

Addendum to BGE User Manual (v1.0)

(updated on June 26, 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.

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.