

GAME LINK INSTRUCTIONS

Contents

WHAT IS GAME LINK?	3
Compatible Games.....	3
SETUP INSTRUCTIONS	4
GAME CONFIGURATIONS	6
Eye of the Beholder.....	6
Forgotten Realms: Unlimited Adventures	6
Might and Magic: Secret of the Inner Sanctum	7
Might and Magic II	7
Pool of Radiance	7
Wizardry: Proving Grounds of the Mad Overlord.....	8
Wizardry 6: Bane of the Cosmic Forge.....	8
Dragon Wars (Beta).....	8
ADVANCED SETUP.....	9
Remote Tracking	9
Lagging Updates?	9

What is Game Link?

Game Link allows Grid Cartographer 3 Pro Edition to automatically synchronise the avatar marker with your player's position in a compatible DOS game. Like this:



Compatible Games

The following DOS games are supported by Grid Cartographer 3 Pro (v3.1.3)

- Eye of the Beholder
- Forgotten Realms: Unlimited Adventures
- Might and Magic
- Might and Magic II
- Pool of Radiance
- Wizardry
- Wizardry 6

Setup Instructions

IMPORTANT NOTE: Game Link requires the use of a custom version of DOSBox with support for the [netpeek] extension. Standard DOSBox v0.74 is not compatible with Game Link.

Download Custom DOSBox for Windows, macOS or Linux here:

<http://www.davidwaltersdevelopment.com/tools/dosbox/>

1. Replace the DOSBox folder your game is using with Custom DOSBox.
2. Find and open the DOSBox configuration file `dosbox.conf` file for the game. If there is more than one `.conf` file, use the largest one – there may also be a suffix to the file name depending on the installer used (Installers from GOG.com typically use names like `dosboxMM2.conf`)
 - NOTE: Custom DOSBox comes with its own copy of `dosbox.conf` file in the folder but this may not be the one your game is configured to use. If you encounter a problem please try a different `.conf` file.
3. Find the game you want in the following chapter and copy the code starting [netpeek] into the `.conf` file. A good place to put this is just above the [dos] section near the top.
4. Start the game and start Grid Cartographer 3 Pro. Make sure Game Link is active and there is an icon in the bottom-right of the interface. If there is no icon go to Options > Game Link and click the Activate button.
5. If things are working, the icon in the bottom-right of the Grid Cartographer interface will now probably look like this:



This means that the map you have in the editor isn't compatible with the profile for the game. There's nothing to worry about here - simply click the icon and you will be given the choice to create one.

Alternatively, if you have a map from a previous session already saved, ignore the icon and load the map!

- If the icon stays like this:



Then Grid Cartographer is not receiving the Game Link data from DOSBox. This could be because you're not using Custom DOSBox, that the [netpeek] data is wrong or that it was added to the wrong file. Please double check your settings.

- There isn't an icon!?

This means that Game Link is not active. Ensure that the Activate button has been clicked on the Options > Game Link menu page. Note: Game Link is a Pro Edition feature and not available in the Free Edition.

6. By this point, if things are working then the icon should have changed to either:

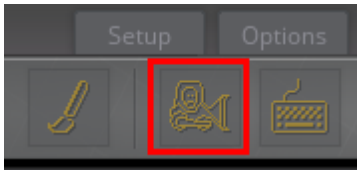


meaning the profile is working but Grid Cartographer doesn't know where the player is right now. This is usually because you're in the main menu and haven't started the game yet, or in a non-map area.



means Grid Cartographer is tracking the player. The avatar marker should match the position and facing of the player in game.

7. Enjoy! You can now use the avatar marker as a reference point to draw your map, or alternatively turn on the 'bulldozer mode' on the right hand side of the G toolbar and it'll carve out a basic auto-map for you as you move.



Game Configurations

Eye of the Beholder

For v1.7 (GOG.com) use:

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=EOB1
bytes=328cc 328ca 328cb 328c8
foot=XXE
```

For v1.4 use:

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=EOB1
bytes=328ac 328aa 328ab 328a8
foot=XXE
```

Forgotten Realms: Unlimited Adventures

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=FRUA
bytes=3fd74 3fd75 3fd76 415cc 5b2d3 5b2d2 5b346 5b347 5b348 5b349 5b34a 5b34b 5b34c 5b34d 5b34e 5b34f
5b350 5b351 5b352 5b353 5b354
foot=ADND
```

NOTE: The line starting `bytes` should have no line break when copying into the `dosbox.conf` file. The next line after `bytes` should start `foot`.

Might and Magic: Secret of the Inner Sanctum

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=MMB1
bytes=15e08 15e09 15e0d 1eb10
foot=XXXA
```

Might and Magic II

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=DB01
bytes=10ac3 10ac4 10aff 10ac2
foot=XXXA
```

Pool of Radiance

v1.3 (GOG.com release)

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=POR1
bytes=14c8d 14c8e 14c8f 332ca 33f64 332c6 332c8 3330c
foot=G1BX
```

Wizardry: Proving Grounds of the Mad Overlord

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=WIZ1
bytes=e1b6 e1b4 e1b0 e1b2
foot=XXXA
```

Wizardry 6: Bane of the Cosmic Forge

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=BANE
bytes=14ddc 1673c 16740 1673e 1673a
foot=WIZ6
```

Dragon Wars (Beta)

```
[netpeek]
enabled=true
rate=100
targethost=localhost
port=49000
head=DWAR
bytes=5181 5180 5183 5182
foot=IPBT
```

NOTE: The profile for this game is not complete. It is included here for demonstration purposes only.

Advanced Setup

Remote Tracking

Game Link is based on networking (UDP) technology and can work across a local network if configured properly.

Simply change the `targethost` value in the `[netpeek]` section to the address of Grid Cartographer 3 running on a different machine. The default value `localhost` assumes that both game and editor are running on the same computer. You can find the "LAN Address" of Grid Cartographer 3 on the Game Link page of the Options menu.

Lagging Updates?

The `rate` parameter specifies the number of milliseconds between updates. You can reduce the value here to reduce latency. However, past a certain point you will 'flood' the network and it may run slower again or less reliably – you will need to experiment. As a reference point note that the 60Hz refresh rate of a typical computer monitor is approximately every 17 milliseconds.