

Addendum to BRPG User Manual (v1.7)

(updated on April 16, 2011)

This addendum contains material that I would like BRPG 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.

Peer-to-Peer Map Transfers:

Many users have reported problems with BRPG's peer-to-peer map transfers. Maps are sometimes not fully transmitted to the connected players, and will have black rows of missing map data (probably due to lost packets during the map transfer).

In the v1.7 series of updates, I plan to "fix" peer-to-peer map transfers to make them function more reliably. In the meantime:

BRPG provides two alternate and superior methods for getting maps to the players:

- 1) Server-based maps (which always load fully, and in 1/10th the time).
- 2) Media asset bundles (these need to be distributed to the players before a game session, but maps will then load instantly on demand).

Peer-to-peer map transfers should be a last resort, for GMs who didn't prep the game session ahead of time, or who were forced to improvise on the spot due to unexpected player actions.

When a peer-to-peer map transfer *does* fail, BRPG provides a means of re-transmitting any missing rows (see the "Resend Missing Map Pieces" command), and if needed, of purging an incomplete map in order to force a new map transfer to begin (see the "Purge Media" command).

The Disappearing Dice Roller:

I have added temporary code and functions to BRPG 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 BRPG 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:

Pg. 90: The wrong picture of the Chat window was used. The picture included is outdated, since the Chat window now has a light wood texture background and the "Text Macro" button's graphic has changed.

Please [report](#) any additional errata you discover, including the word "Errata" in the subject line.