# Addendum to BGE User Manual (v1.0)

(updated on November 3, 2011)

This addendum contains material that I would like BGE users to be aware of, but which I deemed would be better not to include in the updated User Manual due to its temporary nature.

It also includes documentation for features that were added in BGE v1.1 and v1.2, and are thus not covered in the User Manual.

**The Disappearing Dice Roller:**

I have added temporary code and functions to BGE to help debug a problem with incoming die rolls that fail to open the Dice Roller window and cause the Dice Roller window to become inaccessible for the remainder of the BGE session. It is possible that this bug only affects Windows users. Once the cause of the "disappearing dice roller" bug is found and the bug is fixed, these functions will be removed.

If the Dice Roller window ever disappears (due to an occasional bug that draws the Dice Roller window far off-screen), the [SHIFT-R] hotkey should make the Dice Roller window reappear, centered, in your display.

If the Dice Roller ever disappears, type "resetDice" (sans quotes, all one word) into the Chat window and press the [RETURN/ENTER]key. This *should* make the Dice Roller reappear, and it should display the last roll received.

If the Dice Roller ever disappears, type "debugDM" (sans quotes, all one word) into the Chat window and press the [RETURN/ENTER] key. This will produce a "bug report" of sorts in the Chat window's chat output pane. If you submit to me via email the dice macro information reported, it may help me find a cause for the "disappearing dice roller" bug. The information is from the last dice macro roll received, so be sure to exercise this option immediately after the Dice Roller window disappears on you, before making other rolls or attempting to reset the Dice Roller. Note that using this command will inform all other connected players that you have done so, to avoid possible cheating attempts. Once the cause of the "disappearing dice roller" bug is found and the bug is fixed, this command will be removed.

**Errata:**

Please report any errata you discover, including the word "Errata" in the subject line.

## New Features

### The following commands are available in the contextual popup menu for a single-unit selection

#### Check Line of Sight
This command is similar to the "Measure Range" command except that no range-measuring text is shown, and the snap-to-grid feature allows you to snap to corners of grid squares or to the middle of a side of a grid square, in addition to the usual center of a grid square.

Left-click anywhere on the game table to exit this function.

#### Measure Move
This command is similar to the "Measure Range" command except that a thicker and semi-transparent black line marks the unit's starting location while the user moves the unit around on the game table.

Left-click anywhere on the game table to release the unit being moved.

This feature should be particularly useful for playing tabletop miniature games (e.g., Warhammer) where units are allowed to move $x$ inches/centimeters.

### The following command is available in the contextual popup menu for a multi-unit selection

#### Shuffle Locations
This command can be found in the "Arrange" submenu of a multi-unit selection's contextual popup menu.

Select the "Shuffle Locations" command to shuffle the on-screen locations of all the currently-selected units.

This feature should come in handy for games that use a randomly-generated game board comprised of component tiles or cards (e.g., flash cards in a memory game). It could also be used in a card game where an opponent must take a random card from your hand (assuming you had the cards organized/ordered).

### Additions to the BG Button's Popup Menu

#### *Mouse wheel can rotate units*
This is a toggle setting which gives you the option to disable the rotation of units with the mouse's scroll wheel. When enabled, this command will be shown with a checkmark beside it in the BG button's popup menu. This setting is disabled by default when BGE is first launched.


### Additions to the Card Table Window

#### *Cycle Cards in Hand*
Press the [\] (backslash) hotkey to cycle through the cards in your hand; the left-most card in your hand will be shifted to the rightmost position. This effectively adds support for larger hands to the Card Table.


### Changes
• Double quotes ( " ) can no longer be typed into a unit's Notes. Doing so would make Game Files and/or Deployment files unreadable to BGE.

• When a media asset with a file name over 27 characters (not counting the file type extension) was imported into BGE, the asset would not be found when needed. Long file names are now truncated upon import to prevent this from happening.

• The "Measure Move", "Check Line of Sight", and "Measure Range" commands are no longer available to free-floating components.


### Troubleshooting
If rotating a unit/s with the mouse locks up your computer, you can now press the Shift key briefly to exit an endless loop cause by a race condition.