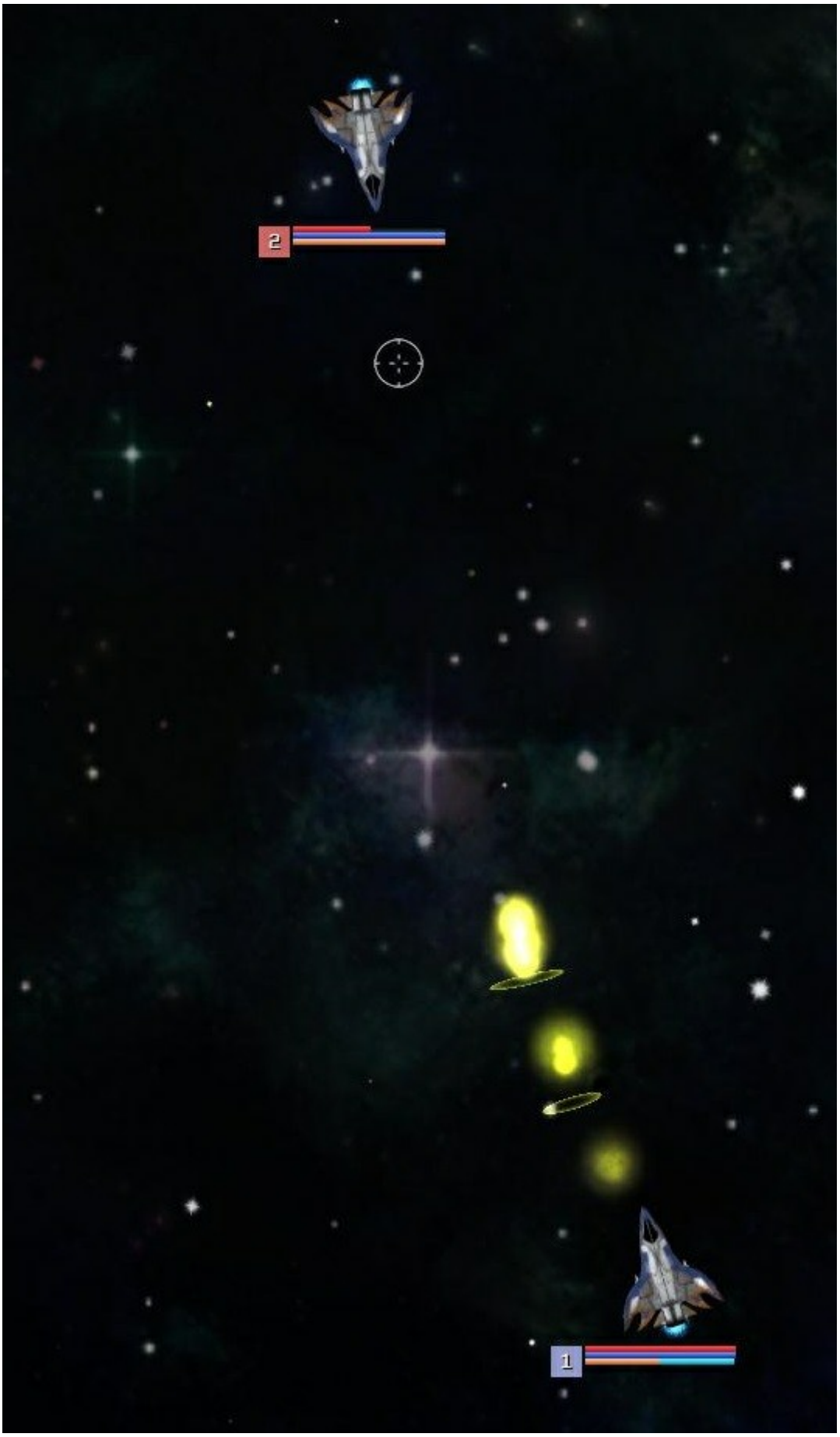
2
1



Using this power-up will place a mine when used which can be used to lure enemies into a trap.

Energy



Running over this will refill your energy.

Random Power-up



Flying over this power-up will give a random power-up.

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Part



4 Level Editor

4.1 Accessing the Level Editor

Accessing the Level Editor

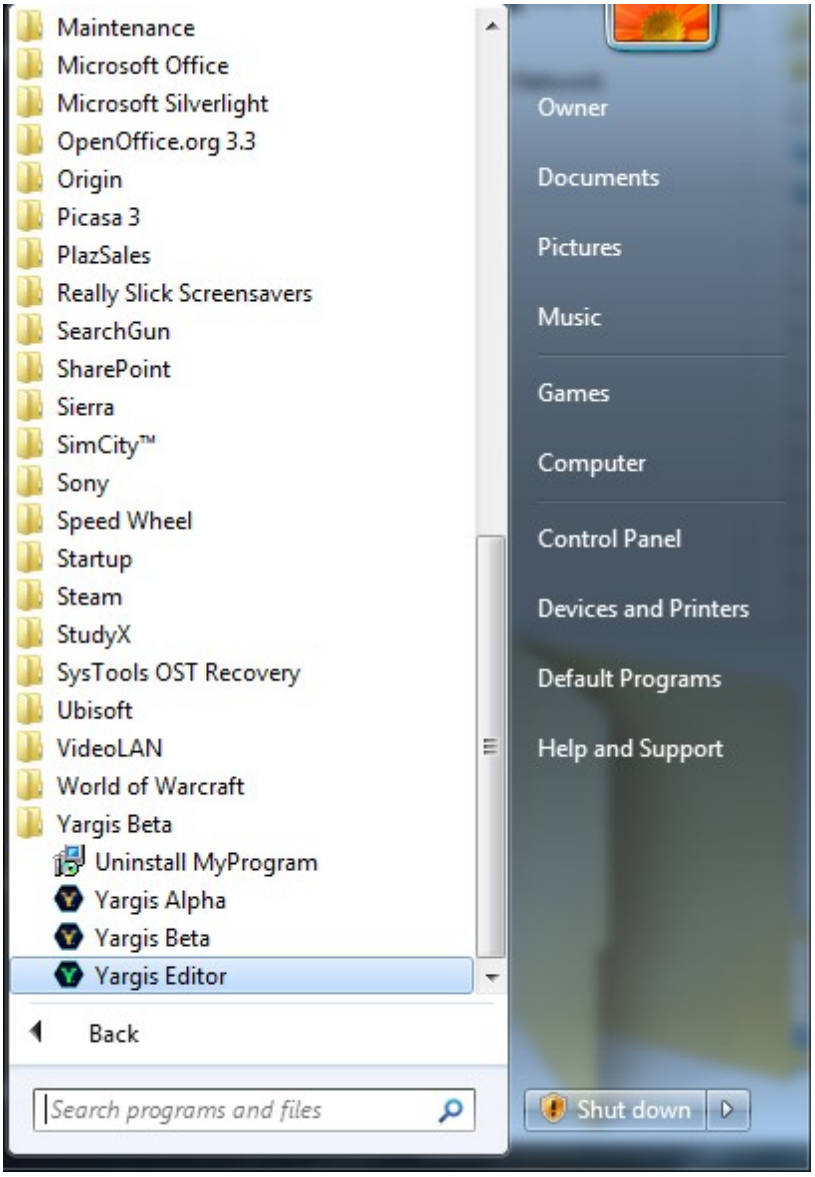
Note: custom level files are located in the UserData folder.

Regular installs: C:\Program Files (x86)\Yargis\UserData

Steam installs: C:\Program Files (x86)\Steam\SteamApps\common\Yargis - Space Melee\UserData

In Steam you can access the level editor by right clicking on Yargis and clicking Level Editor.

The Level Editor is installed automatically when you install Yargis. It can be accessed either from the Start Menu or from the shortcut on the Desktop:





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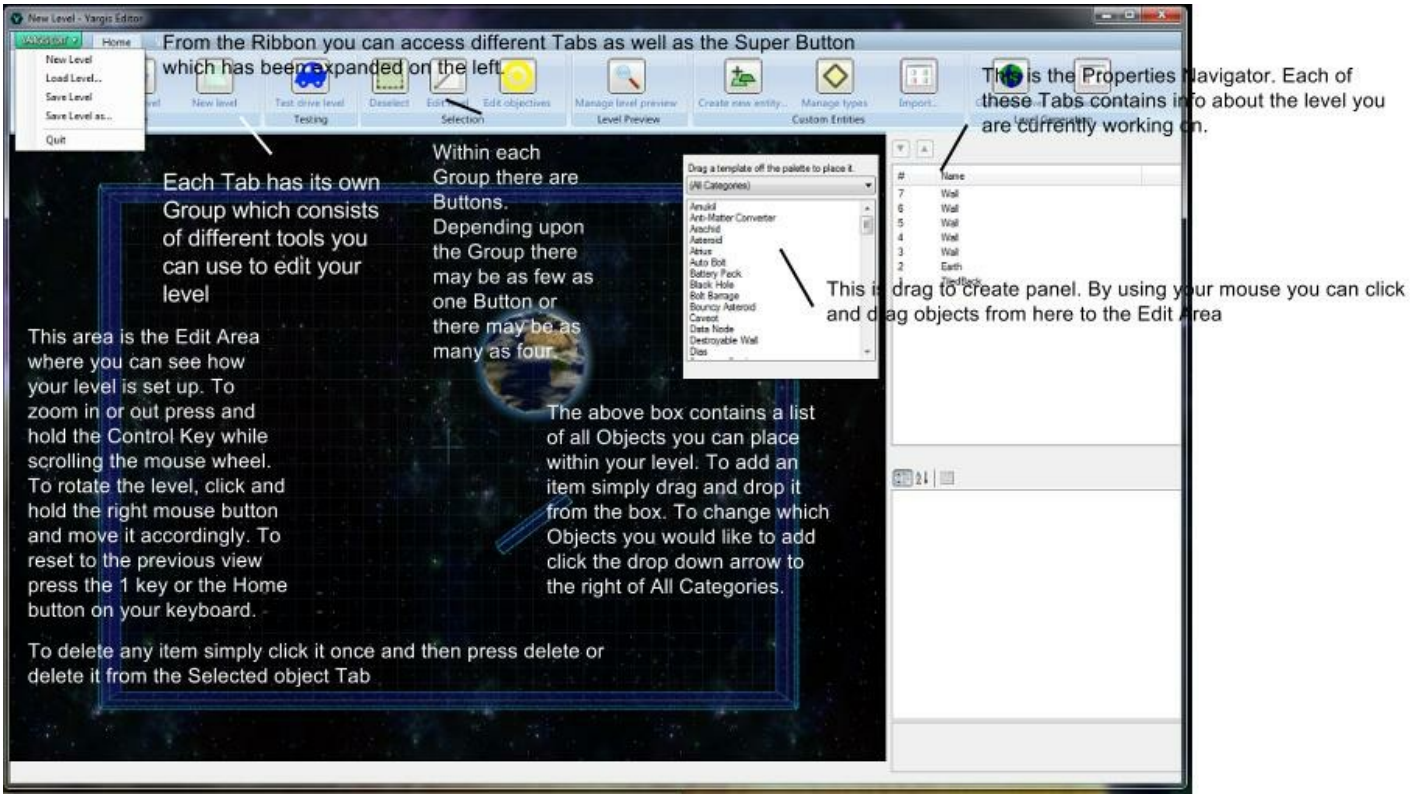
4.2 Layout and Basics

Layout and Basics

When you start a new level you do not start with a blank canvas. Instead, you start off with a few Objects and Objectives that you can build off of. Below is what you will find when you start a new Level as well as some basic info about the Editor itself:



To load an existing level: click the Load button on the home tab (in the top left of the editor window).

To create your own level, click New and then add the objects you would like, then you can save.

Once you save your level, you can play it by going to Local games or Network games.

Tip: click the Help tab for additional help.

Controls

Keyboard:
Space - Hold this and move mouse to move around in the level
Home - reset the camera
1 - reset camera rotation
2 - focus the camera on the selected object
3 - focus the camera on the zoom start location. e.g. the camera goes to where it will start when a game is started.
Delete - delete selected object
W/A/S/D - Moves the camera
Ctrl+U - Duplicate selected object
Ctrl + Left Mouse Button - Allows you to select more than one object
Ctrl + C - Copies the selected object
Ctrl + V - Pastes whatever was last copied to the Edit Area
E/Q - Rotate the camera
R/F - Zoom the camera

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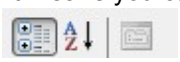
Ctrl+R - Reset selected object's rotation
I/J/K/L - Move the selected object
O - Select another point on the object (for dragging different parts of walls)
F12 - Open the Lua console

Mouse:
Left click on an object to select it
Drag with left button to move an object
Middle click and drag to move around the level
Right click while an object is selected to rotate the object
Right click while no object is selected to rotate the camera
Double clicking will open the Component Editor

Whenever you see the following symbols it means you can either have the list Categorized, Alphabetized, or go to the Property Page (currently not supported). 

To save what you have made thus far press Control and the S key, to open an existing file press Control and the O key.

For more info on Tabs or the Properties Navigator, please visit those sections of the Manual.

4.3 Tabs

Tabs

Tabs are where you will find the tools you need to make your own levels. Below are images of the different Tabs as well as short description of each of their functions. NOTE: To delete anything you must first select it and then click the Delete Button from the Selected object Tab.

Home Tab

The Home Tab is where the bulk of the editing features are.



Most of these are just like the tools you would find in any editing software. Import allows you to insert files from your computer and Upgrade Level will allow you to update some of the objects to their latest version. One example is that by clicking the Edit objectives button will bring up the following dialog box:

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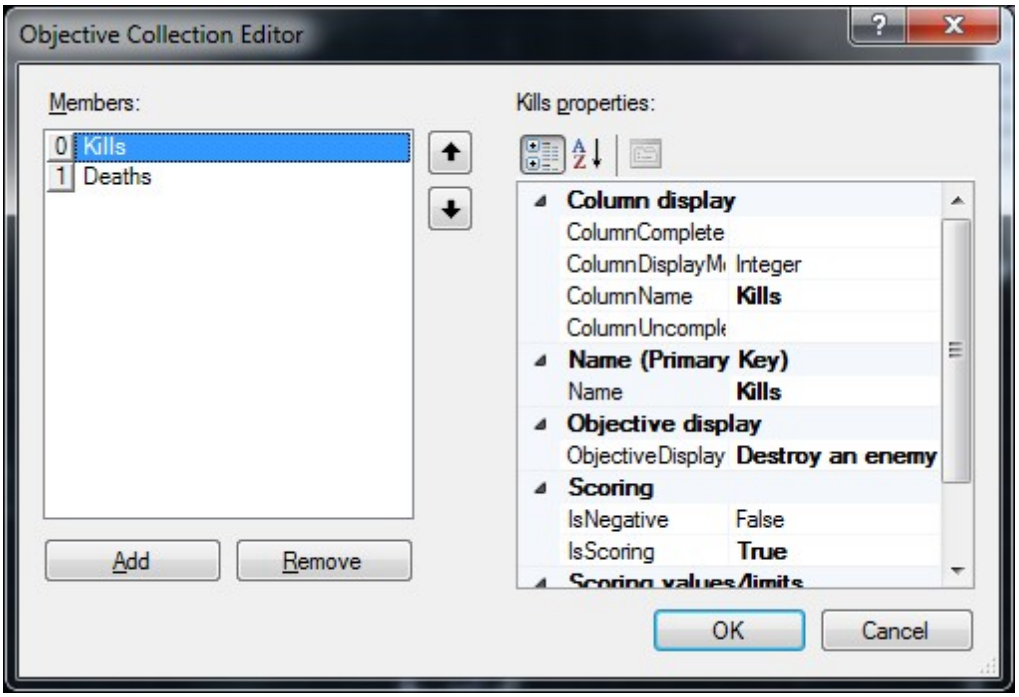
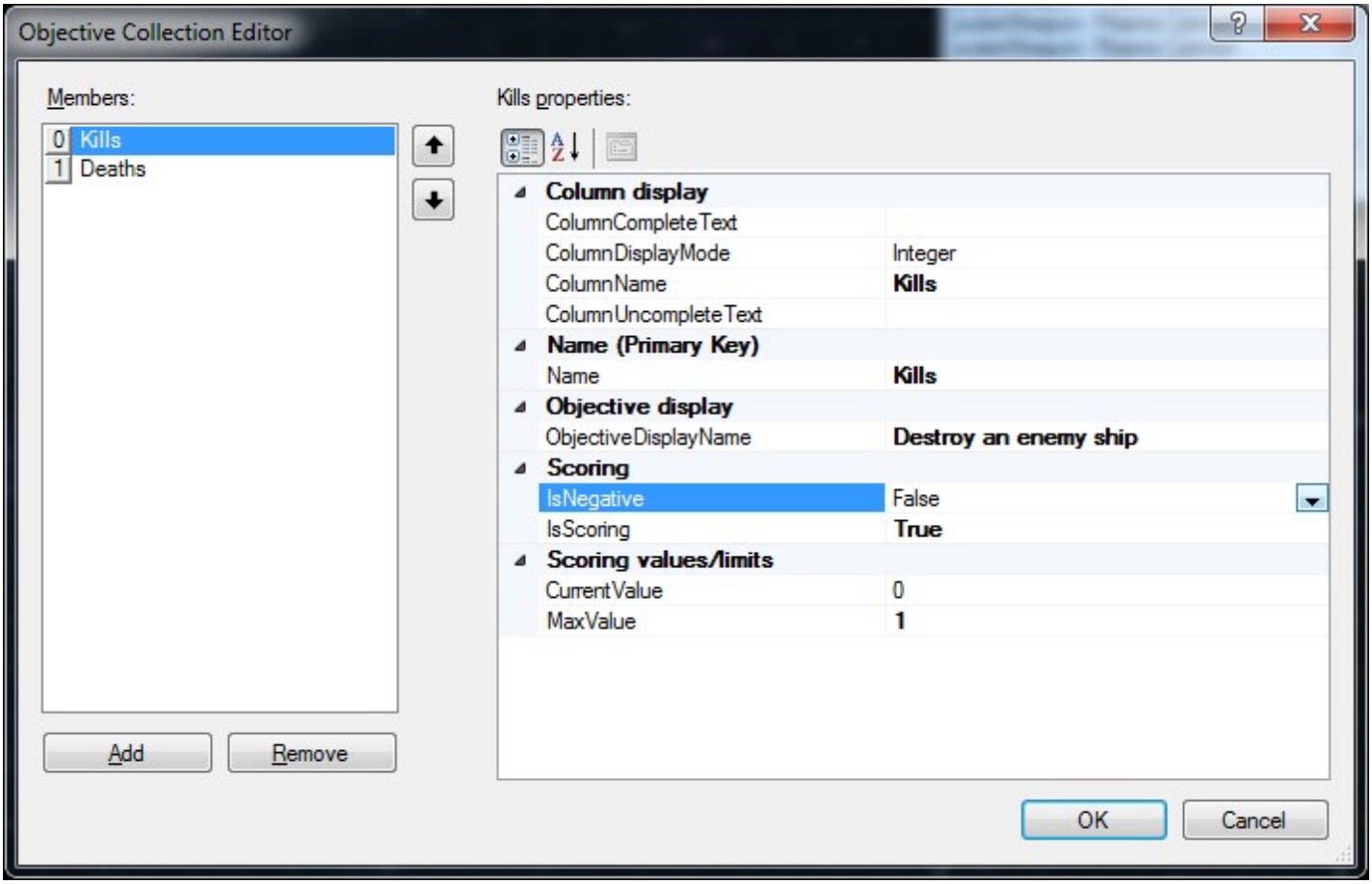


Objectives are the goal of the level. For instance in this Level the Objective is to kill an enemy. You can edit these by clicking the Add or Remove button or by clicking the drop down box to the right of what you want to edit or by clicking it and typing in the desired value:



Clicking create custom entry will bring up the following dialog box:

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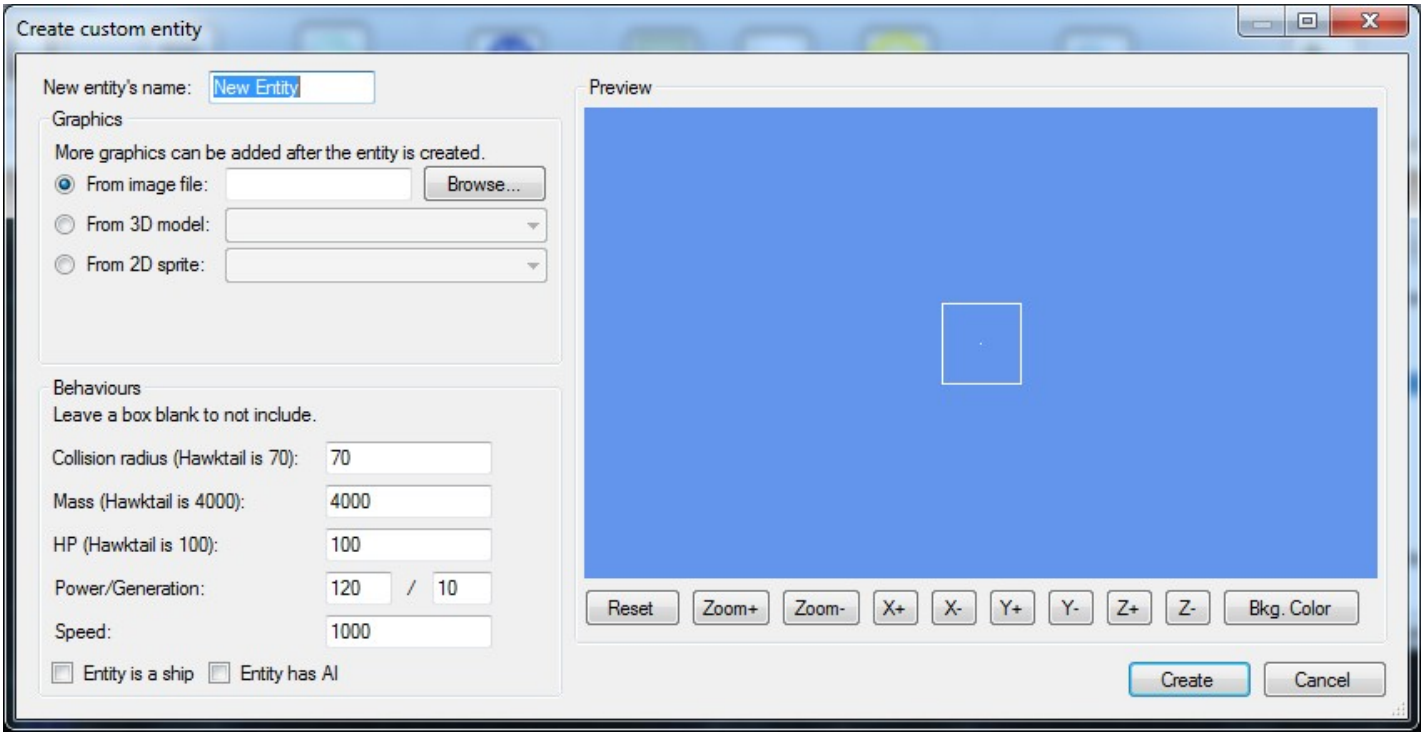


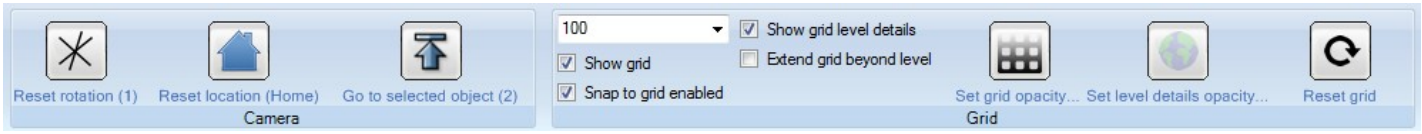
From here you can create your own objects for use in the level by using your own images and adding customized values to the object.

Clicking manage types will bring up a different box where you can organize and alter your custom made objects.

These two buttons are

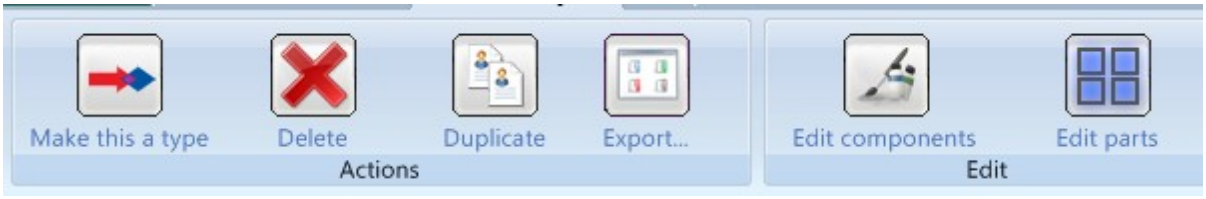
View Tab

The View Screen is where you can change which aspects of your level you wish to see as well as how you would like to see them:



Selected Object Tab

Once you have clicked an item in the Level Editor the Selected object Tab will automatically open up otherwise it is not selectable:



Click the "Make this a type" will make the currently selected object a new type in the drag to create panel. This enables you to make custom versions of existing types and be able to put multiple versions in the game without have to edit the object very time.

When you have selected an object, you can adjust its parts by selecting the ellipse next to Collection in the box below the

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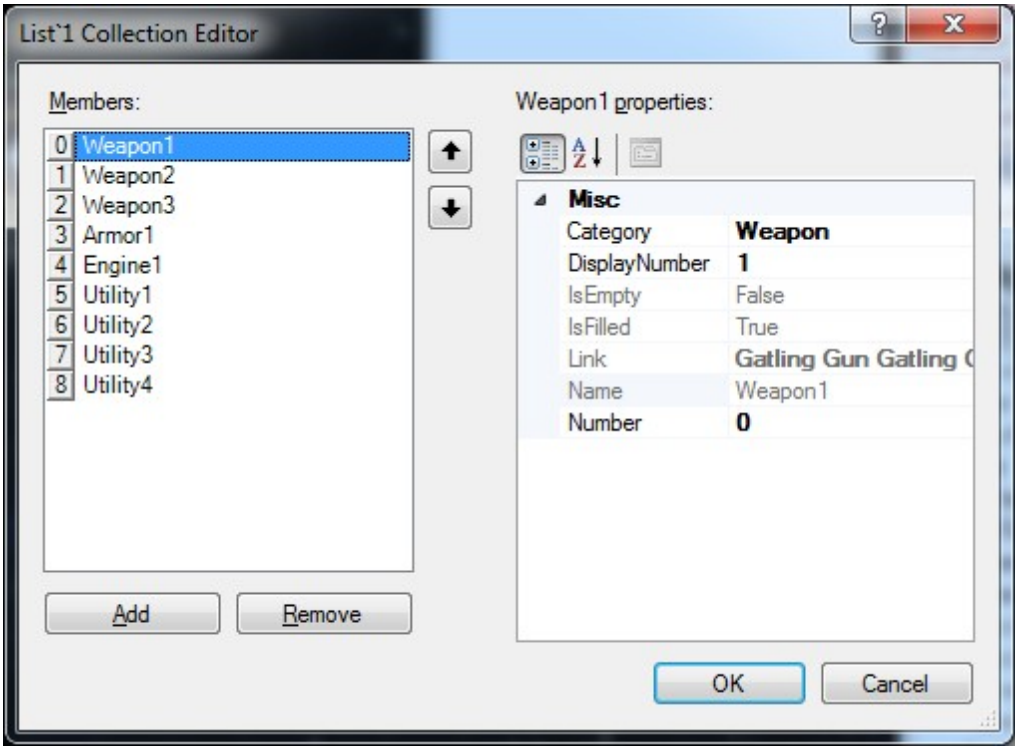
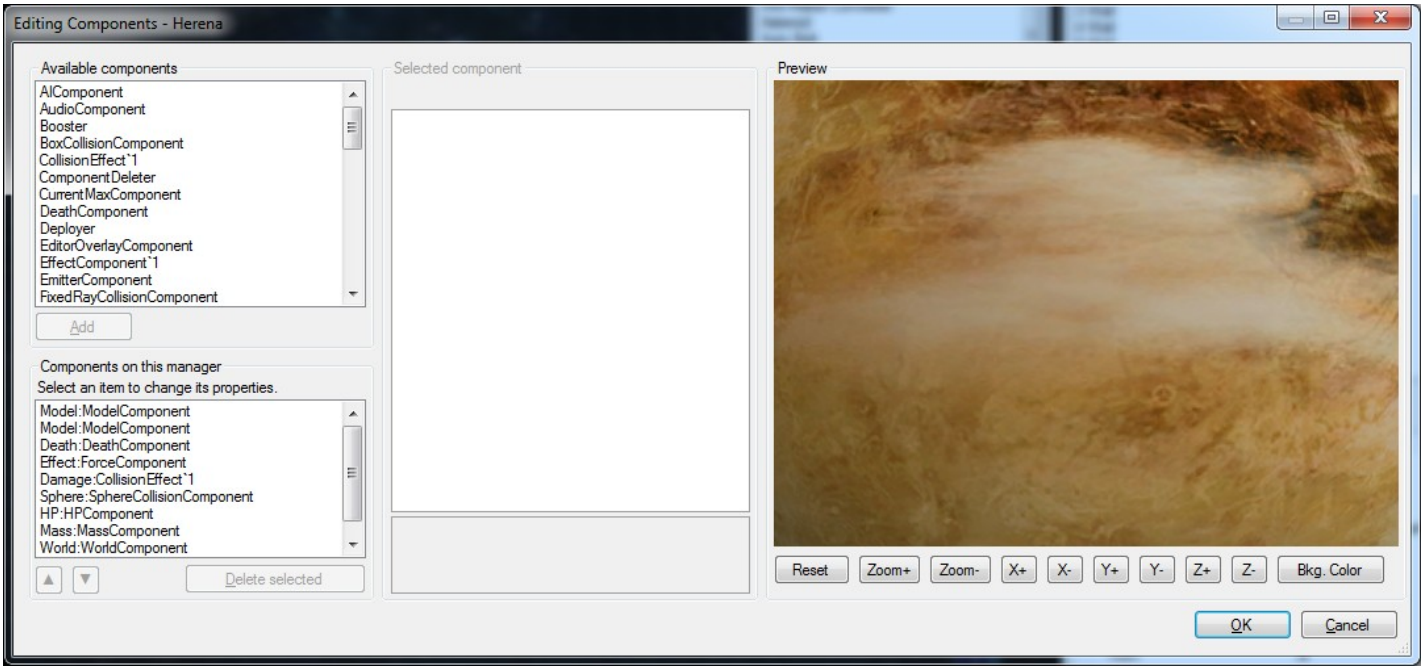
Properties Navigator. It will bring up the following dialog box:



You can make a copy of the currently selected object by clicking the duplicate button. To save a customized object so it can be used in other levels, you can click the Export button.

Clicking Edit Components will bring up the following window:



Here you can alter the characteristics of a selected object from how much mass it has to if it is movable or not.

Edit Parts performs a similar function but for ships:

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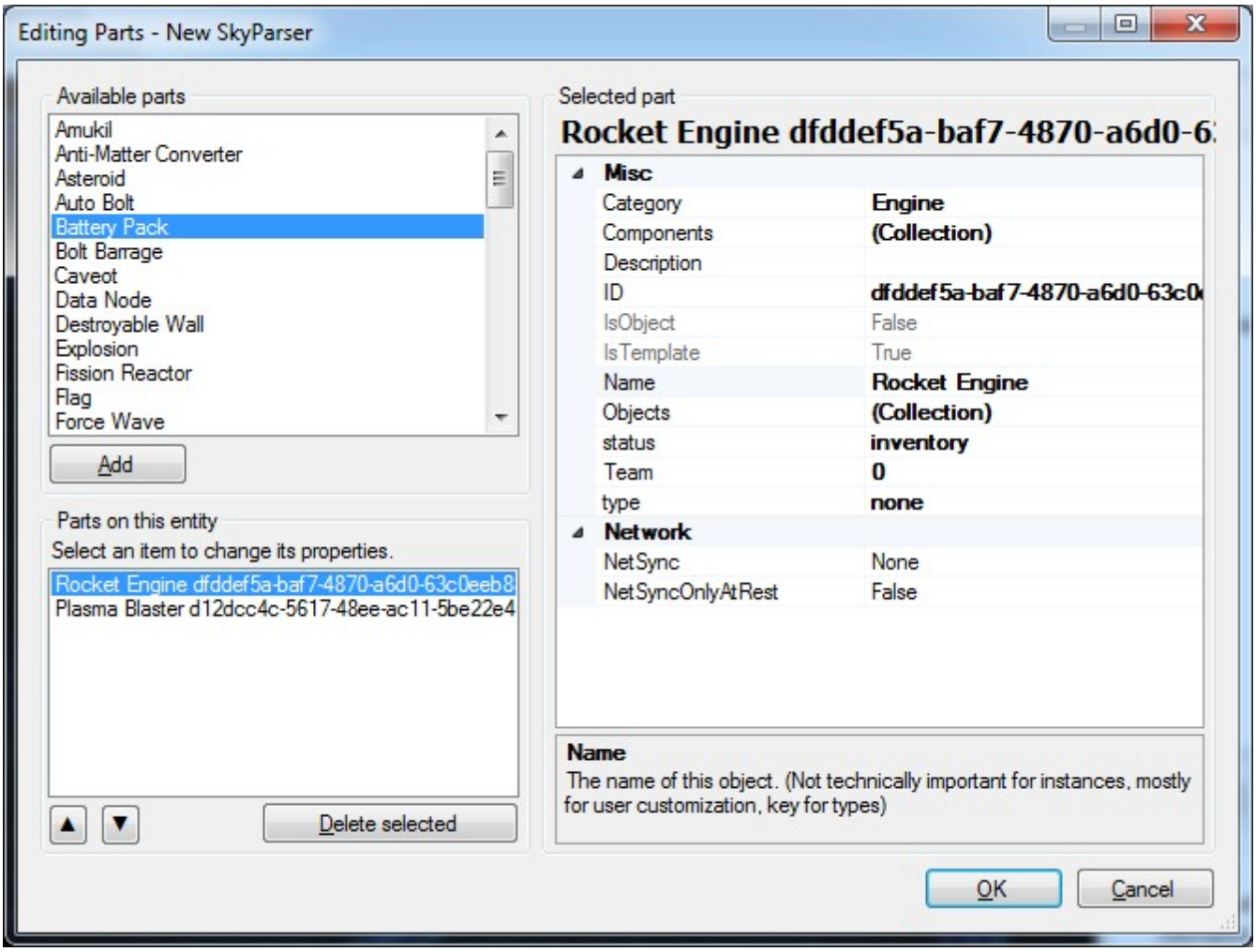

Help Tab

The Help Tab is where you can access support for the Editor, view info about the Editor, save screenshots to show to your friends, and bring up the LUA console where you can input LUA commands. For more on LUA and coding in the Yargis editor please refer to the LUA Scripting of this manual:



4.4 Properties Navigator

Properties Navigator

The Properties Navigator is a list of all the Objects currently in the game:

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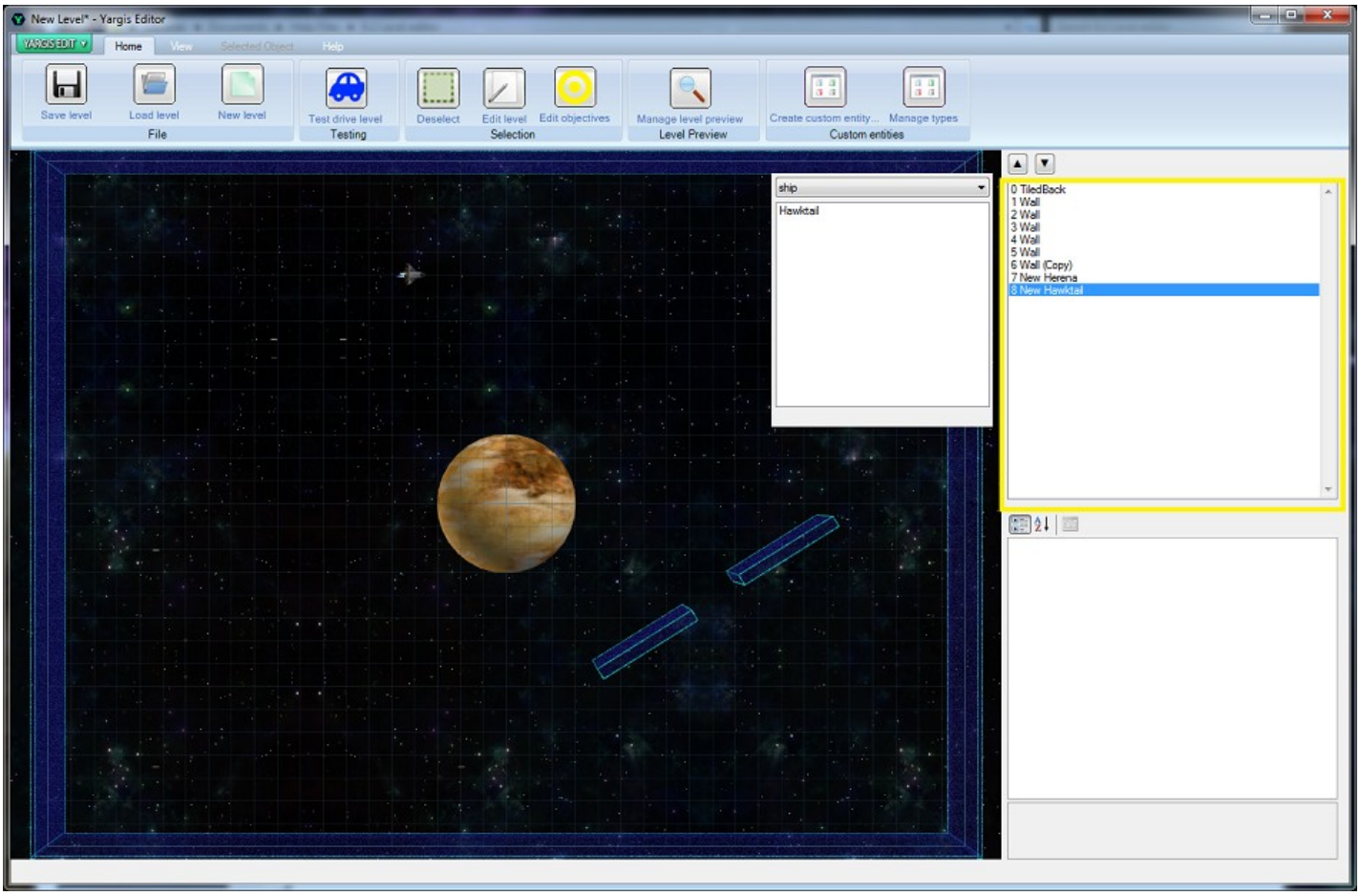
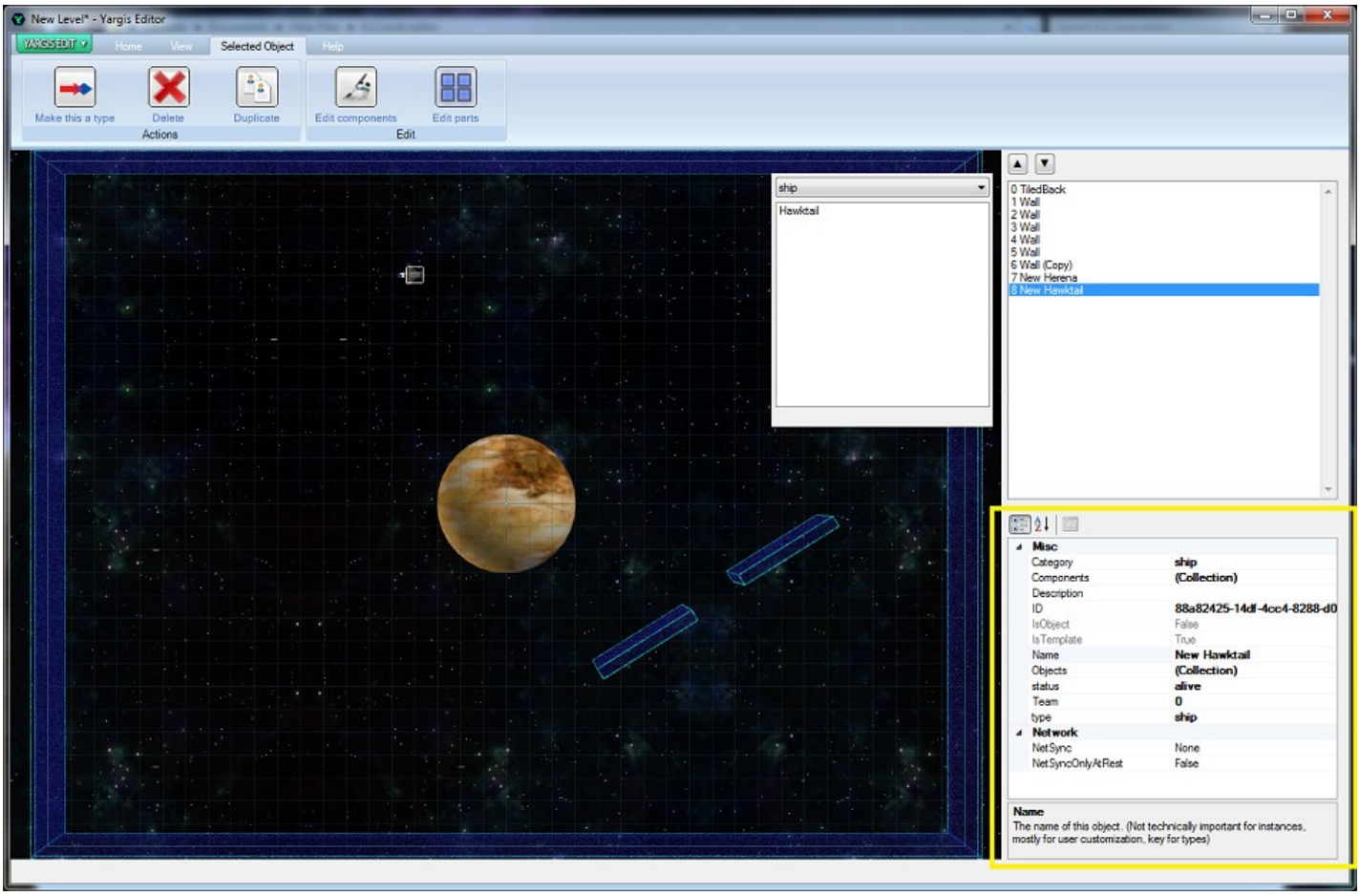
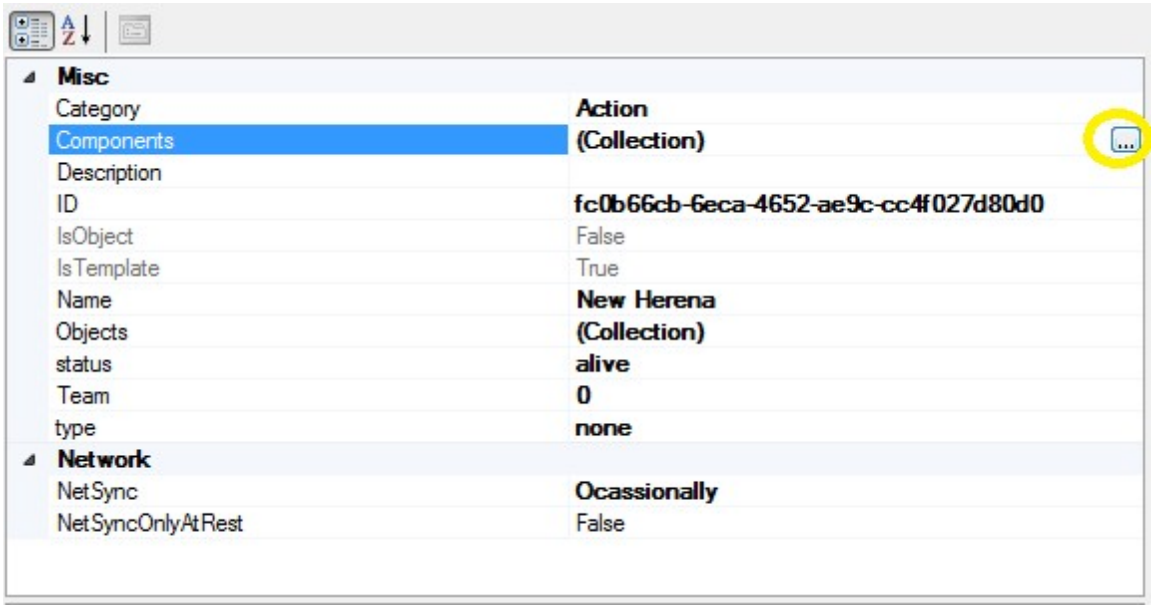


When you click one of them, their properties will be displayed as highlighted below:

© 2016 PlazSoft



These characteristics can be altered by either typing in values or by selecting them from a drop down menu beside them:



4.5 Lua Scripting

Lua Scripting

Lua is simple code that you can implement into the game. A good guide for getting up to speed in programming Lua:

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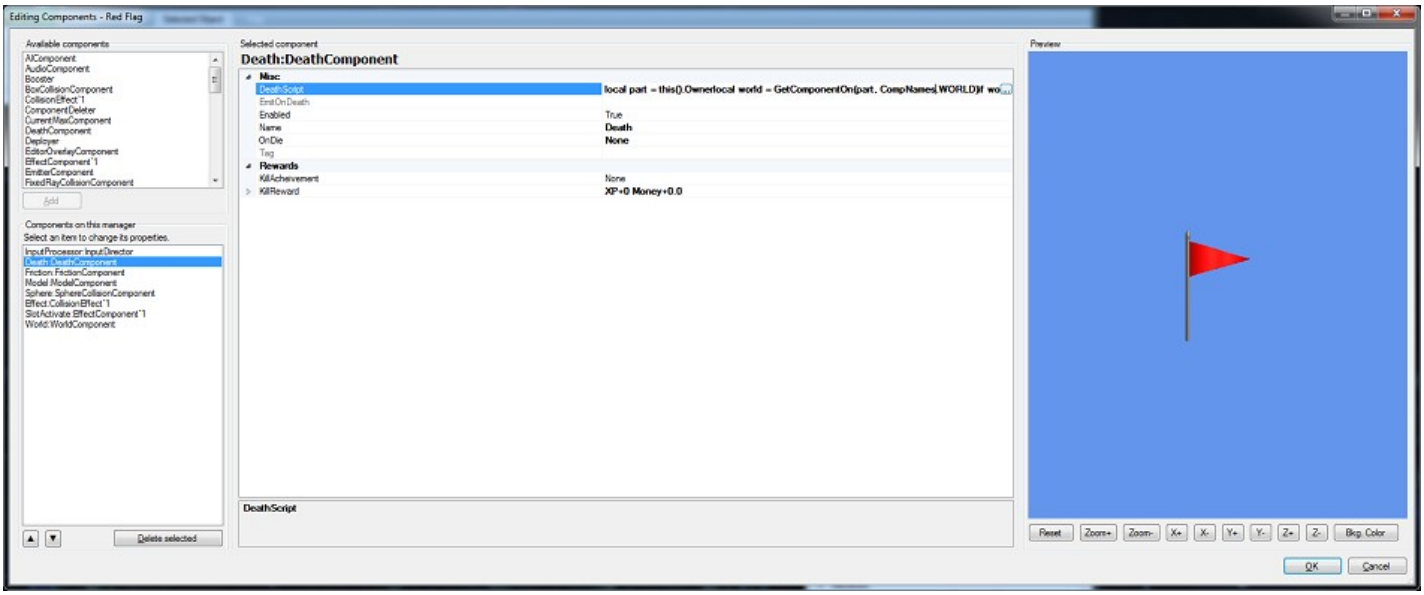
http://lua-users.org/wiki/LuaDirectory and http://lua-users.org/wiki/ Most Lua functions are available in Yargis.

To access the script editor, click the ellipse to the left of any script under Edit Components or Edit Parts:



Yargis functions/variables

The entire Yargis API is available to LUA plus the following additional functions:

```
debugDump(anObject) -- provides debug information on the given object. This is very useful for learning what properties and functions are available.

this() -- the current component or entity

target() -- the target component or entity

Global -- contains several functions...

Global.Session -- This is where the current game session is, and so it controls the objects and players in the game.

--[[ Block of Comments ]]--

See Lua Variables for more...
```

Get object by name / ID

```
local spanw = Global.Objects:GetByName("Red Flag Spawn Zone")
-- or you could get by ID: local spanw = Global.Objects:GetById('40d55375-d4e2-4354-af4e-2eaeb81beb33')
```

GetComponentOn(what, compName) -- gets a component on what named compName. Example:

```
local spawn = Global.Objects:GetByName("Red Flag Spawn Zone")
local Model1 = GetComponentOn(spawn, 'Model')
Model1.Enabled = false
```

GetComponentOn - by component type

```
local shipLocation = GetComponentOn(newShip, CompNames.WORLD)
```

Misc Useful Functions

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```
CompNames.<stuff> -- is a good place to look for default component names
target().Owner:Award(Reward(4000, 4000))  --Give Money, EXP
GiveScore(player, objectiveName, score) -- give the player the given amount of score
(negative is possible)
GiveScore(target().Owner, 'EscapeMaze', 1)  --a common example
DrawTimedCenterText(target().Owner.Name .. " has team 1's base!", 2000)
print(xcoord)  --prints a variable to the editor Lua console
```

Check Count

```
--Get a count of all objects with the String in the description.
if  Global.Session.Objects:GetAllByDescription('Spawned').Count >= 6 then

end
```

Create an Object and Sync Over Network

```
local QD =  Global.Session.SessionObjectTypesStore:GetByName('Quad Damage'):
CreateInstance(world.World +  Info3D.FromRotationSpeed(Vector3(0, 3.14, 0)));
QD.Name = 'Bob'; --names the object
TransmitNetworkGame.SendNewEntity(QD); --lua scripts are already in the Yargis namespace
and Yargis.Network namespace
Global.Session.Objects:Add(QD); --adds object to the session list
```

Copy an Entity/Object

```
newShip = snowball:Copy()  --Copies the object.
Global.Session.Objects:Add(newShip) --adds the objet to the list
newShip.NetLocation = NetLocation.Local --sets sync location
newShip.NetSync = NetSync.Often --how often to sync
TransmitNetworkGame.SendNewEntity(newShip) --transmits the object to others
```

Delete an Object

```
local barrier = Global.Objects:GetByName('Barrier 2'); --find the object
if barrier then
        barrier:Destroy(); --delete the object
        TransmitNetworkGame.SendEntityDeath(barrier, nil); --sync destroy over the
network
end
```

Delete a component

```
newShip.Components:Remove(immovable)
```

Sync Component Over Network

```
NetSendComponentChange(world, target(), world.World) --world is the component
```

Sync an Object Pickup

```
TransmitNetworkGame.SendPickup(part)
```

Example of using ForEach with a function:

```
function doForEach ()
    print(this():ToString())
end
ForEach(Global.Objects, "doForEach()")
```

Run Things ONLY on the Server

```
--makes this run in server mode and offline mode
if  Global.Network.IsClient and not  Global.Network.IsServer then
    return
end
```

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Set and Get a variable in the Global Pool:

```
Global.Session.Logic:Set("xoord-" .. newShip.ID:ToString(), shipLocation.Location.X)  --
Sets a global variable with a dynamic name based on newShip.ID
local xcoord = Global.Session.Logic:GetDefault("xoord-" .. ship.ID:ToString(), 0)  --
Gets a variable from the global pool
```

Create and use a random variable

```
local rnd = math.random(1,2) --between 1 and 2
local newShip
if rnd == 1 then
        newShip =  Global.Session.SessionObjectTypesStore:GetByName("Amukil"):
CreateInstance(newLoc)
end
```

Show a Linked Message After 500 MS

```
local msg = GetComponentOn(this(), "Message")  -- the name of the linked message is
'Message'
GameTimedCallback(msg, "this():ShowMessage()", 500, 0)  -- calls the function, you can
also have LUA code here
this().Enabled = false  -- only display the message one time
```

Add a component to an object (you can get a list of the component names in the object editor)

```
local s =  Global.ActivePlayer.CurrentShipInSession
local speed = GetComponentOn(s, "Speed")
speed.Max = 0
local immovable = ImmovableComponent()
immovable:Initialize(s)
s.Components:Add(immovable)
```

Open a Single Player Level

```
-- Load a multi player or single player level. Specify the name with the extension.  The
2nd parameter: Specify true for single player levels. The 3rd parameter: the next level.
Level.LoadLevel("Secret01.yslv", true, "YargisStoryLevel9.yslv" )
```

Check a Type (check if it is a ship)

```
local Ship = target();
if Ship.type==typeEnum.ship then
    Level.LoadLevel("Secret01.yslv", true, "YargisStoryLevel9.yslv" )
end
```

Play a Song

```
Global.Game.Music:PlaySong("A Lost Starship")  -- Plays a song
Global.Game.Music:PlaySong("Special\\Silence")  -- Stops the music
```

Play Sound 1 Time (OGG Audio - Use Audacity for a free sound editor)

```
local creak = GetComponentOn(this(), 'scarywind')
if creak then
    --creak.AutoStart = true  --alternative to play sound 1 time
    creak:Start()
end
this().Enabled = false
```

Play Sound - Build in Sound Effect

List of sounds here: C:\Program Files (x86)\Steam\SteamApps\common\Yargis - Space Melee\Content\Sounds\Sounds

Edit Level Scripts

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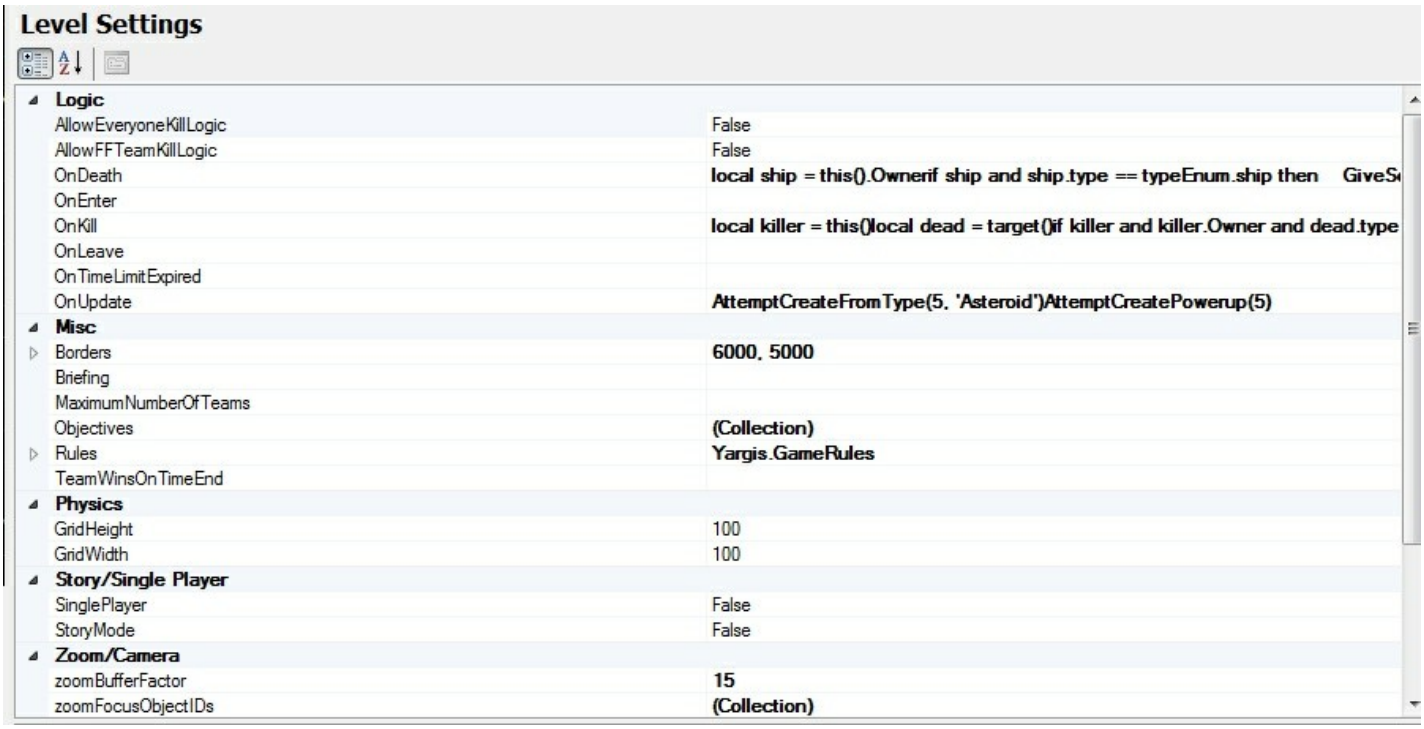
Click the home tab, then click Edit level in the Selection group.



You should see the Level Settings. Ten you can click on the scripts OnDeath, OnEnter, OnKill, OnLeave, OnTimeLimitExpired, OnUpdate...



TransmitNetworkGame

```
public static void SendDrawTimedCenterText(string text, TimeSpan time, CenterTextLocation loc)

public static void SendChat(string message)

public static void SendEntityUpdate(Entity e)

public static void SendEntityTeleport(Entity e)

public static void SendPlayerSpawn(Player p, Entity e)

public static void SendAwardPlayer(Player target, Reward r)

public static void SendScoreboardUpdate(Player p, bool tcp = false)

/// Should be Called Before adding an object to the Global.Session.Objects to avoid
/// network issues (duplicate objects and not syncing)
public static void SendNewEntity(Entity n)

/// Sends a component change, for example: update a World.world
/// <param name="changedComponent">Component to update?</param>
/// <param name="effector">The owner this is effecting?</param>
/// <param name="dx">Value to serialize?</param>
```

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```
public static void SendComponentChange(INetworkChangableComponent changedComponent, Entity effector,
object dx)

public static void SendEntityDeath(Entity dead, Entity effector)

public static void SendEntityDeathParent(Entity dead, Entity parent)

public static void SendScoreChange(Player player, string objectiveName, int change)

public static void SendTimeLimit()

public static void SendLogicValue(string logic, object value)

/// Sends notification of pickup of an object, or where in the
/// objects structure this object is.
public static void SendPickup(Entity pickup)

/// Sends notification of pickup of an object, or where in the
/// objects structure this object is.
public static void SendPickupCreate(Entity pickup)

public static void SendSlotActivate(Entity ship, CategoryEnum cat, int slot)

--When You wish to add a component at runtime via script, but don't wish for each client
to
--create the component themselves, you can have the server generate, add, and broadcast
it with
--the SendAddedComponent() function. Where entity is the entity the component should be
added to,
--and Component is the component you wish to have added.

        public static void SendAddedComponent(Entity entity, object Component)


--When you wish for an existing component to be updated by the server (enabling or
disabling for
--instance), you can perform those changes serverside and broadcast the update using
the
--SendComponentUpdate() function. Where entity is the entity with the component to be
updated, and
--Component is the component to be updated.

--Do not send a component update for INetWorkAbsolute Components
--these are regularly synced through the SendEntityUpdate() function and
--editing these may cause issues, this is to allow updates on all other entities

        public static void SendComponentUpdate(Entity entity, object Component)


--When you wish to update an entire entity across the network you should use
SendDeepEntityUpdate().
--Where entity is the entity to be updated. This function must be used carefully and
infrequently
--as transmitting an entire entity can be costly.

         public static void SendDeepEntityUpdate(Entity entity)


--An Example:
--Only Run On Server, anything before this will run on server and clients
```

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```
        if  Global.Network.IsClient and not  Global.Network.IsServer then
            return;
        end;

        local myEntity =  Global.Session.Objects:GetByName("My Entity1");
        local myComp =  GetComponentOn(Global.Session.Objects:GetByName("My Entity2"),
"World");
        local myNewComp = HPComponent(600);
        myNewComp.Current = 600;

        --Do some change(s), then Transmit

        --SendAddedComponent,
        --an HP Component is being added, but this should work for any component
        local Entity2 =  Global.Session.Objects:GetByName("My Entity2");
        Entity2.Components:Add(myNewComp);
        myNewComp:Initialize(Entity2);
        TransmitNetworkGame.SendAddedComponent(Entity2, myNewComp);

        --SendComponentUpdate (Is a world componentIn The Example)
        --We will add and update to the same entity
        local myComp = GetComponentOn(Entity2, "World")
        myComp.Location = Vector3(-700, 800, 0);
        TransmitNetworkGame.SendComponentUpdate(Entity2, myComp);

        --SendDeepEntityUpdate
        --don't add the same component to 2 objects
        local newComp = HPComponent(myNewComp); --make a new one
        myEntity.Team = 3; -- not in components, requires deep update
        myEntity.Components:Add(newComp);
        newComp:Initialize(myEntity);
        TransmitNetworkGame.SendDeepEntityUpdate(myEntity);

        this().Enabled = false; --Don't rerun it
```

Common Properties, Fields, and Methods

See Lua Variables for more...

Sandbox

LUA scripts in Yargis are sandboxed so arbitrary, non-gameplay related code cannot be run. While it is possible to disable the sandbox, ideally you should not require users to do this.

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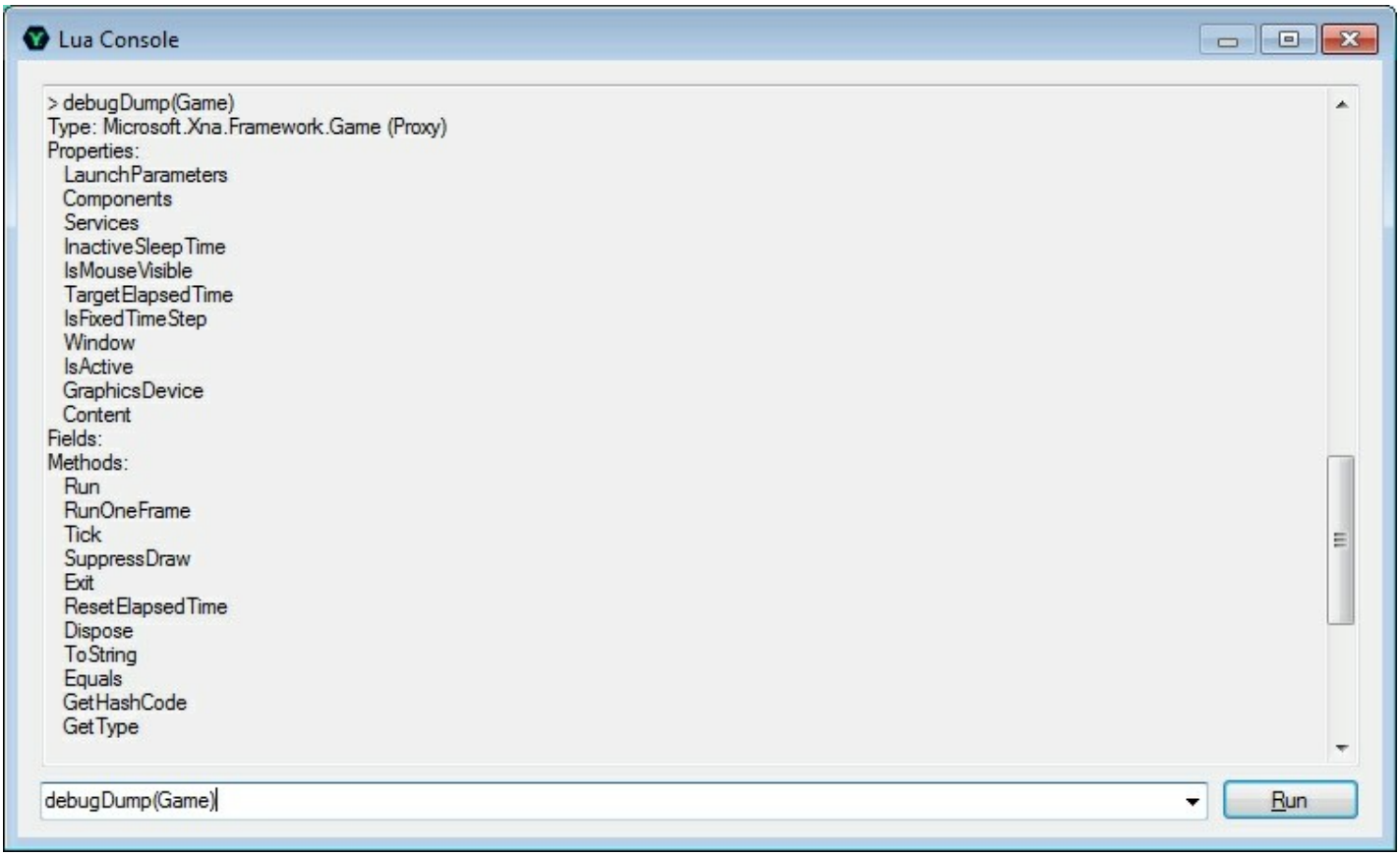
4.6 Lua Console

You can run the debugDump command to find out more info on Lua Objects. The Lua console is available in the help tab.



4.7 Lua Variables

Common

```
debugDump(anObject) -- provides debug information on the given object. This is very
useful for learning what properties and functions are available.

this() -- the current component or entity

target() -- the target component or entity

Global -- contains several functions...

Global.Session -- This is where the current game session is, and so it controls the
objects and players in the game.
```

You can run this command to get the list of objects. All of the objects can navigated the same. EG: debugDump (someObject)

> debugDump(Global)

Type: Yargis.Global (Proxy)
Properties:
Game
Settings

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Timer
GUI
Particles
DefaultFont
ActivePlayer
TypesStore
PlayersStore
Level
Objects
Types
Camera
SessionInvoker
Session
Lua
Now
Network
NoGraphics
Fields:
Perf
Methods:
ToString
Equals
GetHashCode
GetType

debugDump(Global.Game)

Type: Yargis.YargisGame
Properties:
FrameCounter
Instance
Deferrer
Invoker
Updater
CenterText
KillStreakText
IsActive_Real
GDM
DeltaTime
UpdatesPerSecond
UpdatesPerSecondFloat
DrawTime
DrawsPerSecond
DrawsPerSecondFloat
FPS
TargetFPS
TargetElapsedTimeFloat
LaunchParameters
Components
Services
InactiveSleepTime
IsMouseVisible
TargetElapsedTime
IsFixedTimeStep
Window
IsActive
GraphicsDevice
Content
Fields:
DebugFlags
Skybox
GUI
PlayersStore
ObjectTypesStore

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Session
Settings
SinglePlayerLevelList
MultiplayerLevelList
Mods
Music
AudioEngine
WaveBank
SoundBank
TimedActions
DlcList
DEFAULT_TITLE
Methods:
SetWindowsLoadStatus
VerifyGameState
Run
RunOneFrame
Tick
SuppressDraw
Exit
ResetElapsedTime
Dispose
ToString
Equals
GetHashCode
GetType

Entity (an object)

> debugDump(Entity)
Type: Yargis.Entity (Proxy)
Properties:
Name
Description
ID
Team
TemplateName
TemplateVersion
Parent
Objects
NetSync
NetSyncOnlyAtRest
Owner
OwnerID
HasOwner
Category
type
status
Components
EnableZFighter
ZFighterAdjust
Item
Fields:
NetLocation
CollisionClass
CollisionImmovable
Methods:
CreateInstance
CreateInstance
CreateInstancePreserveID
Update
ShouldCullFromDrawing
Draw

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DrawAIDebug
DrawAnimationsDebug
Draw
DrawAsPart
GetFromRel
GetComp
GetComp
GetComp
GetComp
OnSerialize
OnDeserialize
PrepareInstanceAfterDeserialize
RelinkOwner
Destroy
DestroyNow
Equals
ToString
GetHashCode
GetType

IEntityComponent (common component info)

> debugDump(IEntityComponent)
Type: Yargis.Components.IEntityComponent (Proxy)
Properties:
  Name
  Enabled
  Owner
Fields:
Methods:
  Initialize
  OnInstance
  Update
  Destroy

EntityComponent (additional component info)

> debugDump(EntityComponent)
Type: Yargis.Components.EntityComponent (Proxy)
Properties:
  Name
  Enabled
  Owner
  Manager
  ToStringWithFriendly
  IsDisposed
Fields:
Methods:
  Initialize
  Update
  OnSerialize
  OnDeserialize
  OnInstance
  ToString
  Dispose
  Destroy
  Copy
  Equals
  GetHashCode
  GetType

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> debugDump(Global.Level)

Type: Yargis.Level
Properties:
Borders
PreScaledBorders
OnEnter
OnLeave
OnKill
OnDeath
OnUpdate
OnTimeLimitExpired
OnPlayerSpawn
AllowFFTeamKillLogic
AllowEveryoneKillLogic
Preview
Rules
MaximumNumberOfTeams
TeamWinsOnTimeEnd
StoryMode
SinglePlayer
Objectives
Briefing
zoomFocusTemplates
zoomFocusObjectIDs
zoomFocusPlayerShips
zoomOverride
zoomPreventUserChange
zoomMax
zoomMin
zoomBufferFactor
zoomStartLocation
GridWidth
GridHeight
Fields:
Types
Objects
Methods:
OnSerialize
OnDeserialize
StartGame
EndGame
StartRound
EndRound
Update
Load
LoadAndDeserialize
LoadDeserializeAndUpdate
ToString
Equals
GetHashCode
GetType

> debugDump(Global.Camera)

Type: XEL.Camera
Properties:

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Position
Target
Up
Forward
View
World
Projection
ProjectionType
OffCenter
IsOffCenter
FieldOfView
Width
Height
AspectRatio
Near
Far
Listener
Frustum
OffCenterRectangle
Fields:
_projectionType
_offCenter
UseFieldOfView
AutoUpdateListener
Methods:
UpdateListener
UpdateListener
SetSize
SetSize
SetDepth
SetArea
SetArea
SetProjectionPerspectiveFieldOfView
UpdateProjection
GetOffCenterRectangle
SetViewLookAt
UpdateView
UpdateView
DecomposeViewLookAt
DecomposeViewDirections
DecomposeView
ToString
Equals
GetHashCode
GetType

> debugDump(Global.Session)

Type: YargisEditor.GameSupport.EditorSession
Properties:
IsSelectingByBox
SelectedEntitySingular
GridStartLeft
GridStartTop
GridEndRight
GridEndBottom
IsInThreeDLook
SessionObjectTypesStore

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Paused
RoundEnded
TimeInGame
ScaleFactor
Fields:
SelectedPoint
objXAdj
objYAdj
SelectedEntity
GridWidth
GridEnabled
GridShown
GridTransparency
GridLevelDetailsShown
GridLevelDetailsTransparency
GridExtendBeyondLevel
zadj
xadj
yadj
radj
nextCumulativeRot
currCumulativeRot
Physics
AICentralMind
Camera
CurrentCameraLocation
Level
LoadedLevel
Logic
Objects
Types
Players
SerializedPlayers
Messages
IsActive
Round
Invoker
OrphanedComponents
Methods:
AdjustSelectedObjectFromKeyboard
NavigateToSelectedObject
DragToMouse
RotateToMouse
GetSelectObject
BeginSelectObjectsByBox
EndSelectObjectsByBox
GetSelectObjectsByBox
CameraLocationInWorld
DeprocessSession
DestroyComponents
Update
DrawReal
Draw
StartSession
StartRound
EndSession
ClosestGridPoint
ClosestGridPoint
BackupCamera

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RestoreCamera
CancelThreeDLookCamera
ThreeDLookCamera
UpdateViewMatrix
FloatCameraToMouse
HandleUserZoom
HandleUserMove
HandleUserRoll
StartSessionPaused
EndRound
MakeComponentOrphan
Dispose
AddMessage
OnSerialize
OnDeserialize
ToString
Equals
GetHashCode
GetType

4.8 Change Level Type

You can add a level type to the level by adding the text to the collection.

1. Click Home tab.
2. Click 'Edit objectives.
3. Enter a round type according to the example below:

Round types:

```
Battle Rounds
Co-Op Rounds
CTF Rounds
```

Here is an example of a Battle Rounds:

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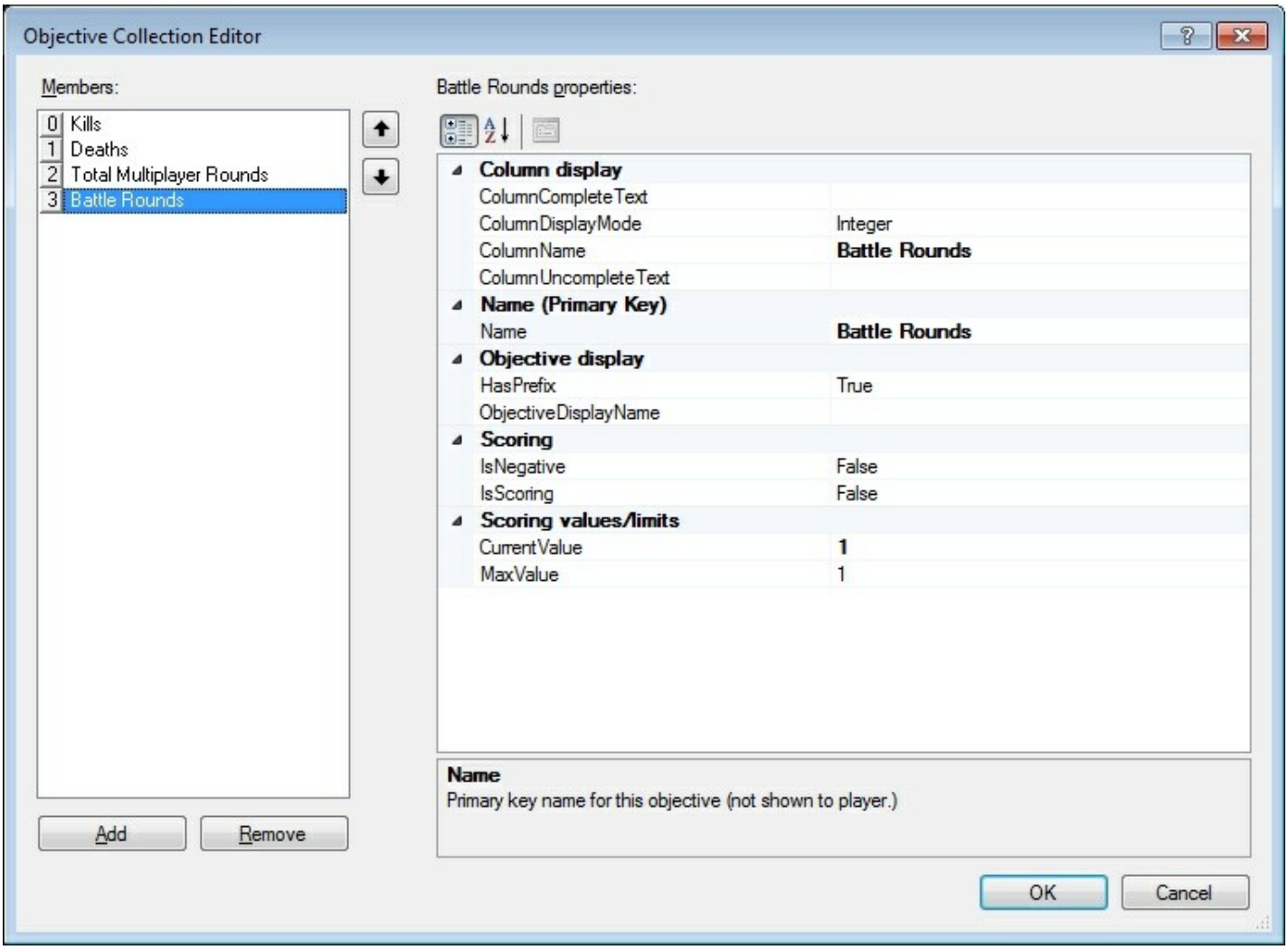

4.9 Mods

Mods

Yargis automatically loads mods you develop from the Mods folder (Mods should be in the folder that contains Yargis.exe.)

You can develop mods in Visual Studio (including the free Express Edition) or another IDE capable of building .Net 4.0 DLLs. You should add references to Yargis.exe, XEL.dll, NLua.dll, and other game DLLs (PlazSharp, Newtonsoft.Json, DPSF) as needed. Create an XNA Game Library (DLL) project.

Once your project is set up, create a public class that inherits from Yargis.YargisMod. This is your main mod class. It has the following members:

string Name - Name of the mod, that may be displayed to a player.
string Description - Additional player visible information on what your mod does.
void Load() - Override to run code once all other Yargis systems are ready.
void LoadLua(NLua.Lua) - Override to add functions, imports, etc. to the Lua scripting engine.
void Update() - Override to run code every update (Note: this will run whether in game or not.)
void Draw() - Override to draw on top of the game.
IEnumerable<string> GetModelList() - Override to request the game load more models.

Your YargisMod class must have a default, no argument constructor.

In order to receive network commands, create a mod that implements Yargis.Network.INetworkMod.

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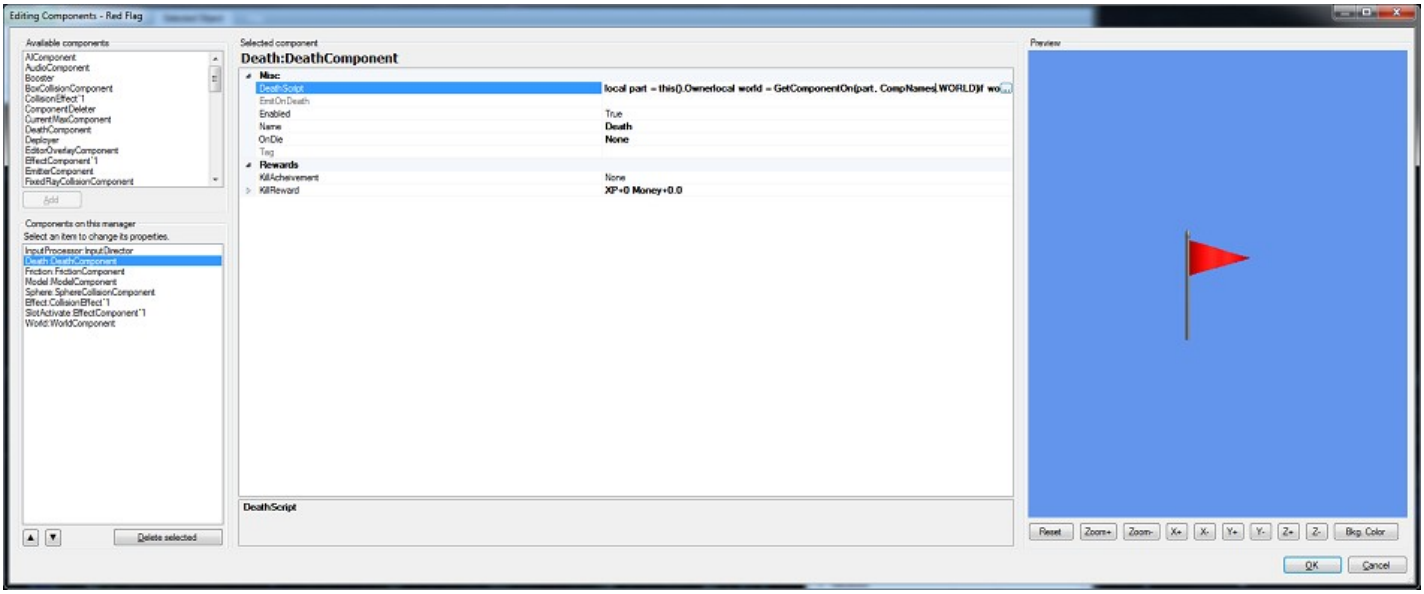
To create mods that affect game sessions (i.e. a session of game play) create a class that implements Yargis.ISessionMod. Session mods do not need to extend Yargis.YargisMod. (As of version 1.8.4.10 the game will load all session mods present in the Mods folder. Eventually players will be presented a list of session mods to use in game. When that list is displayed, a Configure button will be shown next to your session mod if CanConfigure is true. Configure() will be called on your mod when the button is pressed.) Yargis.SessionMod is available as an abstract base class for session mods. The implementation of Yargis.SessionMod does nothing in all its functions, and returns false for CanConfigure.

Any public class implementing DPSF.IMultipleEmitterPS will automatically be added to the editor's list of particle systems. Any public class implementing Yargis.Component.IEntityComponent (or extending another existing Yargis component) will be available in the editor as well. In order to load levels containing a custom component, the mod that component is from must be present.

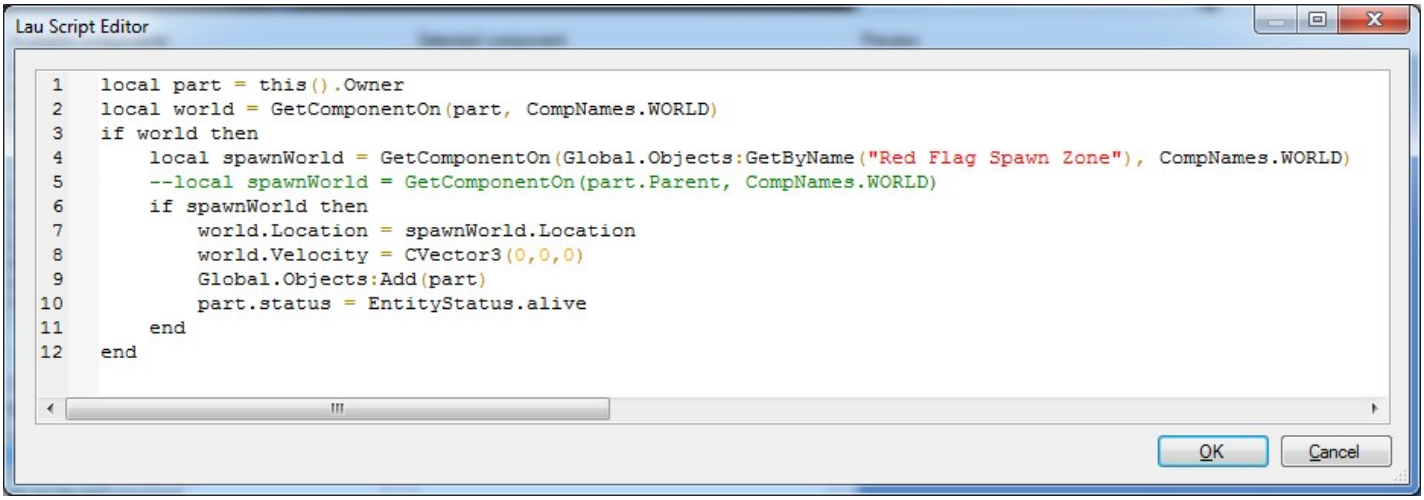
To build models or sprites, you need to use XNA Game Studio to build xnb files from your models.

4.10 Example CTF

To access the script editor, click the ellipse to the left of any script under Edit Components or Edit Parts:

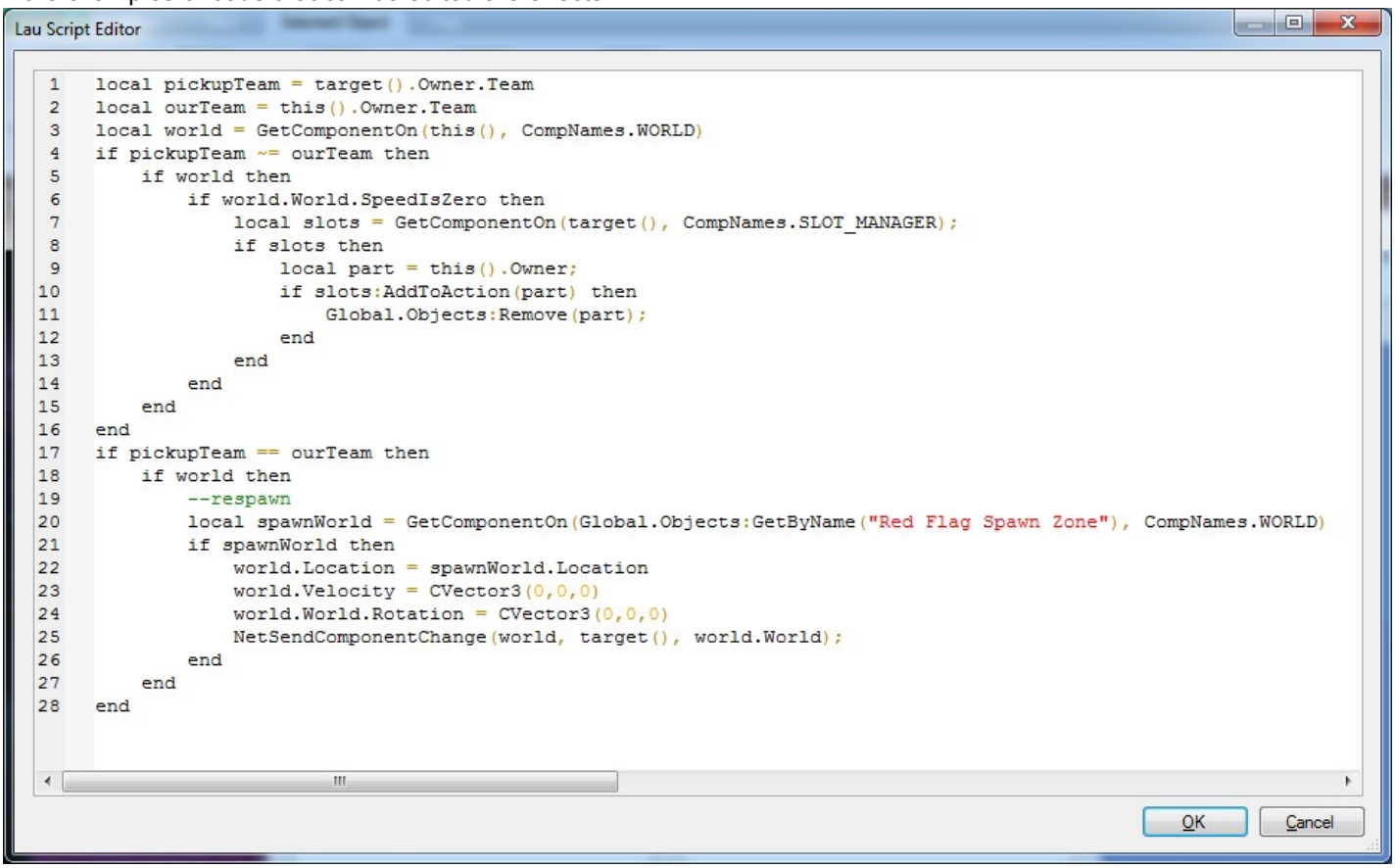


The script editor will pop up:

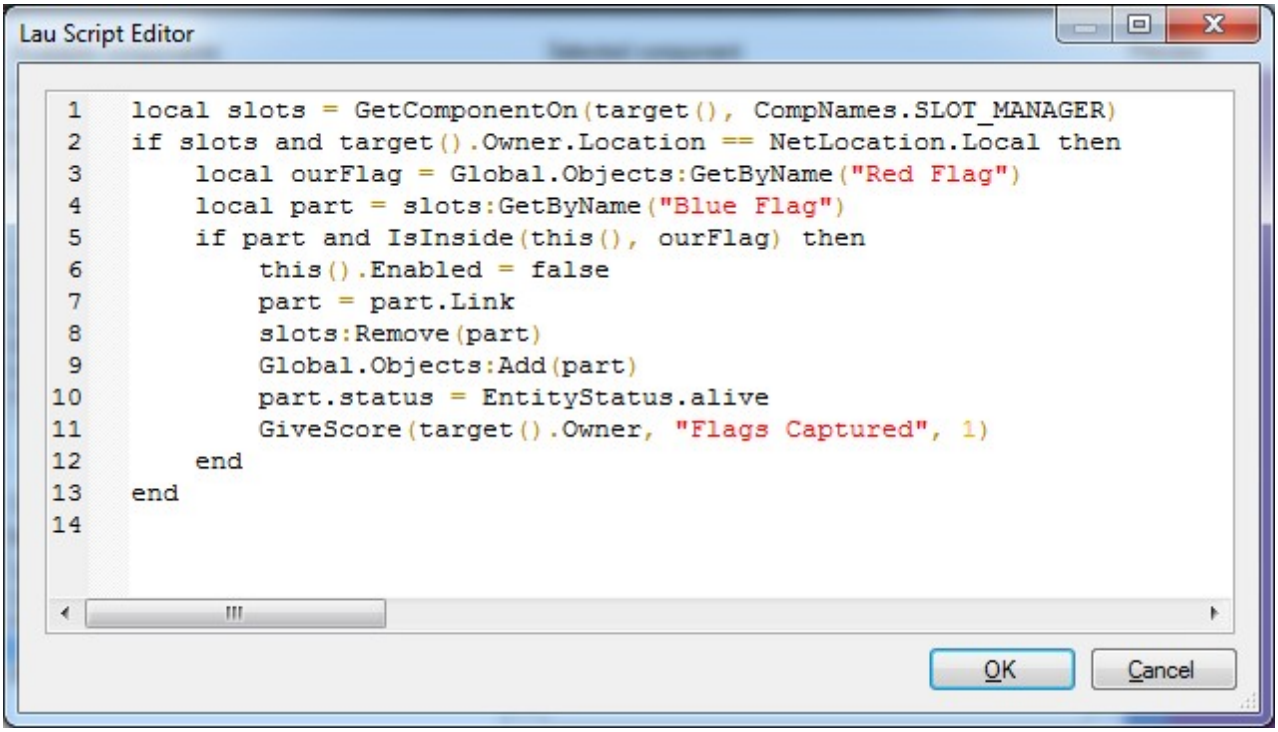


Text in green indicates a comment made by the user. To add a comment to a line type -- before the desired line.

More examples of code that can be edited are effects:



and spawn zones:



4.11 Editor Tips

Mirror sprites - you can mirror sprites by setting a negative value for the X or Y in the world component > scale.

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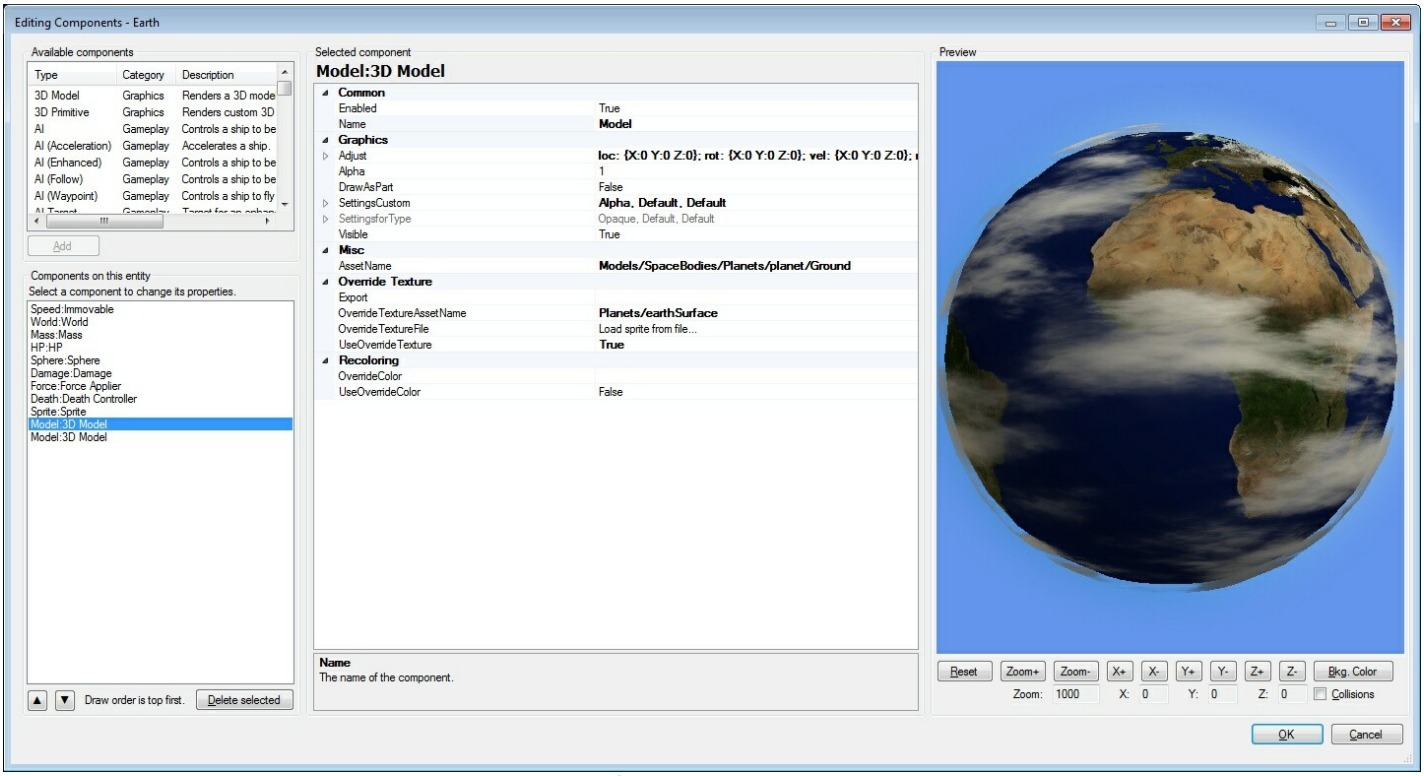
4.12 Components

4.12.1 Components

There are many components that can be added to an Object / Entity.

You can copy and paste a component by clicking the the component in the list. Then holding down CTRL-C. Then to paste into another object, click in the new object's component list and hold down CTRL-V.

To add / change components:
1. Double click an Object.
2. To add a component, select a component from the list in the top left called: Available components.
3. The component will show up in the list in the bottom left called Components on this entity. You can then edit anything in the list by clicking on the component.



Component Editor

4.12.2 Particles

Particles are normally added as a 'Particle Template' component. Once you add that you must change the type to the system you want to use and then adjust the Options by clicking the arrow next to Options.

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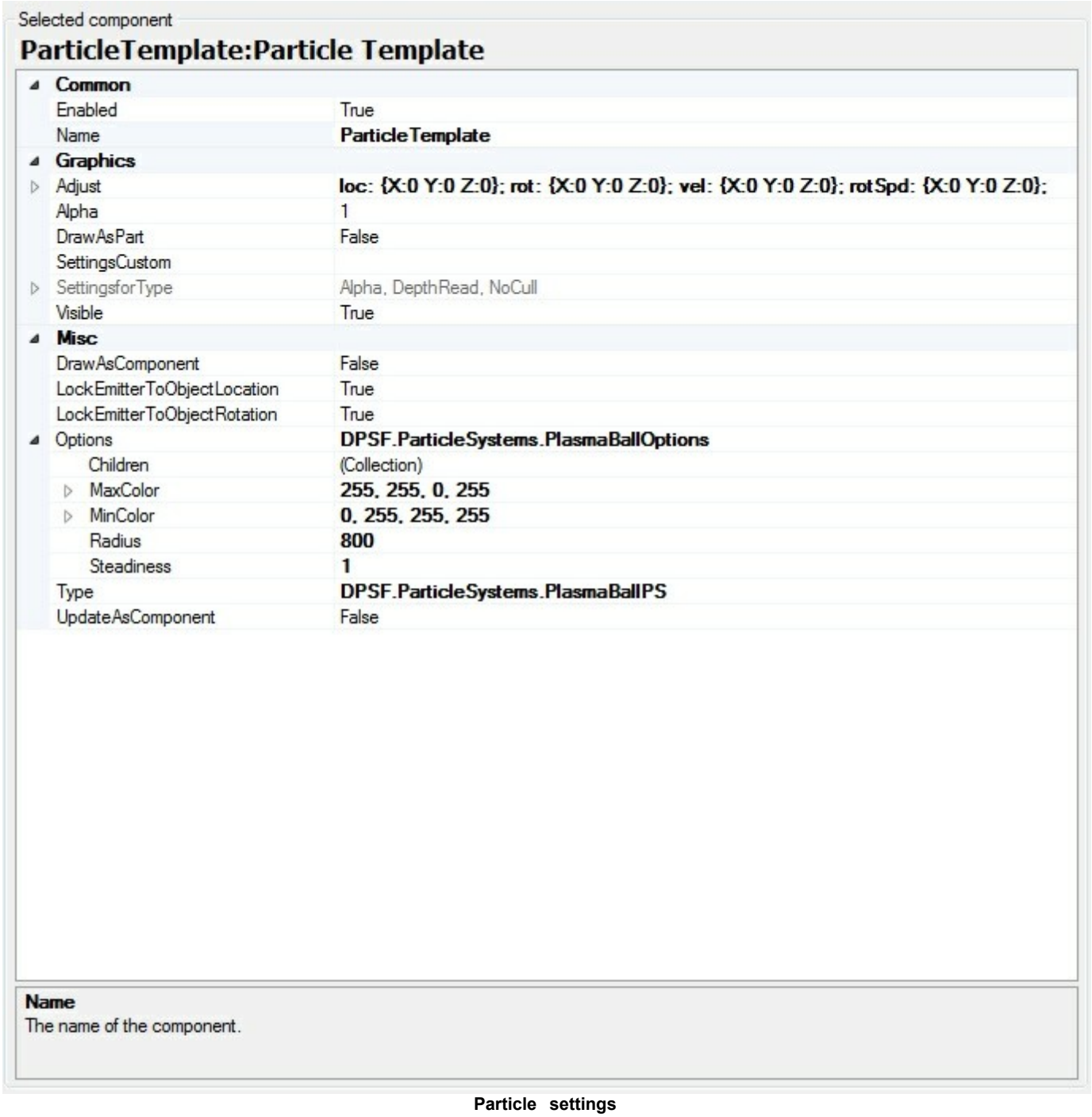

Particle settings

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Part V

5 Server

5.1 Server

Server

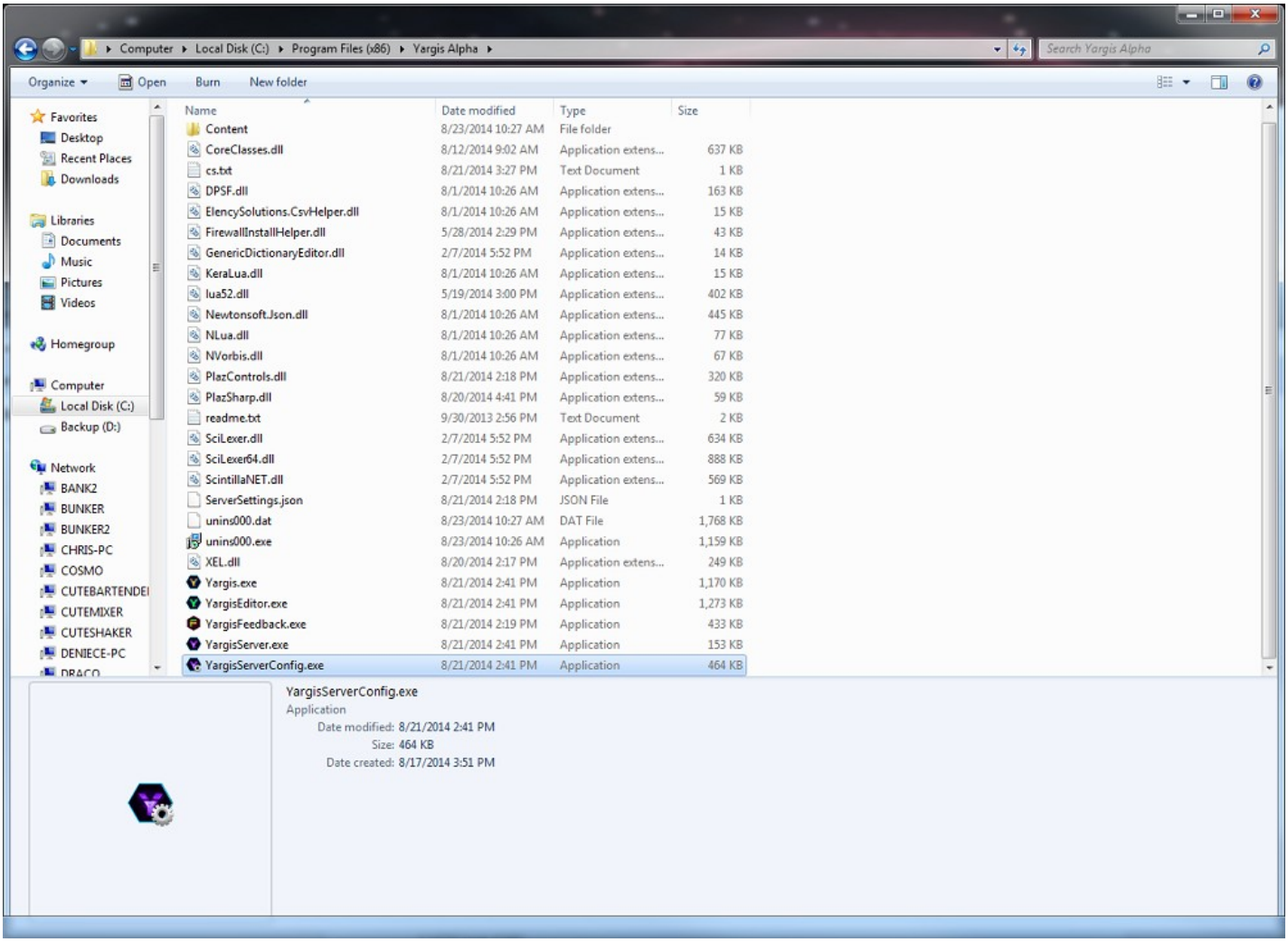
Note: the server uses maps from the built in maps folder (not the user data folder).

Regular installs: C:\Program Files (x86)\Yargis\Content\World

Steam installs: C:\Program Files (x86)\Steam\SteamApps\common\Yargis - Space Melee\Content\World

Configuration

Use the Yargis Server Configuration Tool to configure the Yargis Dedicated Server. The tool creates and edits configuration files for the Yargis Dedicated Server. Monitoring, installing, and uninstalling the game server, when run as a Windows Service, can be done through the tool. (Server -> Manage Windows Service) The configuration tool can also edit ban files used by the server. (Bans -> Edit ban list…). It can be found under C:\Program Files (x86)\Yargis Alpha.



It can also be found in the Start Menu:

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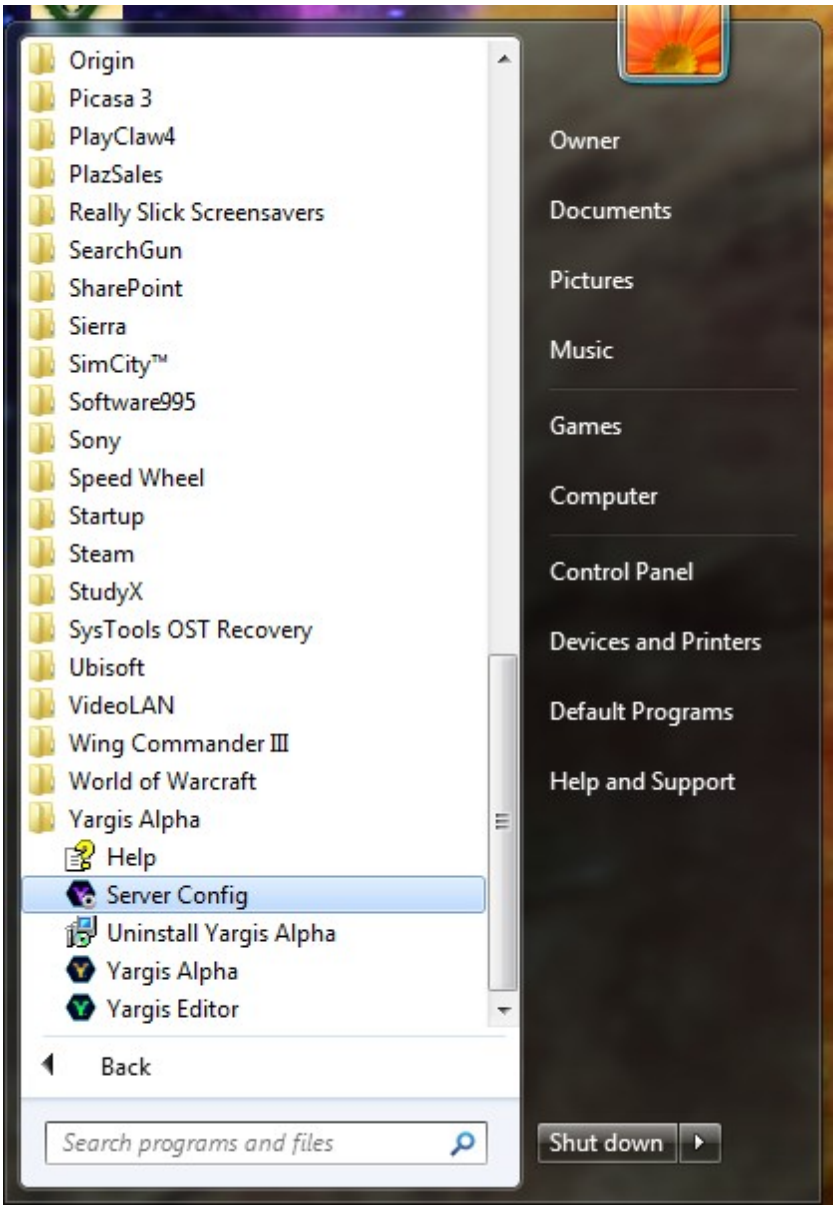

If you run the server as a Windows Service or by launching the YargisServer.exe program without arguments, the server will look for a file “ServerSettings.json” for its configuration. If you launch the server from the configuration tool or with command line arguments you can specify a different file.

If you install the server as a Windows Service through the configuration tool you can specify a different configuration file with advanced options.

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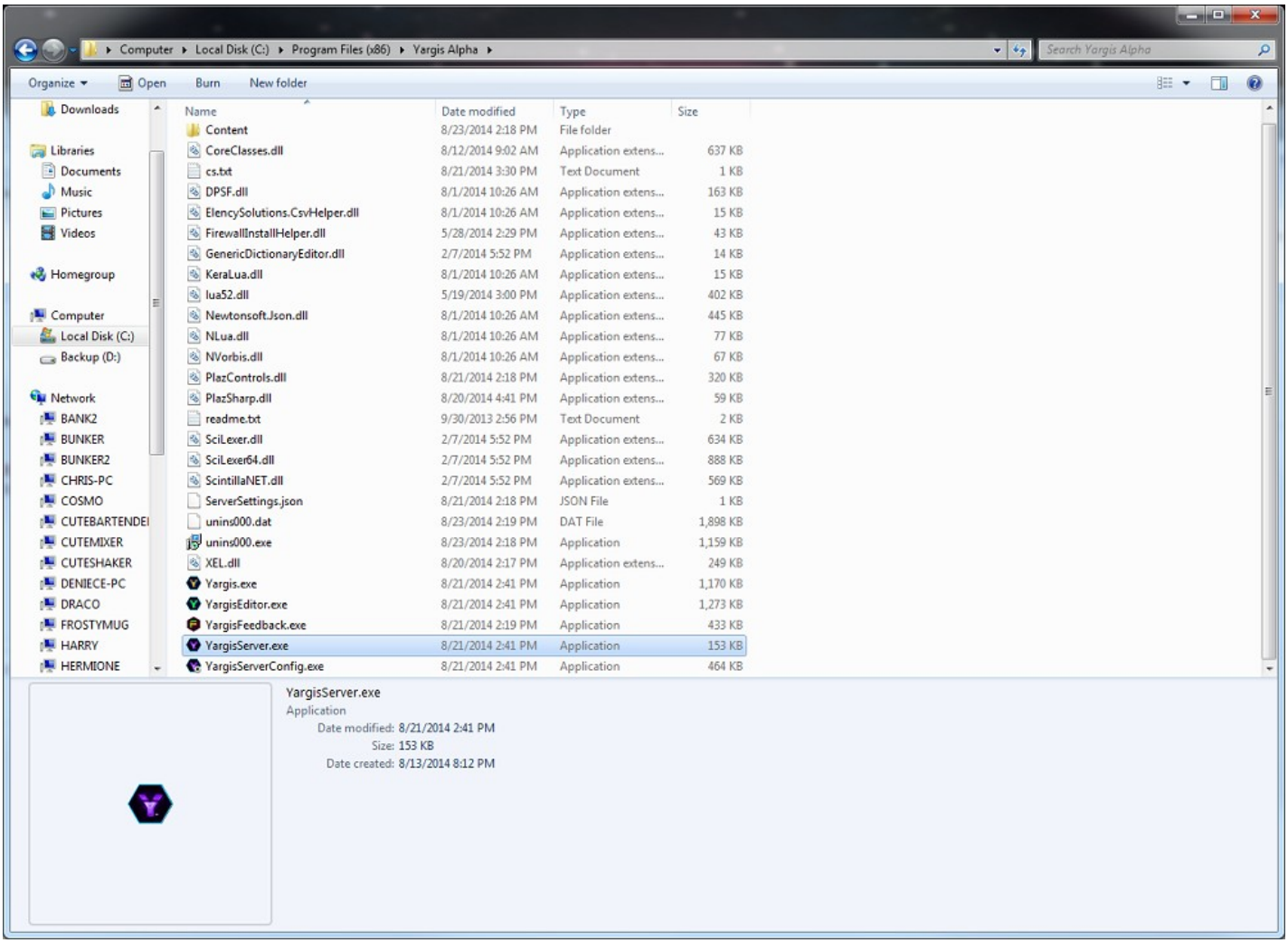

Firewall

The server requires the following firewall rules:
Open inbounds ports:
* TCP port 1244
* UDP port 1245
* UDP port 1246

The server must be able to send UDP packets outbound from UDP port 1245 and UDP port 1246.

Command Line

The server executable, YargisServer.exe, accepts the following command line arguments:

/HELP
Shows a summary of command line arguments.

/INSTALL
Installs the server as a Windows Service and starts it.

/UNINSTALL
Uninstalls the server as a Windows Service but does not stop it.

/FAILEVENTS
When used with /INSTALL, the server will request its service be restarted if it crashes. The service may request the entire server is rebooted in the event of a failure.

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/CONFIG <CONFIGFILE>
The /CONFIG option allows you to specify a different configuration file (default is ServerSettings.json) than the default.

If no action is specified, the server will start as a console application.

Dedicated Server Config

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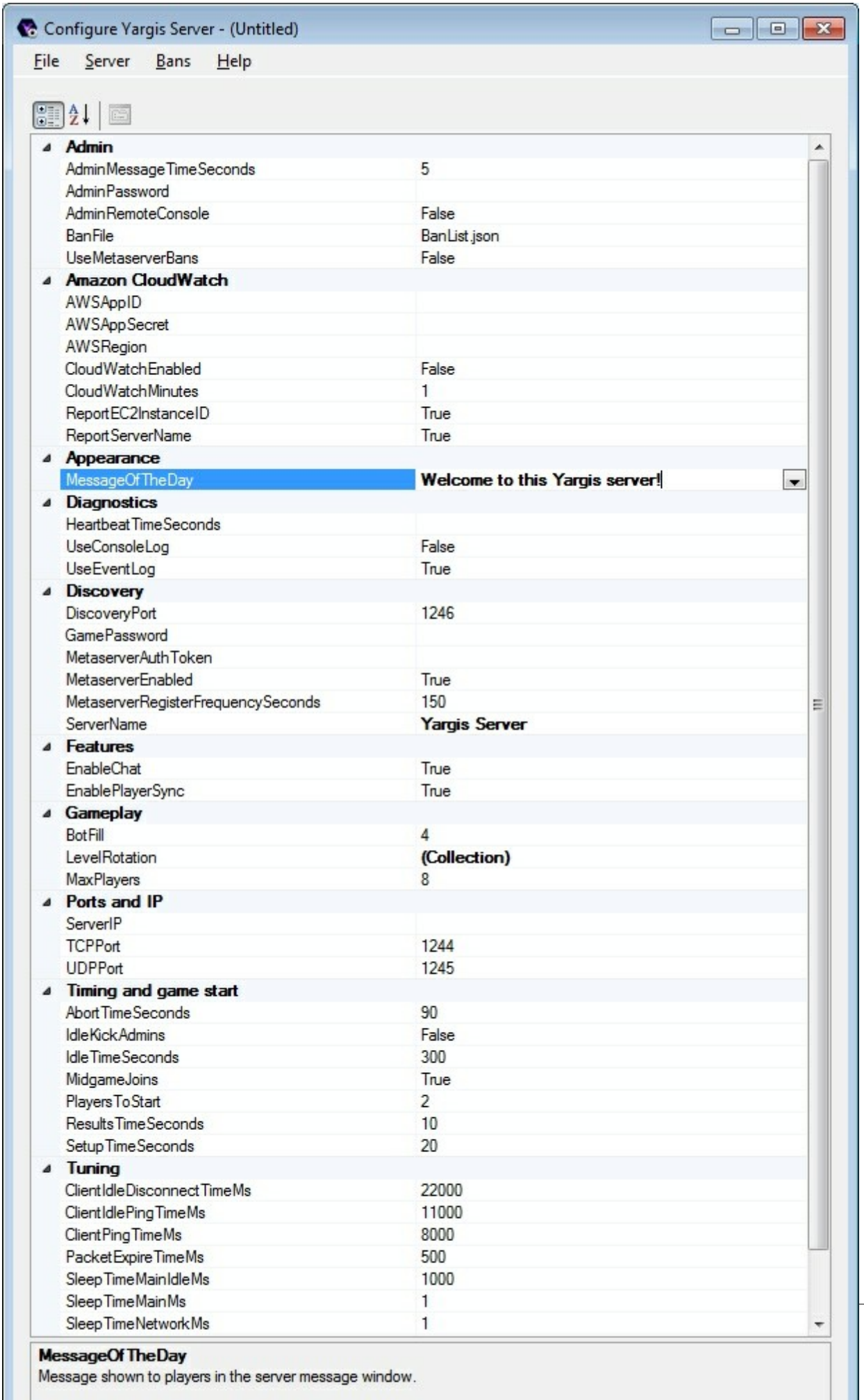
Configure Yargis Server - (Untitled)
File Server Bans Help
Admin
AdminMessageTimeSeconds 5
AdminPassword
AdminRemoteConsole False
BanFile BanList.json
UseMetaserverBans False
Amazon CloudWatch
AWSAppID
AWSAppSecret
AWSRegion
CloudWatchEnabled False
CloudWatchMinutes 1
ReportEC2InstanceID True
ReportServerName True
Appearance
MessageOfTheDay Welcome to this Yargis server!
Diagnostics
HeartbeatTimeSeconds
UseConsoleLog False
UseEventLog True
Discovery
DiscoveryPort 1246
GamePassword
MetaserverAuthToken
MetaserverEnabled True
MetaserverRegisterFrequencySeconds 150
ServerName Yargis Server
Features
EnableChat True
EnablePlayerSync True
Gameplay
BotFill 4
LevelRotation (Collection)
MaxPlayers 8
Ports and IP
ServerIP
TCPPort 1244
UDPPort 1245
Timing and game start
AbortTimeSeconds 90
IdleKickAdmins False
IdleTimeSeconds 300
MidgameJoins True
PlayersToStart 2
ResultsTimeSeconds 10
SetupTimeSeconds 20
Tuning
ClientIdleDisconnectTimeMs 22000
ClientIdlePingTimeMs 11000
ClientPingTimeMs 8000
PacketExpireTimeMs 500
SleepTimeMainIdleMs 1000
SleepTimeMainMs 1
SleepTimeNetworkMs 1
MessageOfTheDay
Message shown to players in the server message window.

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Part VI

6 Help

6.1 FAQ / Troubleshooting

FAQ/ Troubleshooting.

Below are some commonly asked questions about Yargis. If you can't find what you are looking for please visit the Contact Us section of the manual for more help.

What are the system requirements for Yargis?

System Requirements:
Operating System: Windows XP, Vista, 7, 8 or Newer
Hard drive space: 500MB free
Memory: 2GB RAM
Software: .NET Framework 4 (free download)
Video Memory: 384 MB Video RAM

System Recommendations:
Operating System: Windows 7, 8 or Newer
Hard drive space: 800MB free
Memory: 3GB RAM
Software: .NET Framework 4 (free download)
Video Memory: 512 MB Video RAM

Input methods supported: Windows compatible keyboards, Windows compatible mice, Xbox 360 USB controllers.*

* Only Xbox 360 controllers. Non-Xbox 360 compatible controllers will not work.

Does Yargis support .NET 4 Client Profile?

We do not recommend .NET 4 Client Profile. We recommend the full install of .NET 4.

The game will run under Client Profile, however, you may encounter problems running the editor under Client Profile.

A level does not work correctly after an update / I'm not seeing the edits I made to a level in the game

You need to clear your level cache. Open your "My Documents" folder, "SavedGames", "Yargis", "YargisStorageContainer", "Player1", and delete "LevelCache.json".

Help window shows an error "Navigation to the webpage was canceled"

Under the Yargis installation location, open Content, right click on "Yargis.chm" and select "Properties". Next to "... blocked to protect this computer." click "Unblock".

Sound is not working

If the Settings screen in Yargis shows "Audio (disabled)", then an error was encountered trying to setup audio for the game. Make sure your default audio device is set correctly in the Windows Control Panel.

Make sure the computer audio is not muted in the bottom right by single clicking the sound icon.

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Make sure the Yargis application is not muted by double clicking the sound icon in the bottom right.
Make sure the audio is turned up in the settings in Yargis.

Are command line options supported in Yargis?

Yes they are but they exist as a special override system, they should not be used for how you set your resolution, etc.

To add an option to your launch shortcut, right click on “Yargis” on the desktop or on the start menu, and then after the path in Target: add the command line options.

For server command line options, see Yargis Server help.

/width
Add a width after this option to set the width of the screen the game will run with. (The width component of the resolution.) E.g. /width 1024 to override the game’s width to 1024

/height
Add a height after this, as with /width. (The height component of the resolution) E.g. /height 768

/format
Add a color format after this to set the color depth the game will use. Default is Color for 32-bit color. E. g. /format Bgr565 for 16 bit color.

/fullscreen
The game will run in full screen mode.

/w or /windowed
The game will run as a windowed application.

/showAllResolutions
The game will present all resolutions detected on the monitor, including ones with alternate or lower color depths, or ones that may be too small for the game to function correctly. Exercise caution selecting a resolution less than 1024x768 as the game may be unplayable.

/noLoad
Prevents the game from loading your save file. The game will start as if no save file was found. When the game automatically saves your game, your save file will be overwritten.

/noUpdate
Prevents the game from checking if an update is available.

/noSplash
Do not show the splash screen

/addFirewall
/removeFirewall
Requires administrator privileges. Adds or removes Yargis from the list of firewall exemptions.

/overrideSi
The game ignores another, already running instance instead of stopping.

/releaseSi
Cleans up the method used for detecting another running copy of the game. Use this if the game

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detects another running copy but the game is not running.

/reach
The game will not attempt to use the HiDef graphics profile. HiDef graphics options (like SMAA) will be unavailable.

/network
The next argument will be parsed as a URI of a Yargis game. (yargis://ip-or-domain:port/) A password may be specified in the URI, as so: yargis://:password@ip-or-domain:port/.

/host
Add a host after this to connect to a network game automatically

/port
Add a port number after this for use with /network. This option is optional if /host is used.

Other question?
If you cannot resolve an issue with the game please email us at yargis@plazsoft.com or call us at 636-256-7901.

If you wish to purchase a full version of Yargis you can do so from the main website, yargis.com.

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Part VII

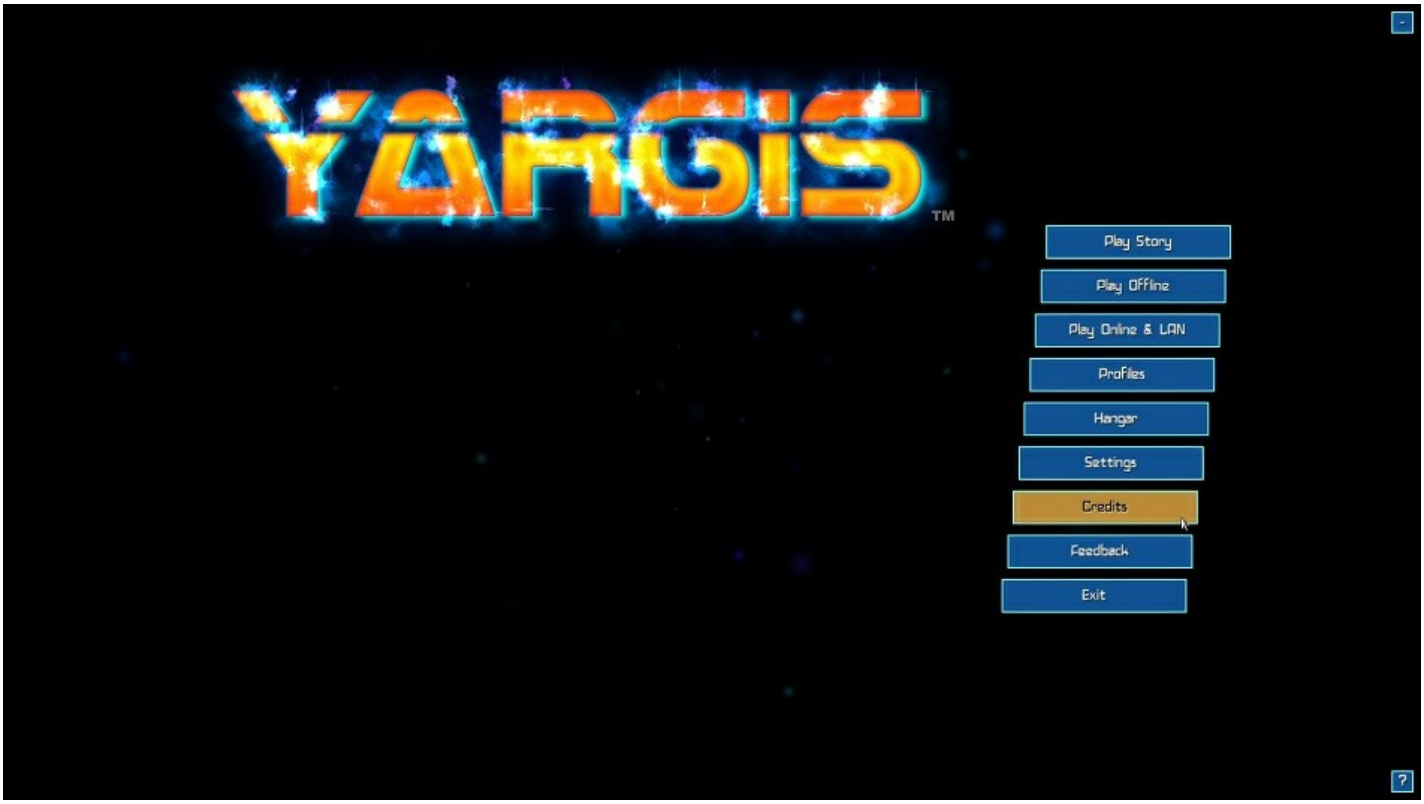
7 About the Developer

7.1 About the Developer

About the Developer

PLAZSOFT is a software company based out of St. Louis, MO. The company was started by local business owner Jeff Minnis to help distribute his Study X software, a program that helps turn study notes into games.

To view the credits you can do so from the Main Menu:



7.2 Contact Us

Contact Us

If you wish to discuss the game with other people you can visit the forum at forum.yargis.com. To report a bug please see the Feedback section of this manual to learn how. If you still cannot resolve an issue with the game or you wan to contact us about something else, please email us at yargis@plazsoft.com or call us at 636-256-7901.

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If you wish to purchase a full version of Yargis you can do so from the main website, yargis.com.

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Endnotes 2...

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Mira

