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Author's Note: The EIA has changed dramatically since this tutorial was written. Ergo, the screen shots are somewhat out of date. The change to the interface isn't necessarily what you would call "dramatic," so the current screen shots will do for now. However, I will attempt to update them when I have a chance.

I. General Information [Return to the Top](#)

For starters, here's the first screen that you should see when starting EIA.

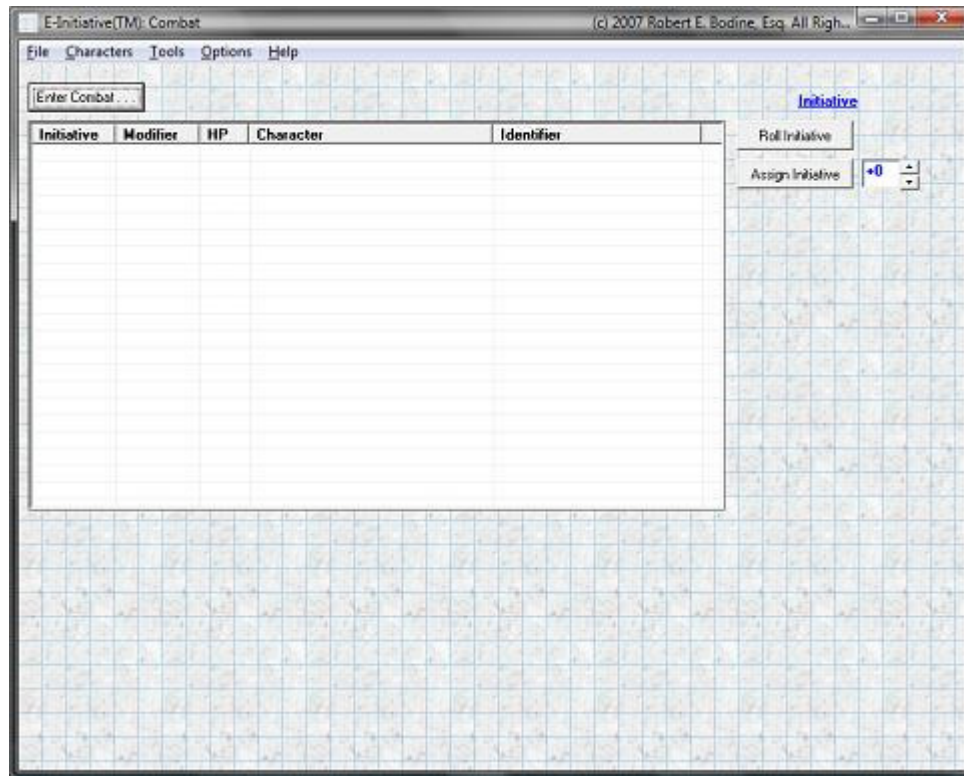


Figure 1.

Items of note

- The **Tools** has two options in it.

The **Roll Dice** sub-menu gives you several options for the number of sides, and when you select one, a dialog box appears allowing you to enter the number of dice to roll. The default number of dice to roll is 1.

Create/Edit Spells gives you the opportunity to create your own spells. If you create your own spell, you can indicate items such as spell duration, target, etc. so that information is ready for quick reference.

- The **Options** menu has four items in it:

Auto Delete Spells: automatically eliminates a spell from the spells' list if the number of rounds left for that spell drops to 0. If not activated, the spell remains in the list until manually deleted (q.v.), allowing the number of rounds to drop to negative numbers. This might be useful if you might go "back in time" in the initiative order and didn't want to have to remember when to cast spells again. It receives a check mark if activated and no mark if not. By default, this option is selected.

Massive Damage: If selected, the EIA requests whether the user wants an on-the-fly massive damage save when damage of 50 or more hit points is dealt. By default, this option is selected.

Stabilization: request whether characters receive on-the-fly stabilization rolls if their hit points are below 0. If option isn't selected, character hit points must be altered manually. It receives a check mark if activated and no mark if not. By default, this option is selected. Warning: going "back in time" (i.e., to prior rounds in combat) won't have any affect on hit points or stabilization. Stabilization will become a manual process if you've done so.

Use DMG XP: Use Table 2-6 in the DMG for calculating XP awards on the Treasure and XP Generator rather than a standardized formula. See the [FAQ](#) for more details. By default, this option is **not** selected so that a custom calculation is performed.

- Many data entry boxes require only numbers. In those cases, there are very small buttons, known as Up Down buttons, that with each click either raise or lower the current value in the associated data entry box. If you're just raising or lowering a number by one or two, these buttons are easier to use than switching over from a mouse to keyboard entry.
- Many of the menu options have shortcut keys associated with them. For example, to open the Characters screen (q.v.), you can press the "A" on your keyboard while holding down the control key (usually abbreviated, "Ctrl"). This Ctrl-A combination appears on the **Characters** menu (q.v.) to the right of the **Create/Edit dB Character** option (q.v.). In most cases, this document doesn't point out these shortcuts, so always examine the menu option you're selecting to see if there's an easier way to activate that feature.
- You can resize the screens, and if you do so, the controls on the screens (including their font sizes) resize as well. However, there are maximum and minimum sizes allowed.

II. Registration [Return to the Top](#)

Registration is a three-step process. First, you send a payment via PayPal to wetpaint2000@hotmail.com. The current cost of the EIA is , unless you want to install it on multiple machines, in which case I'm charging a unlimited license fee. Second, you click on the registration menu and select Request Registration Code (see [Figure 2](#)).

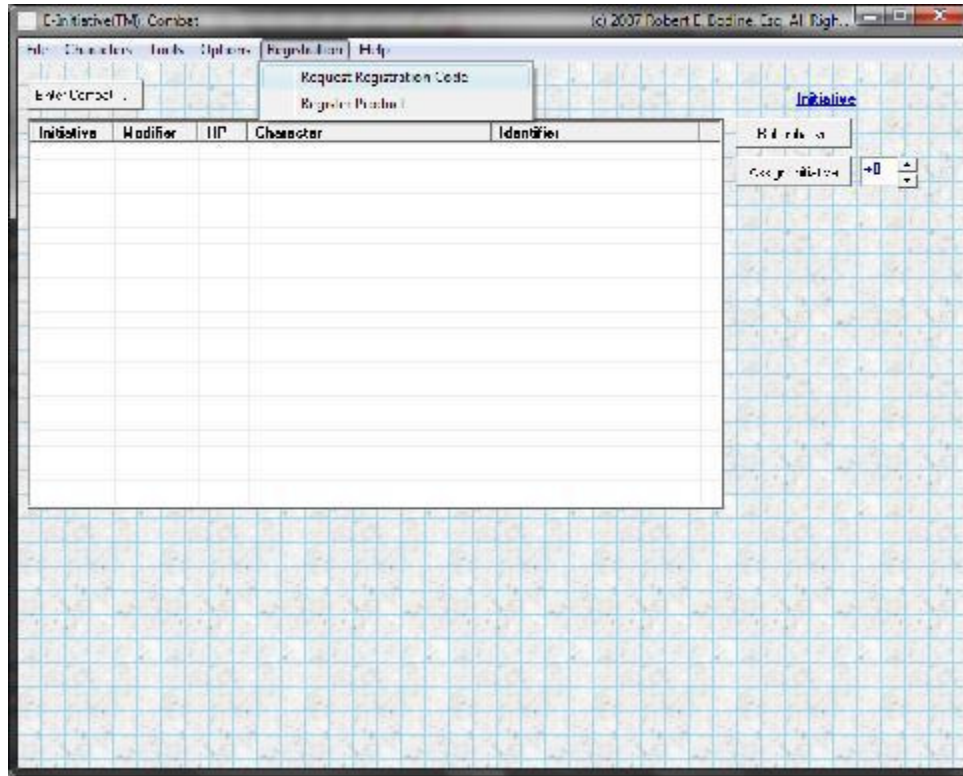


Figure 2.

This brings up a new email message from your default email program. The subject line will be written for you, so don't change it. As for the body of the email, it will provide the following string to you, which you should complete:

Name: ____ Transaction Number: ____ Email Address: ____

That is, I need to know your name, PayPal transaction number, and email address from which you sent payment. Without these three items of information, I won't be able to respond to your email with your activation code.

Third, once you've received my email providing your registration code, return to the registration menu and select **Register Product** (see [Figure 3](#)). This brings up a dialog box requesting the code I gave you. Copy and paste the registration code into the text entry box and select okay. Your product should be registered, and the registration menu will no longer be available.

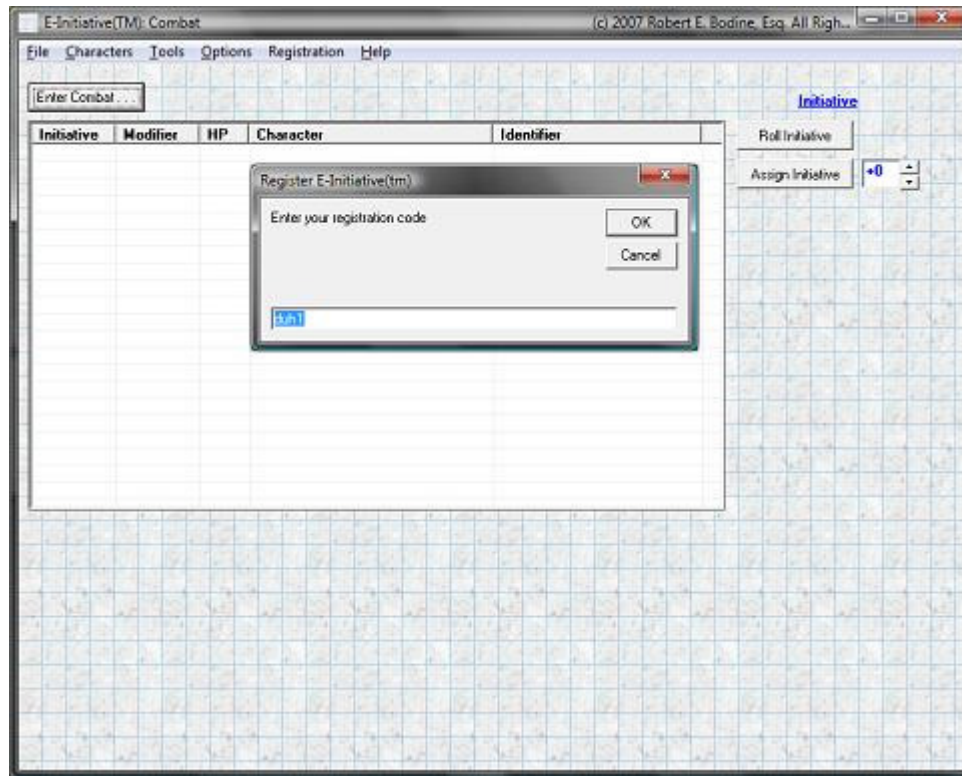


Figure 3.

Items of note

- **IMPORTANT:** It's highly unlikely that there should be any problems with registration, and I will go to great lengths to ensure that your program is registered on your computer. However, if your computer is giving you problems that I can't solve, I may be in a position of having to send you an "automatically registered" product in order to get yours to work. I won't do that. Instead, I'll refund your money. Although (and in fact, because) it's highly unlikely that such a problem could occur, it would be too great a risk to the protection of the EIA to allow automatically registered copies to circulate. If I can't provide you a solution from afar, and if Delaware is too far a commute to give me access to your computer to verify the problem actually exists, then simply request your money back. This offer of a refund is good for 30 days from the purchase of your license.
- **REMINDER:** Your registration code works on only one hard drive: the one for which you registered the product. If you try to register your product on a second hard drive using the original hard drive's registration code, it won't work. Your computer won't explode, but it won't work. If you purchase a new hard drive, you'll need a new license for that hard drive. Because I can't undo the registration code once you receive it, ***I won't allow an exchange of codes.*** These policies are in place to minimize the chance of pirating and fraud. Considering the relatively low cost of the EIA, I find these to be reasonable policies.
- **NEW VERSIONS:** New versions will require new registration codes, but if you qualify for a free upgrade for some reason, you'll get the new registration code automatically.

- As you might expect, you won't be able to use many of the features of the EIA if the application isn't registered.

III. Setting up Combat [Return to the Top](#)

When you first open the EIA, you are brought to the Combat screen (see [Figure 1](#), above). This is the workhorse of the EIA. The key features on this screen are the characters' list, the "Enter Combat" button, the "Roll Initiative" button, the "Assign Initiative" button, and the initiative data entry box. You also have several menu options, some of which duplicate the features of the buttons.

Step 1: Load characters into the characters' list [Return to the Top](#)

Your first step is to load characters into the list box. This is accomplished in one of three ways. You may open an XML file containing character data (see [Figure 4](#)), you may open a character that you've created using the Character screen (see [Figure 5](#)), or you may open a combat file (q.v.) containing references to several of these characters (see [Figure 6](#)). [Note on Figure 5](#): the parenthetical, "(custom)," doesn't appear next to all custom characters. I've actually included that in the names of those characters for the purposes of pointing them out as custom characters.

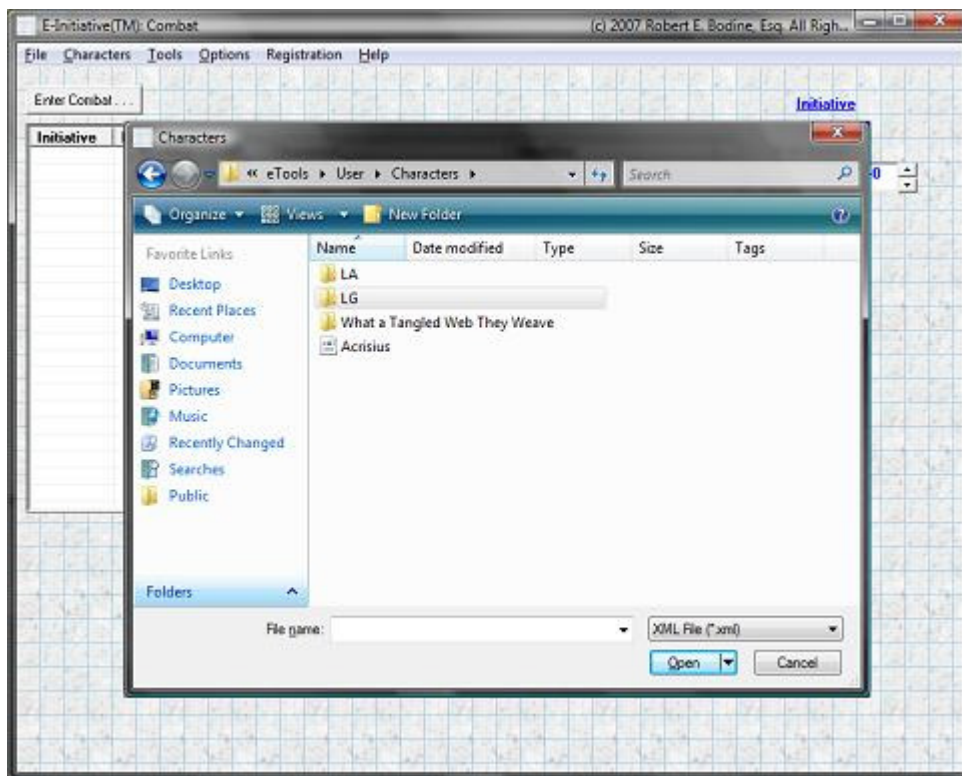


Figure 4.

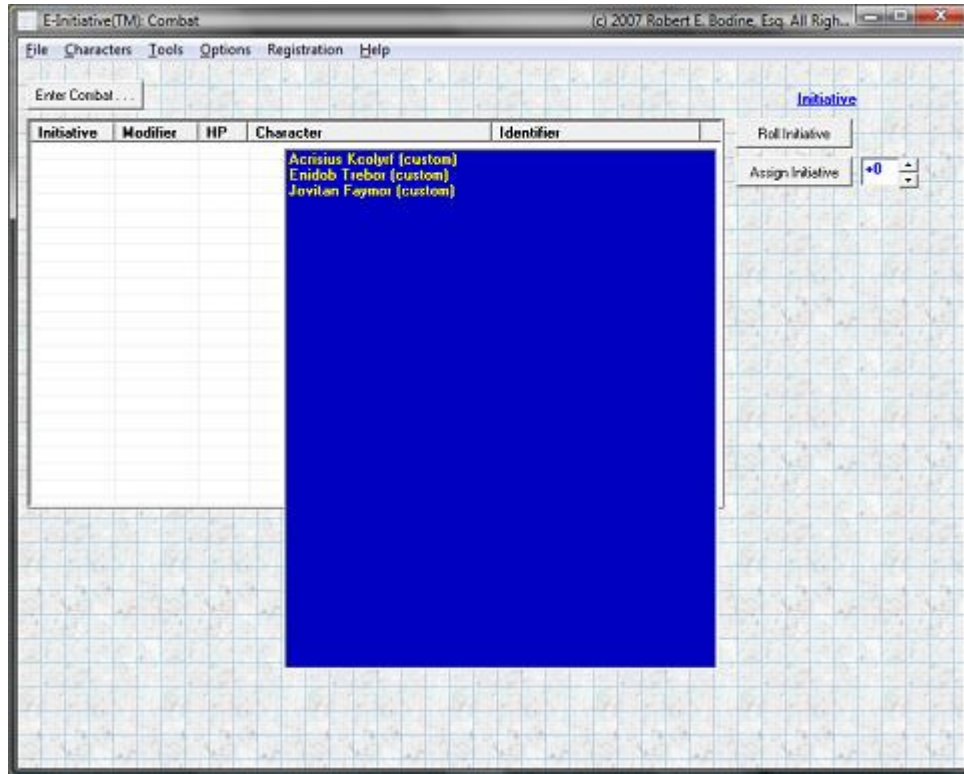


Figure 5.

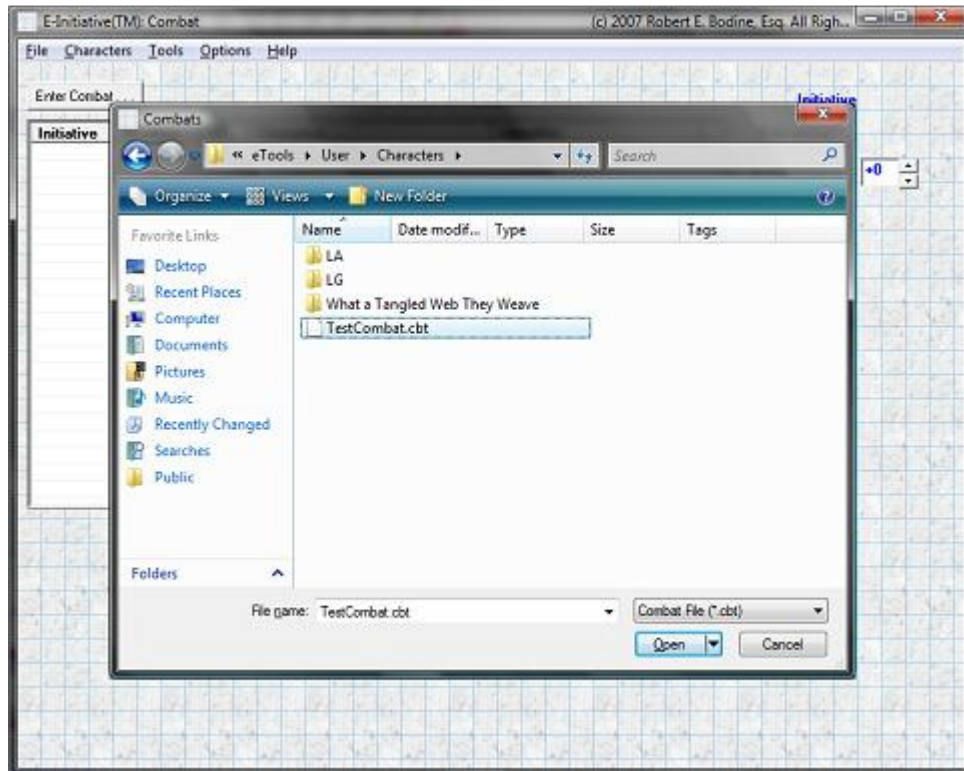


Figure 6.

After Step 1 is complete, the Combat screen should look something like [Figure 7](#).

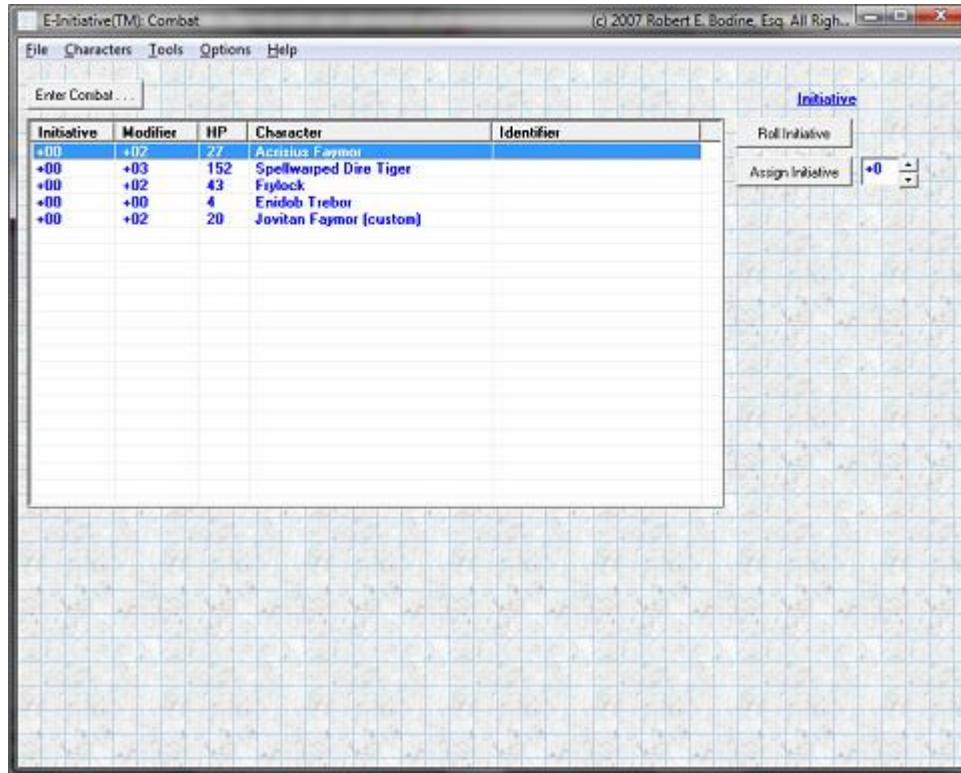


Figure 7.

Step 2: Assign Identifiers [Return to the Top](#)

What if you have more than one dark elf on the board, each with the same statistics? How do you tell them apart? That's where the identifier comes into play. Select a character from the characters' list, and then go to the **Characters** menu and select **Modify Identifier**. This will bring up a dialog box into which you'll enter the modifier. This is free form text, so you can enter anything you want. A set of identifiers can be as simple as #1, #2, etc., or A, B, etc. You may prefer to use different minis for similar creatures, so you could use the name of the mini representing the character. That's how it appears below in [Figure 8](#).

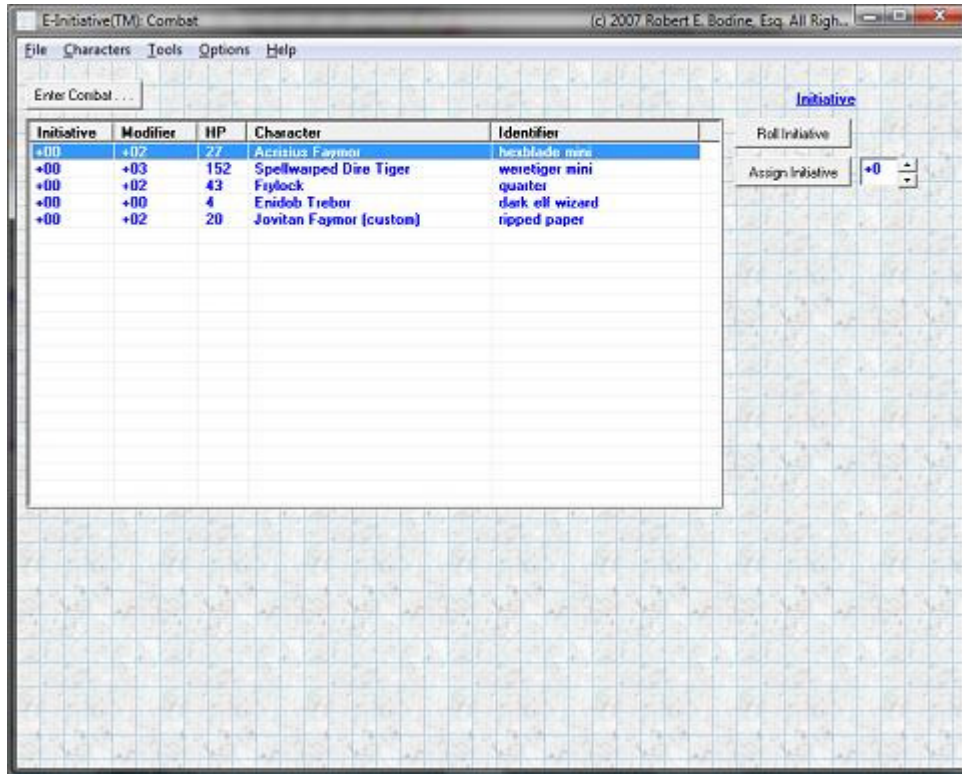


Figure 8.

Step 3: Roll Initiative for the Group [Return to the Top](#)

This is the easy part. Simply click on the Roll Initiative button, and all characters will have a separate initiative roll generated, modified by their individual initiative modifiers. When the initiative scores are changed, the characters' list will reorder itself by each character's score and modifier (in that order of priority).

Step 4: Assign Specific Initiatives [Return to the Top](#)

A GM may decide that he wants an NPC to go in a particular order no matter how the dice roll. A GM may decide that he wants all NPCs to have the same initiative score. A typical player prefers to roll his own dice. To deal with all of these situations, the GM can assign initiative scores to the players using the Assign Initiative button and data entry box. Simply make sure the correct character is highlighted in the characters' list, enter the initiative score you'd like in the data entry box, and then click on the Assign Initiative button.

Once all four steps are completed, the Combat screen should look something like [Figure 9](#). In this case, I'd say the odds are against the PCs. ☺

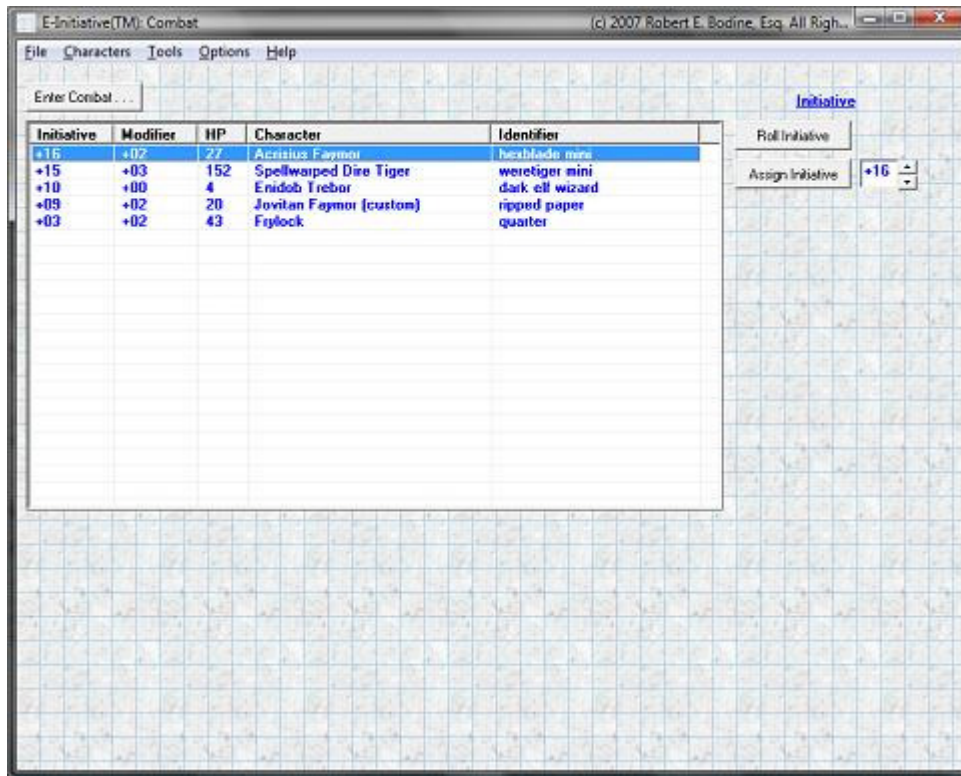


Figure 9.

Items of note

- You can save your current combat configuration as a combat (*.cbt) file. Select **Save** from the **File** menu and choose a file name. All that is saved is a reference to the characters; hit point damage, identifiers, etc. are not saved.
- You can close a combat file without saving it. Select **Close** from the **File** menu. No error message is given if you haven't saved changes to the current combat file.
- You can open multiple combat files at the same time.
- You can access the **File** menu by right-clicking anywhere on the grid appearing on the Combat screen.
- You can access the **Character** menu by right-clicking anywhere on the characters' list.
- You can change the column widths of the characters' list, even revealing hidden columns whose width is currently set to zero. If you want to return to the default widths, simply choose **Reset Columns** from the **File** menu.
- A scroll bar will appear on the right side of the characters' list if more characters are inserted than can fit in the visible area of the list.

- As of right now, the only third-party XML format supported by the EIA is E-Tools^{*}, but future versions will support other formats.

IV. Starting Combat [Return to the Top](#)

By clicking on the Enter Combat button, not surprisingly, you enter combat. The same button then gives you the ability to leave combat. When in combat, the Combat screen changes as shown in [Figure 10](#).

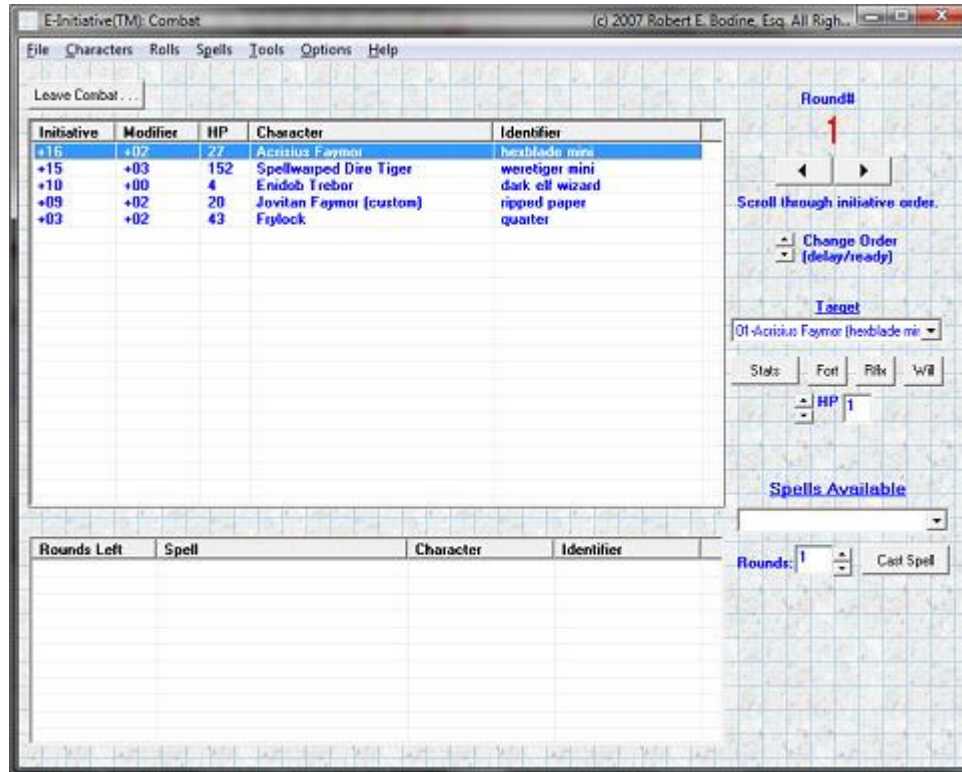


Figure 10.

Once Combat has started, the characters' list no longer reorders characters by initiative scores, so initiative order must be changed manually (q.v.). You may no longer manually select a character, but rather you must wait until its turn in order to allow it to act, at which point it becomes the "current character." The controls governing combat appear down the right side of the Combat screen. Also, various menus are made visible or invisible, and the spells' list is now visible beneath the characters' list.

Scrolling Through the Rounds [Return to the Top](#)

The first important set of controls is the Round button set. By clicking to the right, you go forward in initiative order, and by clicking to the left, you go backwards. You can never go before the 1st round, so surprise rounds are (currently) handled manually. As you go backwards, the number of rounds left for a given spell (q.v.) will increase, but never higher than their initial rounds left value. So, if you go too far back, you may cause problems with your spells. We'll learn how to address this problem later. As for hit points, going backwards won't restore lost hit points. That is, the EIA doesn't (currently) track when a character lost hit points and how much, but rather

what your current total hit points are. Going backwards won't undo what you've reported to the EIA.

Selecting a Target [Return to the Top](#)

Because once combat has started you no longer have the ability to select a character outside the current initiative order, you must use the Target set of controls to record damage to a character. The first step is to use the drop down target list to select a character. This control appears below the word, "Target," and it contains a list of every character appearing in the characters' list. Once you select a "target character," you can use one of the buttons below the drop down target list to either view the character's statistics block ("stat block") or roll a saving throw. Each of these buttons has a word on it that indicates its function.

Viewing a Target Character's Stat Block [Return to the Top](#)

If you chose to view the stat block of a character, you'd see something like what appears in [Figure 11](#).

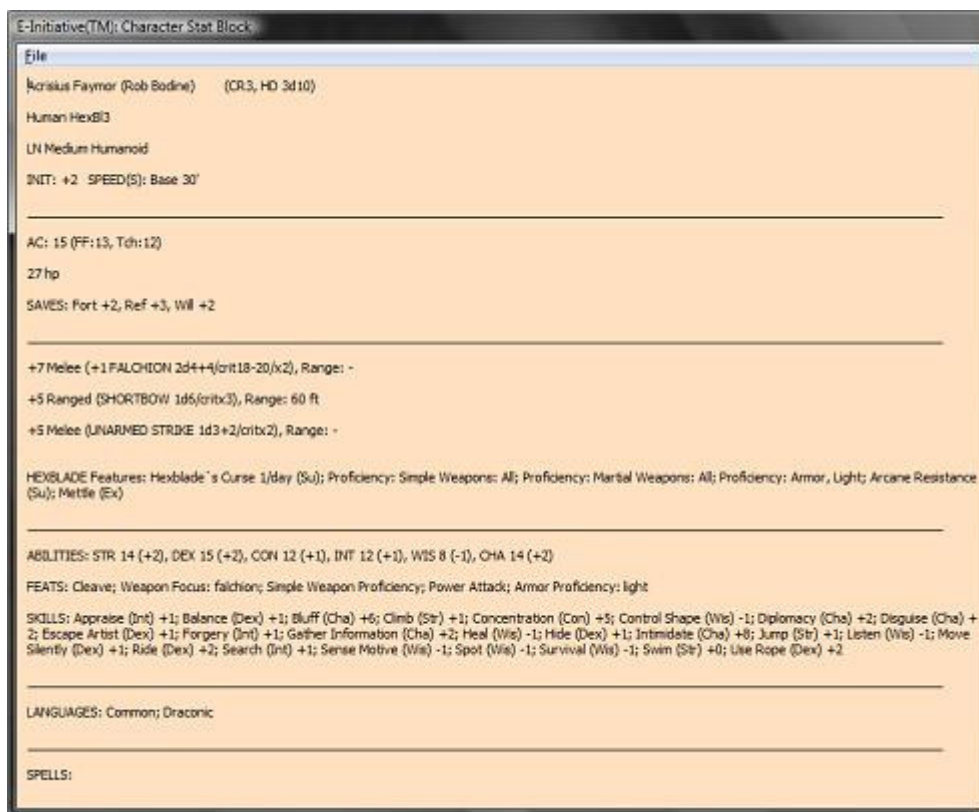


Figure 11.

[Figure 12](#) shows you something a little bit different. In this case, you chose a character whose stat block is too big for the screen. Accordingly, a scroll bar appears to the right, allowing you to go up and down to view the entire stat block. [Figure 12](#) also shows the content of the only menu appearing with the stat block. The **File** menu has one option, **Close**. The **Close** option simply returns you to where you were before you brought up the stat block.



Figure 12.

Rolling a Saving Throw for the Target Character [Return to the Top](#)

Figure 13 shows a sample saving throw rolled for the current character, which can be done only by referencing the **Current** sub-menu of the **Rolls** menu, visible only when within combat. Saving throws can also be rolled for the Target character, which can be accomplished either by clicking on one of the command buttons beneath the drop down target list or by referencing the **Target** sub-menu of the **Rolls** menu. Of course, the correct character must be selected in the drop down target list in order to get the right save. If there are situational modifiers to add to the roll (e.g., circumstance bonuses), you'll have to do that mentally. The rolls consider only the modifiers provided by either the XML file or the character's database record (for characters created within the EIA).

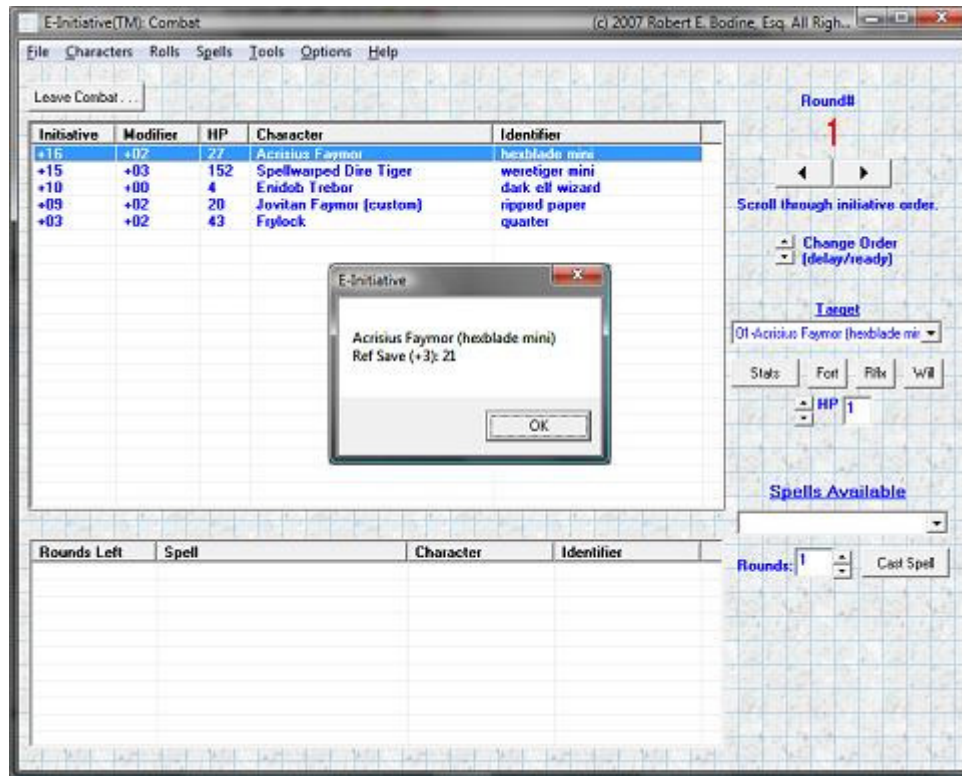


Figure 13.

Selecting a Spell to Cast [Return to the Top](#)

As you're scrolling through the characters, you may notice that the drop down list underneath the words, "Spells Available," alternates from having entries to not having entries. This is the drop down spells' list, and it contains the spells with non-instantaneous duration that are available known to the current character, as illustrated in [Figure 14](#) below. Because some characters aren't casters, the box is sometimes empty.

The drop down spells' list contains the name of the spell and its formula for calculating its duration. This is illustrated in [Figure 14](#) below. Because this combination of information is usually too long to appear in the list, the currently selected spell's duration is assigned to what's called the Tool Tip Text of the drop down list. Therefore, when you select a spell in the list, you can leave your mouse pointer motionless over the drop down list, and the duration will pop-up in a small label.

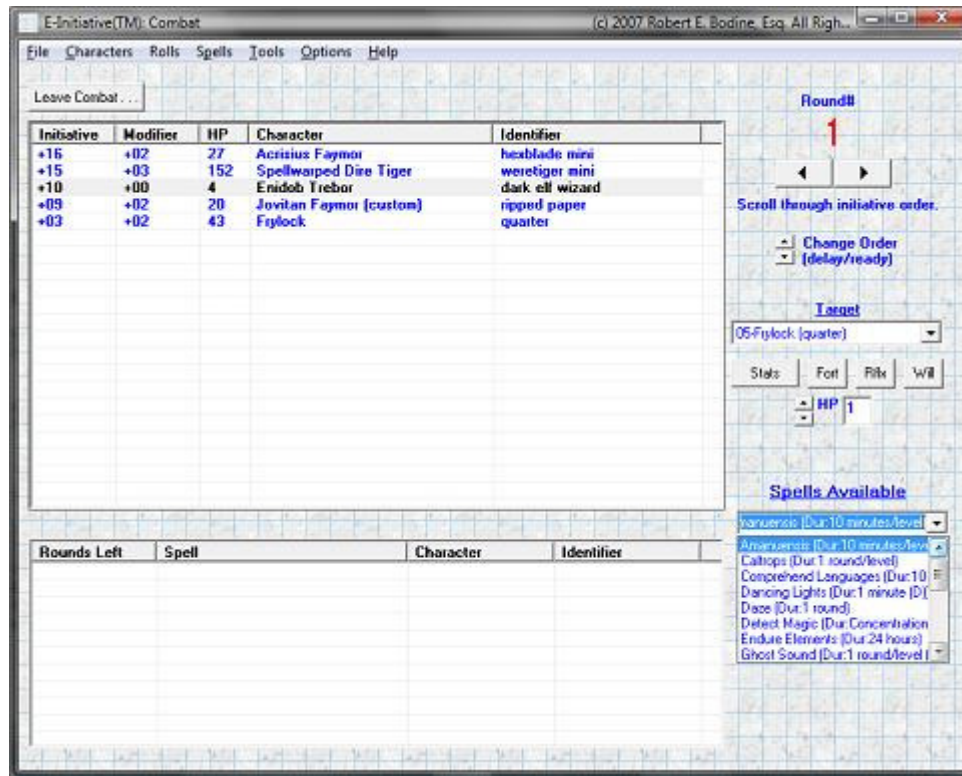


Figure 14.

Having the duration information helps you calculate how many rounds to enter in the Rounds data entry box that appears below the drop down spells' list. Once you've calculated and entered the number of rounds, click the button labeled Cast Spell, and the spell will appear in the spells' list, along with the number of rounds left in the spell and the name and identifier of the character that cast it. A populated spells' list is illustrated in [Figure 15](#). Note: if you modify the identifier of the caster after the spell is cast, it won't (currently) be transferred to the spells' list.

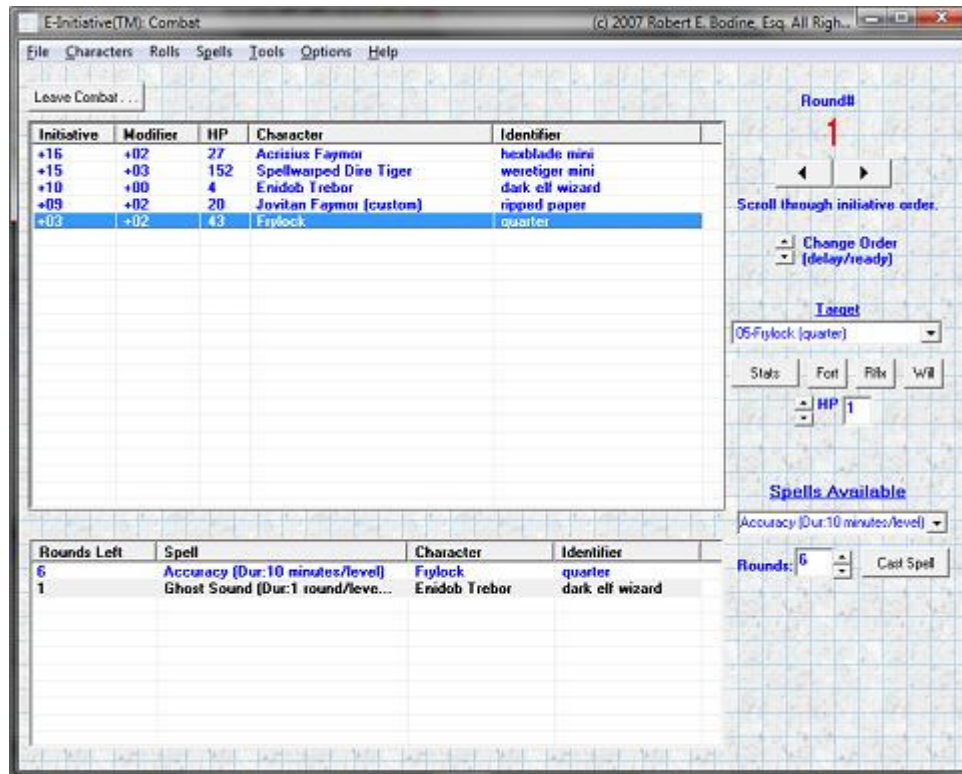


Figure 15.

Changing the Number of Rounds Left [Return to the Top](#)

For a wide variety of reasons, you may want to modify the number of rounds left in a spells duration. To do that, you simply access the **Spell** menu, which gives you three options: Increase Rounds, Decrease Rounds, and Remove. Each has a shortcut key combination associated with it, Ctrl+I, Ctrl+M, and Ctrl+N respectively. Memorizing those shortcuts is quite useful. Please note that these functions are applied to the spell that's currently selected in the spells' list.

Items of note

- You can access the **Spell** menu by right-clicking anywhere on the spells' list.
- You can change the column widths of the spells' list, even revealing hidden columns whose width is currently set to zero. If you want to return to the default widths, simply choose **Reset Columns** from the **File** menu.
- A scroll bar will appear on the right side of the spells' list if more spells are inserted than can fit in the visible area of the list.
- Because some class spell lists are huge (e.g., the standard divine caster), you'll sometimes experience a slight pause while the drop down spells' list is populated. On my PCs, the pause isn't even one second long, but in any case it won't be a dramatically long wait.

- While in combat, you can add characters or entire combat files to the current combat, but they'll be assigned the default initiative roll of 0. You'll have to roll each new character's initiative (using the target combo box and the **Rolls** menu), and then use the delay/ready action to move them where you want them in initiative order.
- The stat block is available even when you're outside of combat. In this case, you have the additional option of bringing up the stat block of a character by double-clicking on that character in the characters' list. You can also do that from within combat, but because the character currently in initiative order is always selected, it always brings up that stat block.
- As with characters, you can pull up a stat block for a spell by double-clicking on the spell that appears in the spell list. If you have typed in a spell that doesn't appear in the drop down spells' list, the stat block will be empty. You can add a spell to the drop down spells' list by using the **Create/Edit Spells** option under the **Tools** menu.

V. Creating and Editing Characters [Return to the Top](#)

Disclaimer: We know we're running this into the ground, but once again, the EIA is **not** a robust character generation tool. It won't perform **any** error checking. For example, the custom character used in the screen shots is a 2nd level fighter that casts spells and manifests psionic powers. You should create your character using whatever tools you normally use (s/w, paper, pencil, whatever), and then enter it into the character database. Garbage in, garbage out.

Bringing up the Character Screen [Return to the Top](#)

The Character screen can be brought up by access the **Create/Edit dB Character** option under the **Characters** menu of the Combat screen (available both in and out of combat). You can also use the Ctrl-A keyboard combination. Characters are presented alphabetically, and by default, the first character in the database will appear, along with the character's basic stats, as illustrated in [Figure 16](#) below.

Basic Stats		Speeds		Saves	
Character Name:	Jovian Faymer (custom)	Base:	30	Fort:	15
Player Name:	Rob Bodine	Fly:	0	Ref:	2
HD:	2d10	Swim:	0	Will:	1
HP:	20	Climb:	0	Abilsec:	
Race:	Human	Burrow:	0	Str:	18
Class(es):	Ft2	ΔC:		Dex:	14
Challenge Rating:	2	Base:	18	Con:	16
Alignment:	Neutral	Flat-Footed:	16	Int:	10
Size:	Medium	Base:	12	Wis:	12
Type:	Humenoid			Cha:	8
Subtype(s):					
Initiative Modifier:	2				

Figure 16.

Using the four buttons at the top of the Character screen, you can view the character's basic stats (Figure 16, above), attacks (Figure 17), spells known (Figure 18), or languages and miscellaneous notes (Figure 19).

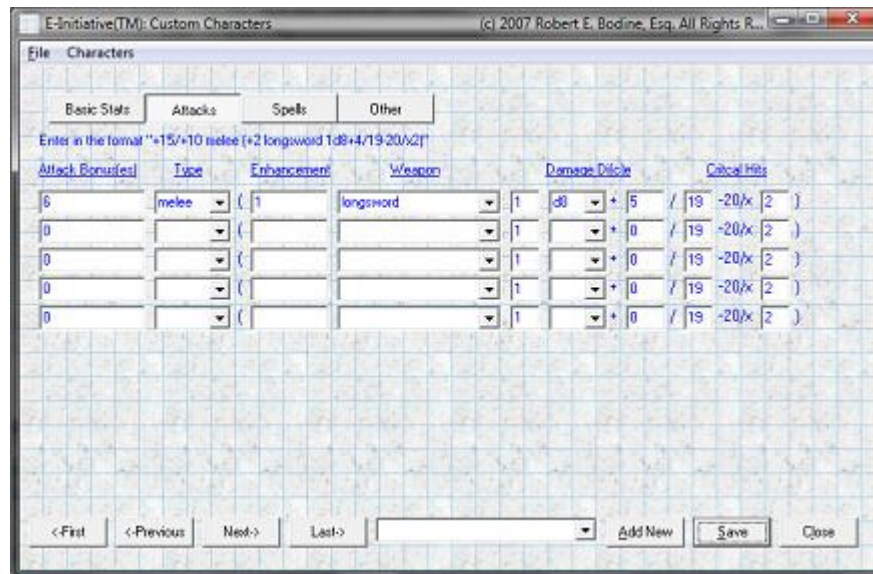


Figure 17.

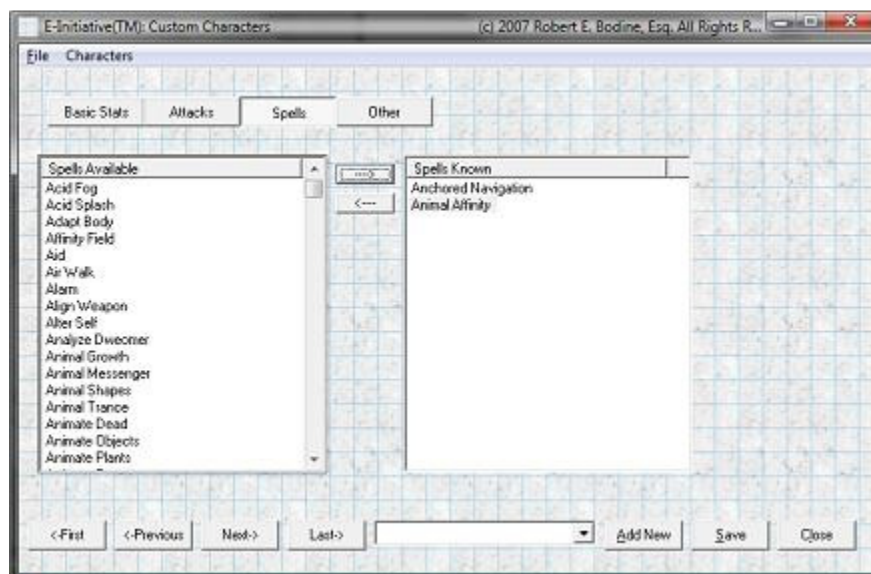


Figure 18.

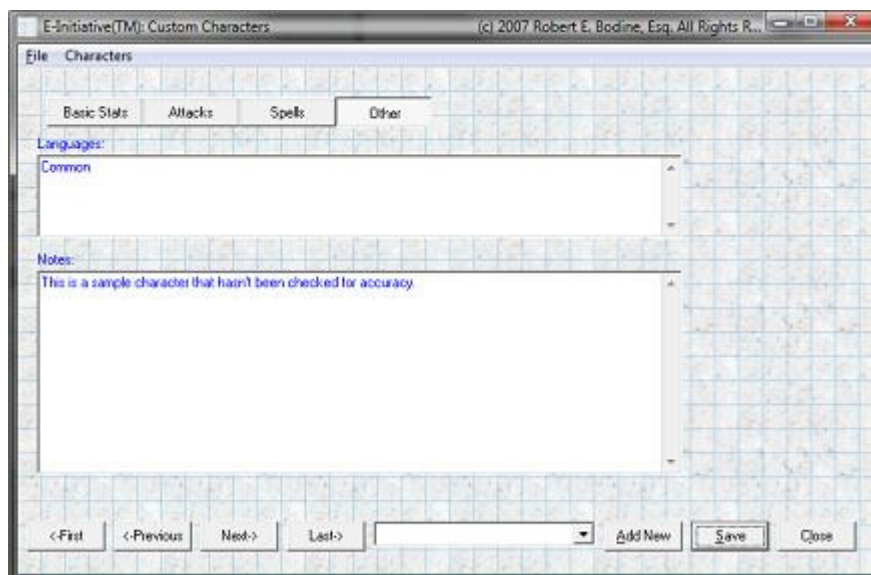


Figure 19.

Viewing Other Characters [Return to the Top](#)

To view other characters, you use the buttons and drop down list along the bottom of Character screen. Let's call the character that's currently being viewed the "current character." The first button jumps to the first character in the database, the second button moves to the character immediately before the current character, the third button moves to the character immediately after the current character, and the fourth button jumps to the last character in the database.

Remember, the characters are ordered alphabetically, so first, second, last, etc. relate to the alphabetical listing, which will almost certainly **not** be the order in which you entered them. Consider that when deciding how to name characters. For example, you may choose to enter names in the format, 'last name, first name.'

As your list of custom characters grows, you may find the buttons too fine a tool to browse properly. The drop down character list gives you another means of finding the right character. Click on the drop down character list control, and you'll see a list (with a scroll bar, if needed) of all your characters. Select the one you want to view/edit, and the database will jump to that character. See [Figure 20](#).

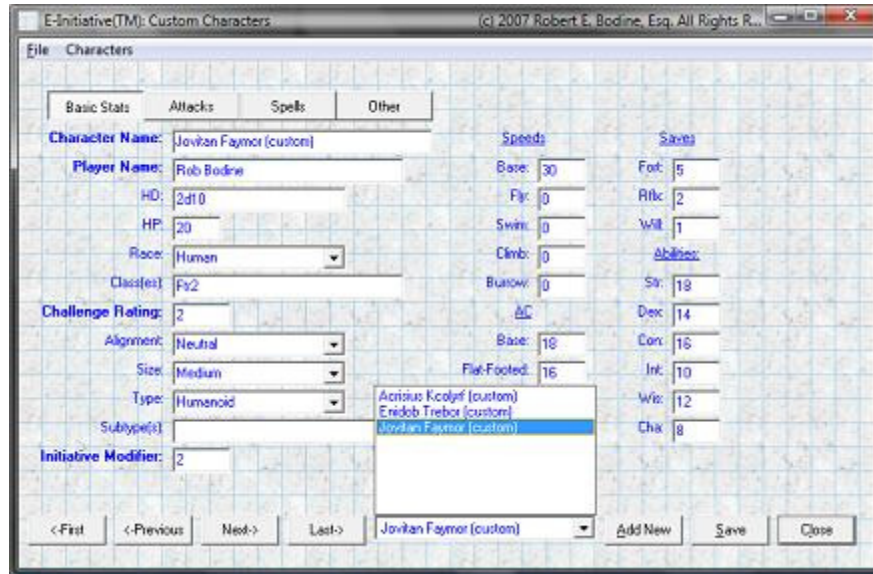


Figure 20.

Adding New Characters [Return to the Top](#)

To the right of the drop down character list, you'll see three more buttons. If you click the first button (Add New), you'll enter "add mode," and you'll be adding a new character. Clicking that same button (which should now say Cancel) will cancel the character adding process. On the other hand, clicking the next button over (Save) will save the current record. Save works this way whether you're adding a new character or you've edited an existing character.

Closing the Character Screen [Return to the Top](#)

Obviously, the button at the bottom right corner of the Character screen (Close) closes out the Character screen and returns you to the Combat screen. This function can also be accessed via the **File** menu.

VI. Conclusion [Return to the Top](#)

We hope you found this tutorial useful. If you have any questions or comments, please email us at wetpaint2000@hotmail.com. The FAQ that follows will grow as we receive your input.