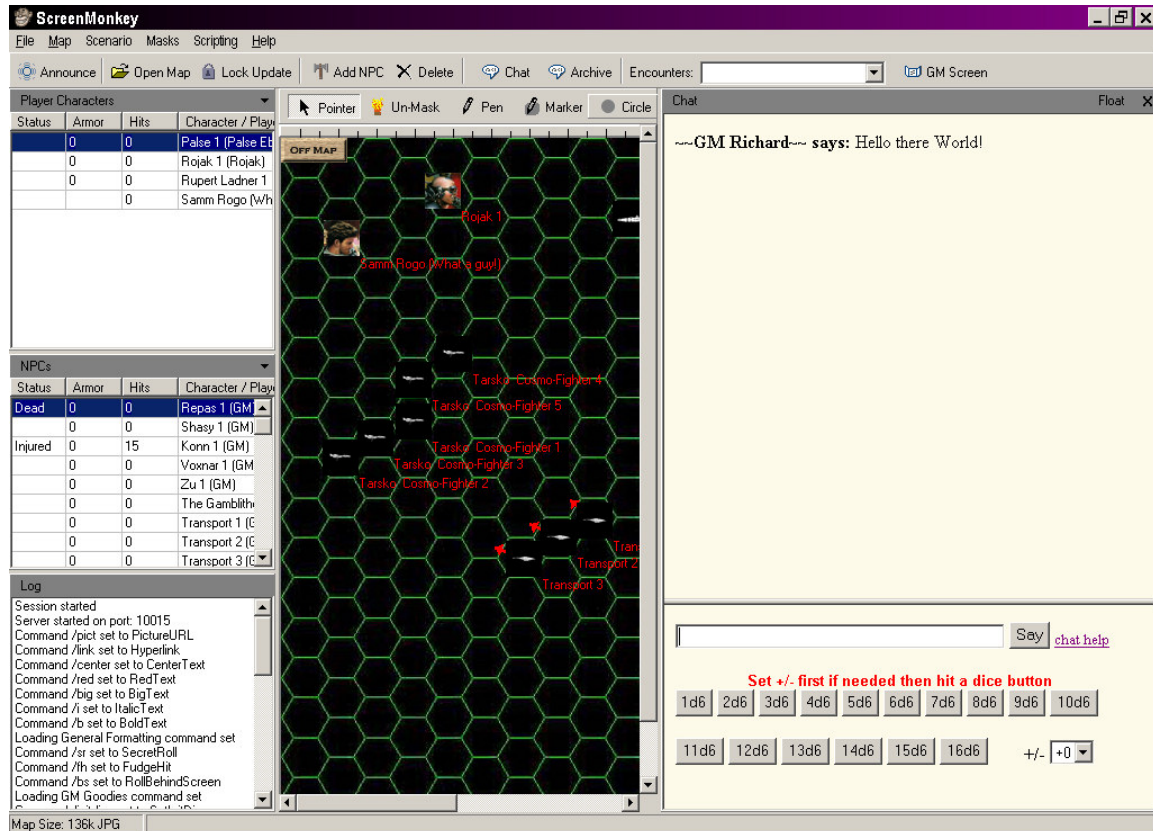# Using the NBOS Screenmonkey to play your Online RPG.

This is a little primer on using Screenmonkey to GM (Game Master) your RPG's online. Screenmonkey (referenced now as SM) is a rather easy and simple tool to present a game to a group of Internet friends.

The basics of the interface is 3 areas:

The First column on the Left is the GM's pallet, this has all the information on all the Icons (NPC's and Other items) you have created and Icons that the Players themselves, have created.
The Second Column, in the Middle, is your Map interface, the GM has total control over all the Icons, the players have control of the icons that only you assign to them.
The Column to the Right is the Chat interface, you can undock this chat so it comes up into a separate browser window.
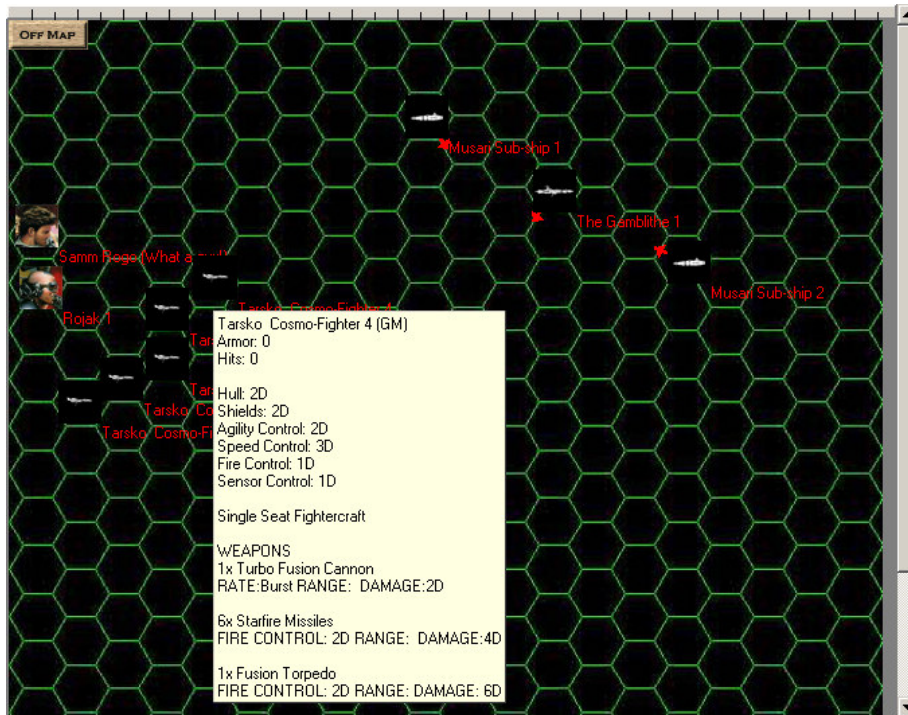
You may notice that my interface looks a lot different than what has opened up for you when you first start up SM.
My GM's pallet has NPC's and Players already in place and My map is a Space Battle (the Hexes in SM are Black only, I had actually made a JPG map with the green hexes on it and I have turned the Grid off).
My Chat interface has a totally different Dice set, I'm using only D6's as my system for my game uses Six sided dice only.

Hopefully my notes here will explain how you can change things in SM to make your game run smoothly.

How to make Player and NPC Icons more informative:

As you can see in this Screenshot, when I mouse-over the "Tarsko Cosmo-Fighter 4" Icon I get a kewl effect. The pop-up is the "NPC Info". When you create a new Icon for an NPC or a Player, you have a lot of input choices. Once you have created an NPC (in this case it is a Fighter-Craft) you can bring it up

again for a later session using the drop-down "NPC Name:" list. It will be there with all the editing you had done, this is nice in case you want to reuse an NPC from a previous session.
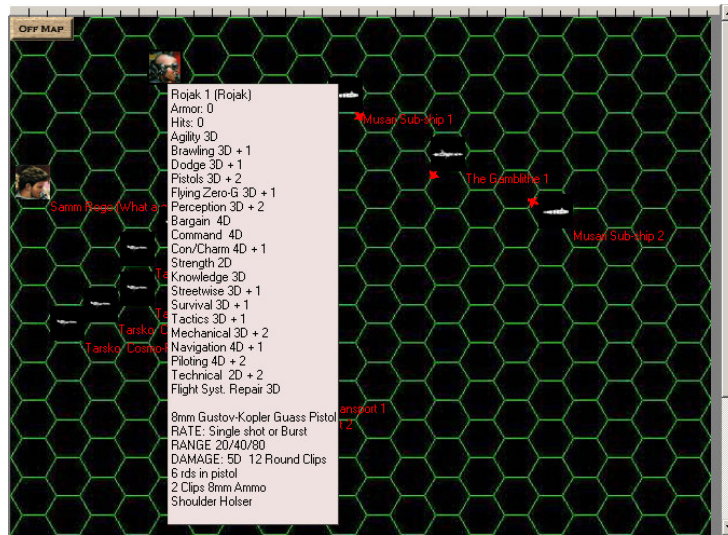
I have also added my own set of miniatures, mostly side-views of space ships in a 32x32 pixel size. You can also make larger Icons, but the use of the Arrows (Facing and Direction) on the Map will be impaired.

You can also edit each of the Icons after placing them on the map, right-Click on a selected Icon and Edit Notes. Remember the Players cannot see this information.

There is a script (one that I use all the time) that will allow the player to read the Info on his own Icon and it only shows this info to the possessing player (by whispering this info to him) This is nice if you want your players to have the ability to look at their own stats in Private.

Here is an example of a Character sheet within the NPC Info text. Notice that I put all the combat information including weapons available to the Icon and the stats of the weapons and Items carried.

As the possessing player uses up ammo or gains better skills, I can edit these on the fly.

One thing about Player made Icons: If you edit a player created Icon (one you have not assigned to the player) and the player logs off before you shut down the session, you will lose the Icon and the Edited info.

It is best for the GM to make and assign Icons to the players so they are stored in the interface even if the player logs off.

In my games I let the player sign in and select an icon, I then remake his Icon/character and assign the new GM-made Icon to the player, and dispose of the old player-made Icon.

Using Info Script:
Download it from www.screenmonkeyplanet.com
http://www.screenmonkeyplanet.com/modules/mydownloads/viewcat.php?cid=3
Add this script to your scripts folder, and start up SM.
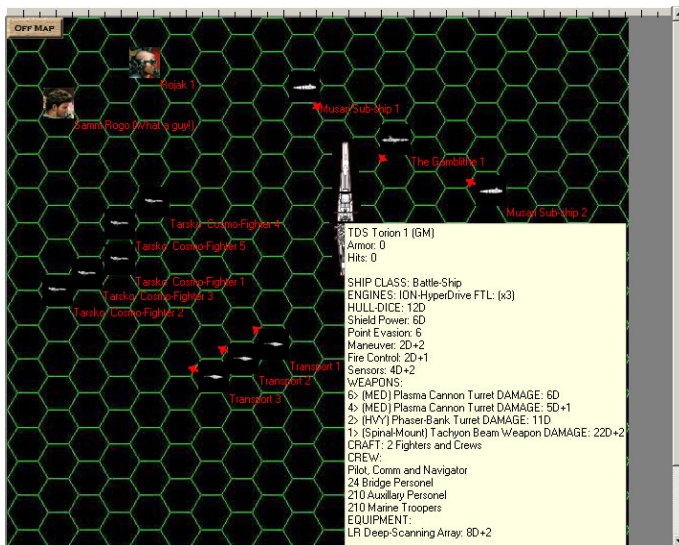To make this work, the GM types in:

/info +I {Hit Say button}

This will now allow the players to read their own info in private
The player simply types:
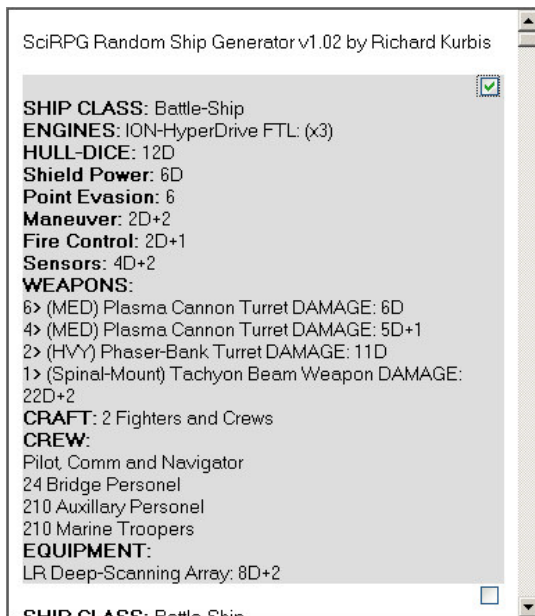
/info "Iconname"{Hit Say button}

The Iconname is the players Icon name without the quotes.

Using Inspiration Pad with Screen Monkey

Often I will use the NBOS Inspiration Pad Pro (it's FREE) to generate my own NPC's and Items. There is a bit of a trick to copy/pasting the generated information. In this screenshot I have added an oversized Icon of a top-viewed SpaceBattleship, the pop-up text was created by using the Inspiration pad.
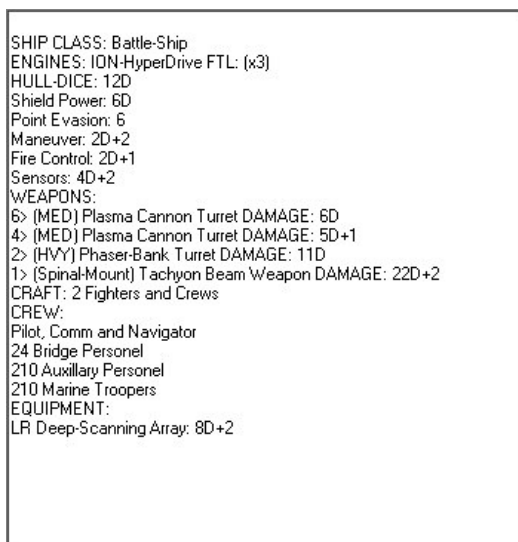

I have used the Inspiration pad to generate random stats for my Space Battleship, Selecting the Checkmark and pasting the information into the NPC Info text-box also brings in unwanted HTML tags like the Bold tags, to prevent this simply cursor select the text with your mouse and copy/paste it into the NPC Info text-box. Look Ma! No tags! Otherwise you see :
SHIP CLASS: Battle-Ship
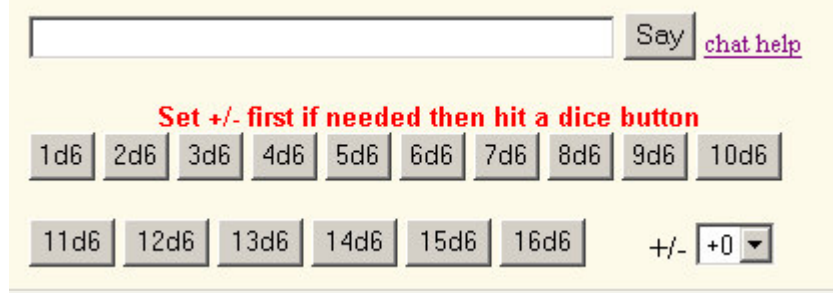**ENGINES: ION-HyperDrive FTL: (x3)**
And you don't really want those tags messing up your pop-up information, it just gets too confusing reading text with HTML tags through it.

Highlighting the Generator text (not using the checkmark select) and pasting it into the NPC Info text-box, results in a nice easy to read format presented here.

Editing your Chat Interface.

This gets a little more complicated for those who have never edited a web page.

I would use something like Frontpage to edit the control buttons, always store a copy of your Campaigns/Default folder in case you make a mistake.
The chatform.htm is the one you would want to edit to make your own sets of dice.
An easy way is to copy the existing buttons and pasting them with new values
The Form Field Properties for each pushbutton Value eg: "5d6" and the Name of the button should be kept as "roll" (without the quotes)
I have also edited my +/- dropdown to only have "+0 +1 +2 " selections (defaulted at +0) as this is the way D6 System uses die-rolls, 2D6+2, 3D6, 4D6+1…

A lot of button copy/paste functions (like in Frontpage) will make the "roll" pasted button name turn into roll1… roll2… remember to edit these back to "roll"

Nothing else should be touched in this form unless you want to change colors.

Well I hope this helps a little, at least you now know there are some way of making SM run to the way your Game System works.

~~Richard K~~