

# How to Start Up the Dawn of Time Codebase

## By Bishop Osiris

This document shows you how to start up the Dawn of Time MUD. This takes you from the .tgz source file to creating an immortal. This is done in a Windows 7 Pro environment.

Things I'm using to accomplish this:

Visual Studio Community 2013:

<https://www.visualstudio.com/en-us/products/visual-studio-community-vs.aspx>

7-zip: <http://www.7-zip.org/>

MUSHClient: <http://www.gammon.com.au/mushclient/mushclient.htm>

You will need:

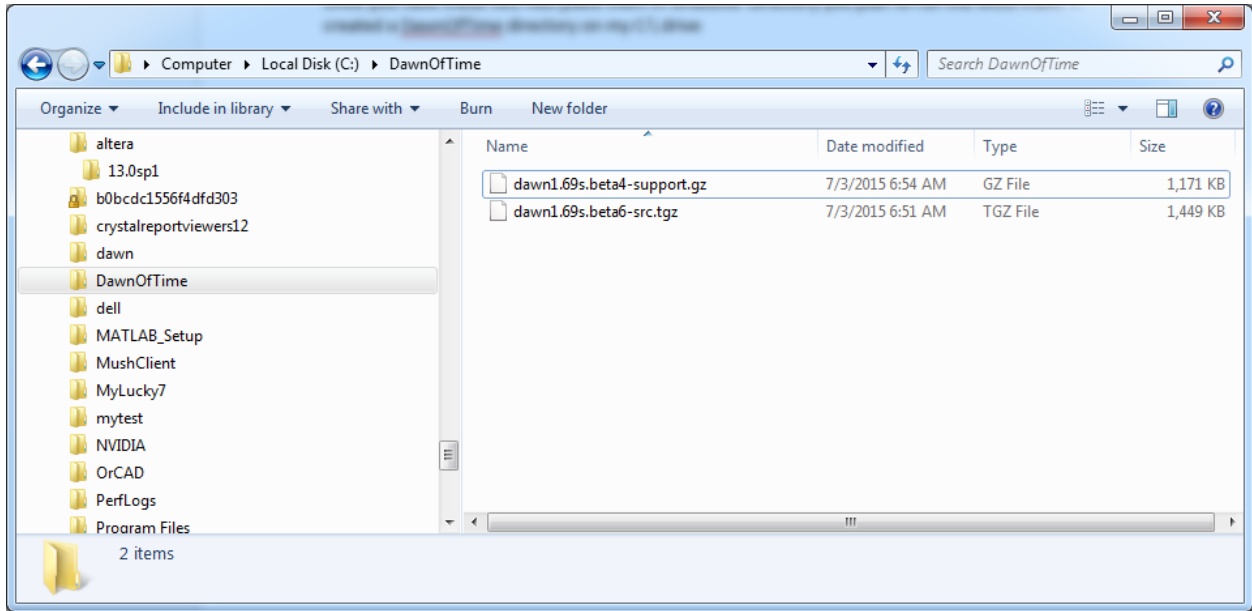
dawn1.69s.beta6-src.tgz

which is the latest release of the Dawn codebase. You have to request this from Kalahn but he seems to be inactive these days. You can download dawn1.69r-src.tgz (an older version of the code) from <http://dawnoftime.org/download/> which was still active at the time of this writing. Or you can send me an email: [bishoposiris@gmail.com](mailto:bishoposiris@gmail.com) and I will be happy to send you a copy of the latest version. You will also need:

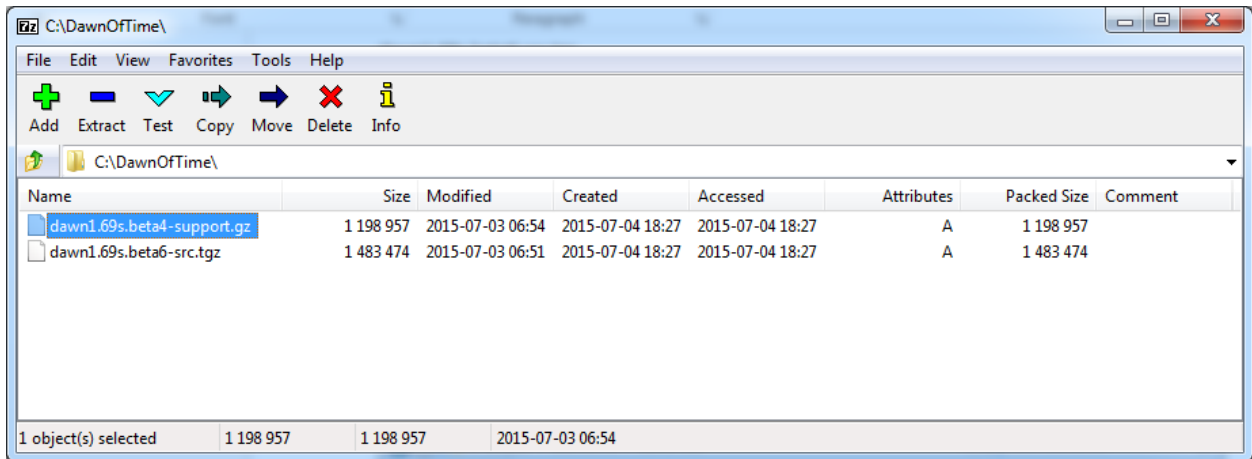
dawn1.69s.beta4-support.tgz

which can be downloaded from <http://dawnoftime.org/download/beta/>.

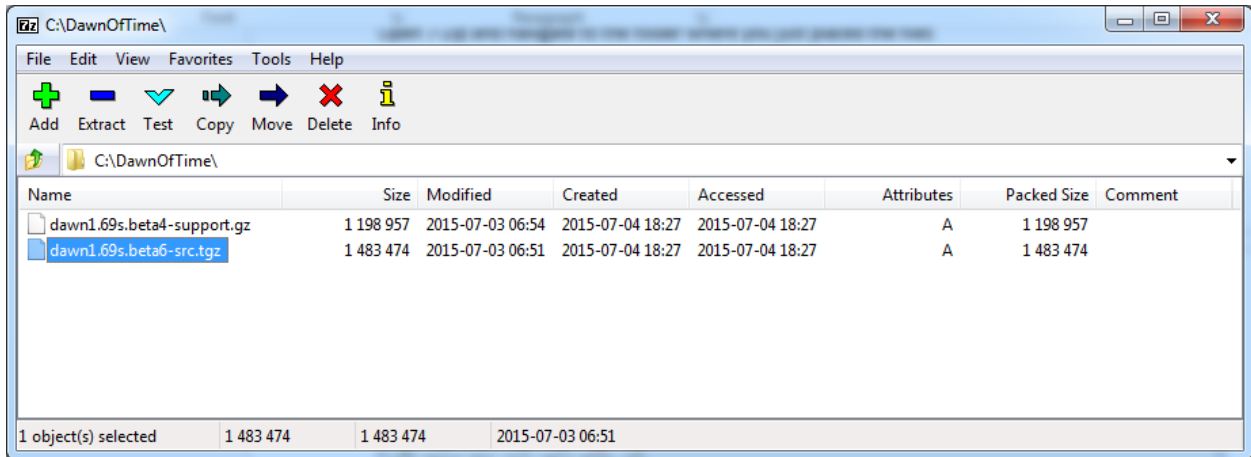
Once you have these two files place them in whatever folder you plan to run the MUD from. I created a DawnOfTime folder on my C:\ drive



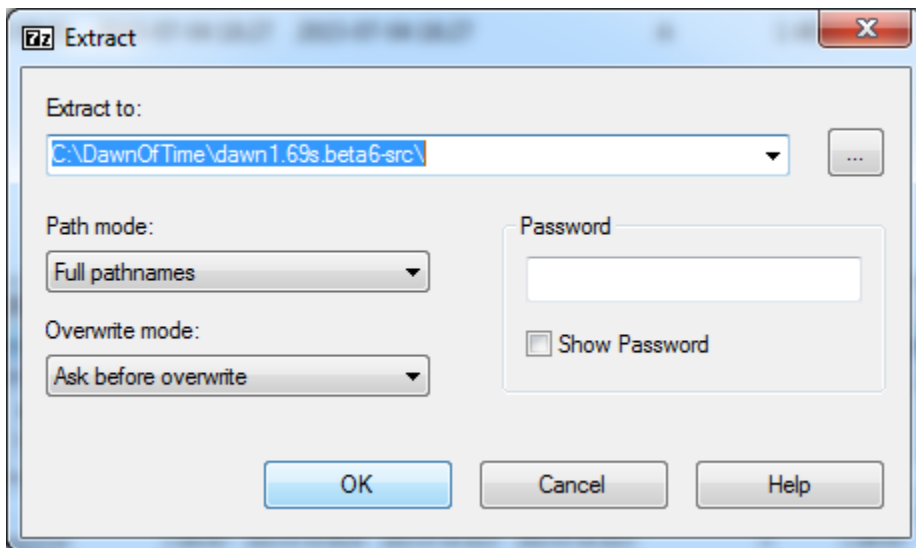
Open 7-Zip and navigate to the folder where you just placed the files



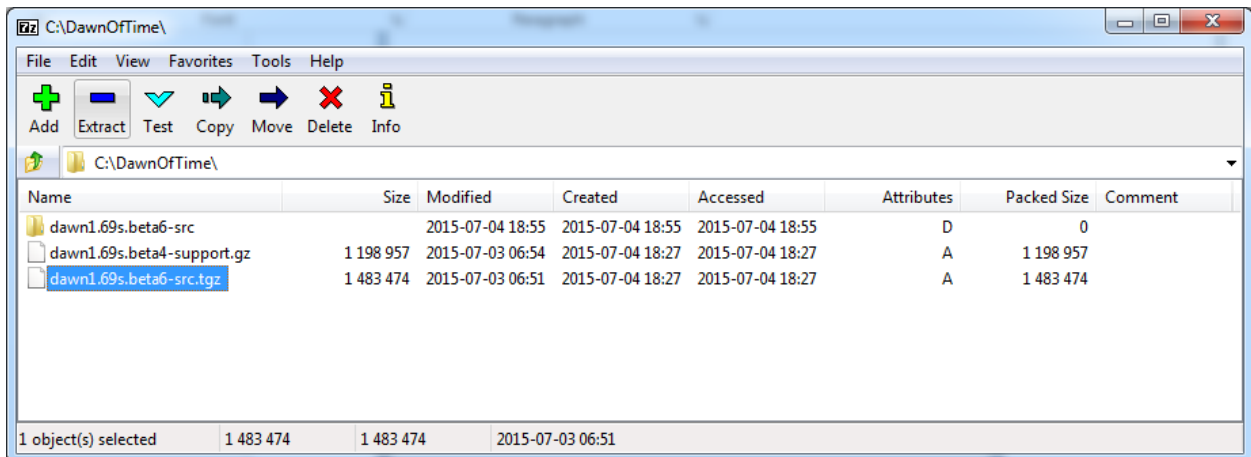
Select the source file



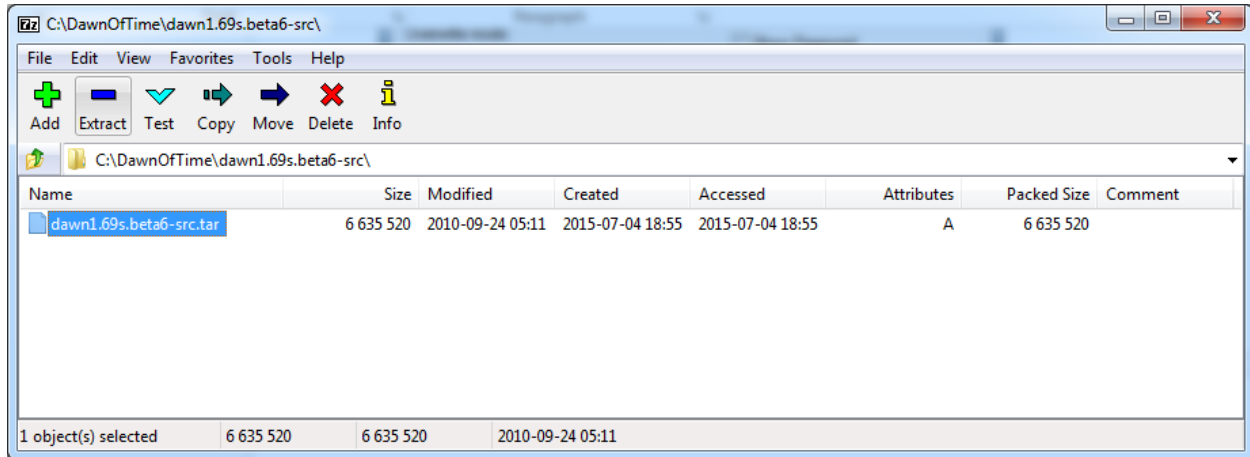
Click Extract



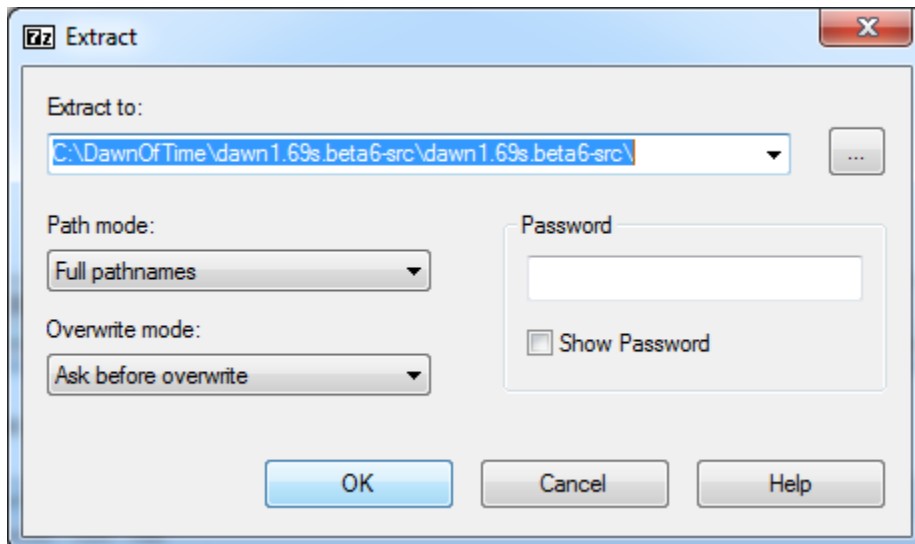
Click OK



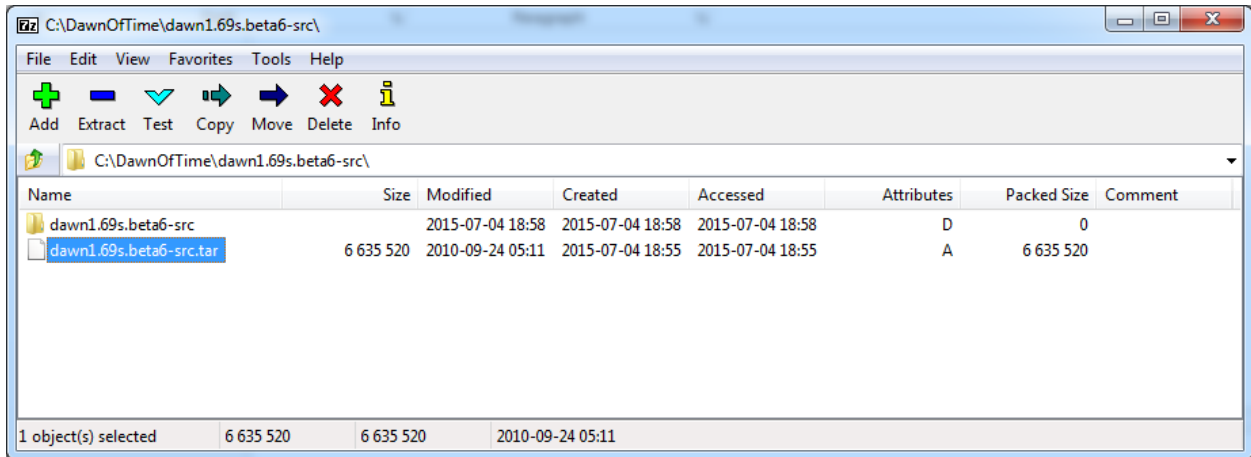
Double-click the new dawn1.69s.beta6-src folder



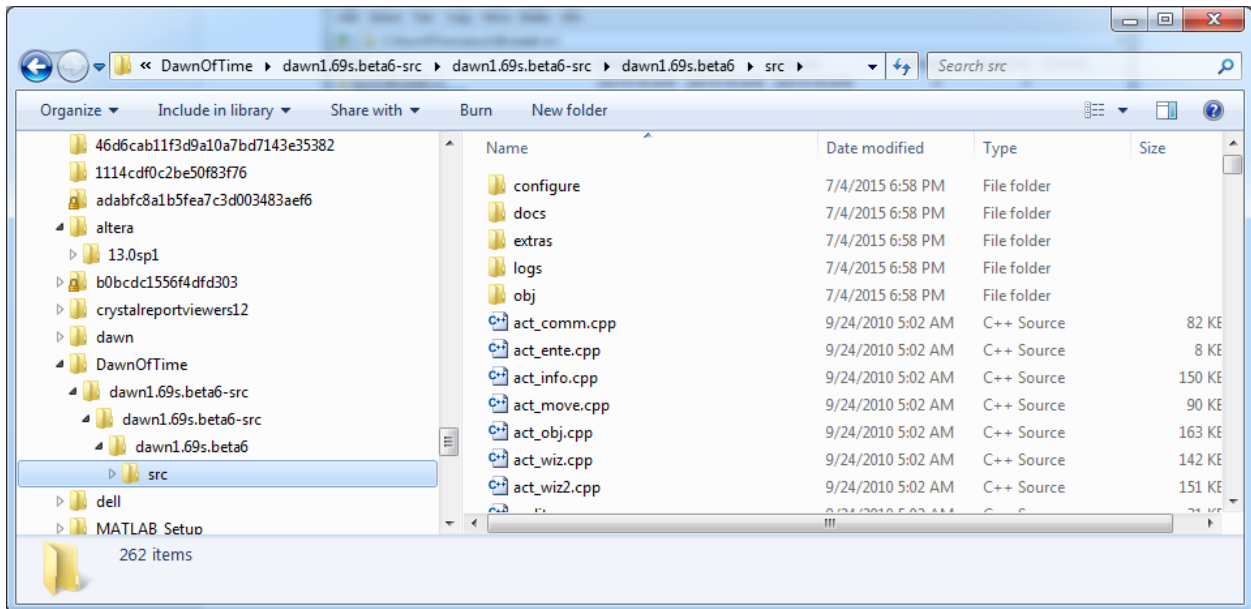
Click Extract



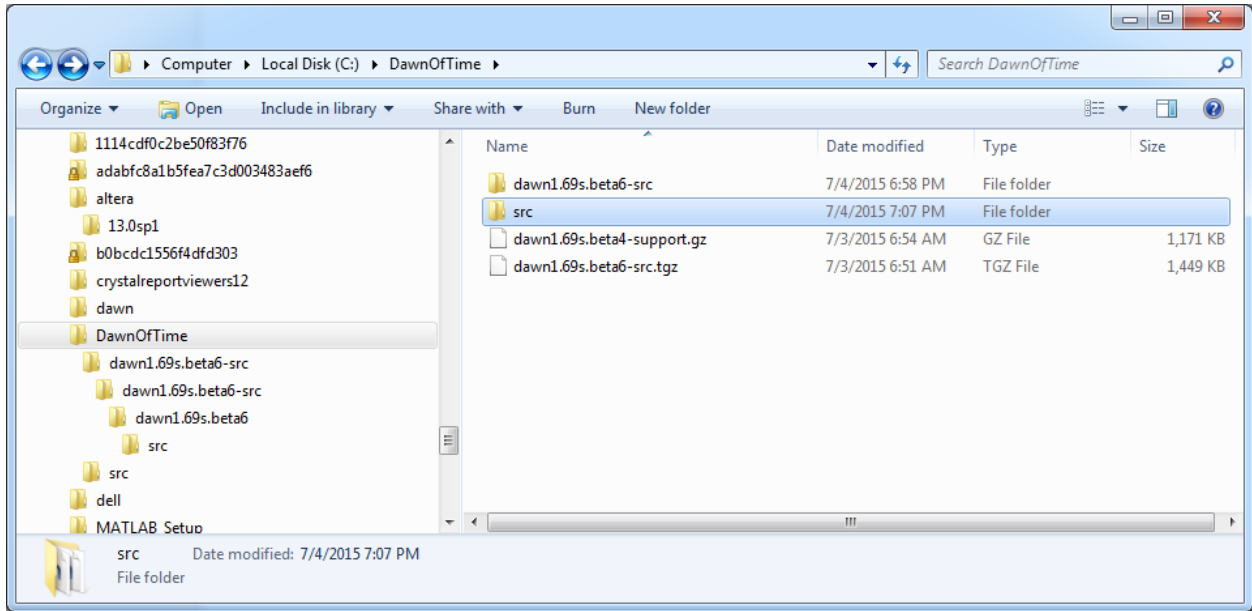
Click OK



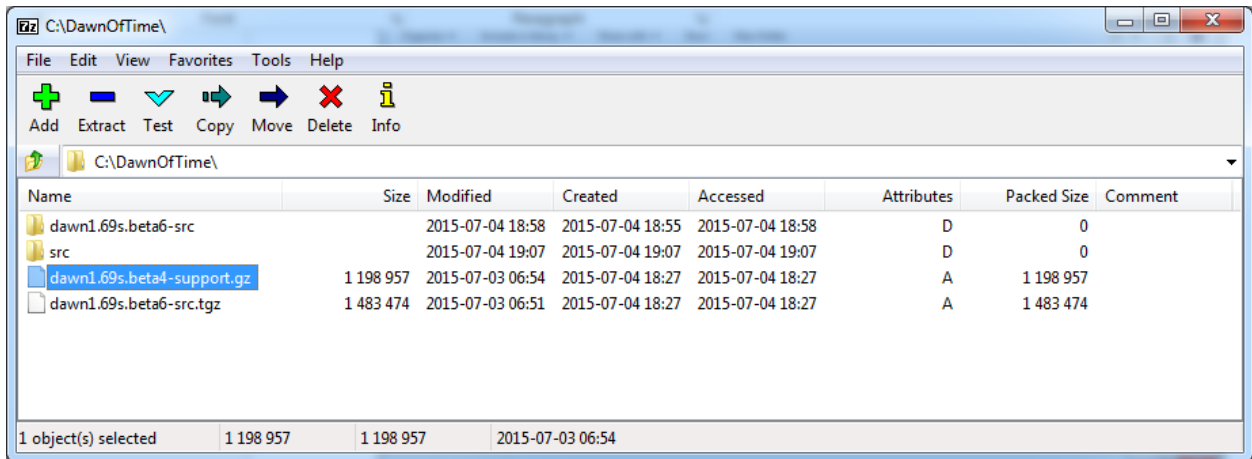
In your file explorer if you look in your DawnOfTime folder and navigate all the way down to the src folder it should look like this



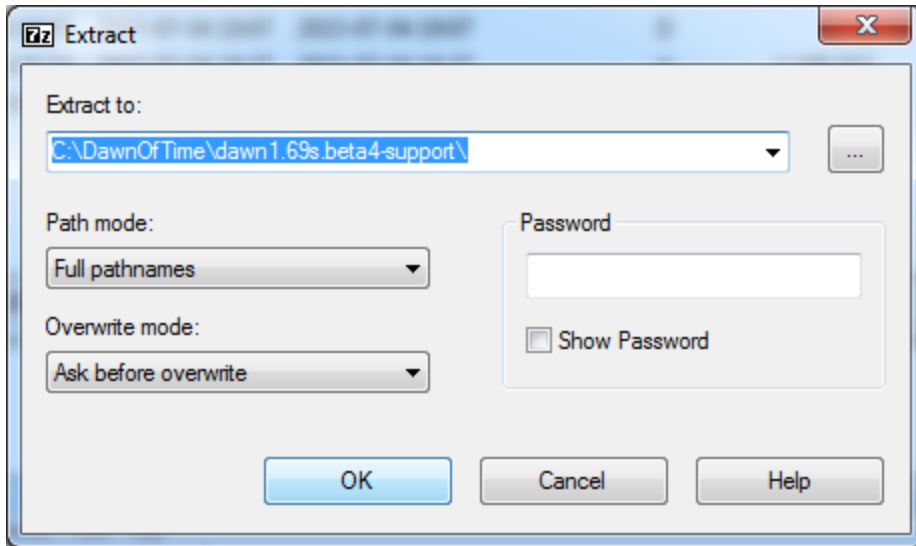
Copy the src folder and put it in the DawnOfTime folder



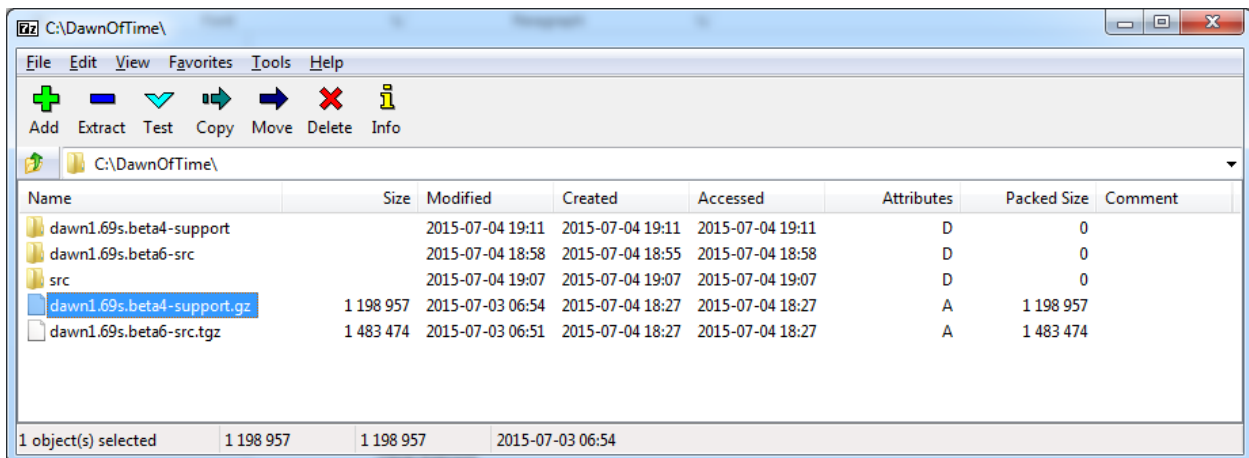
Go back to 7-Zip and select the support file



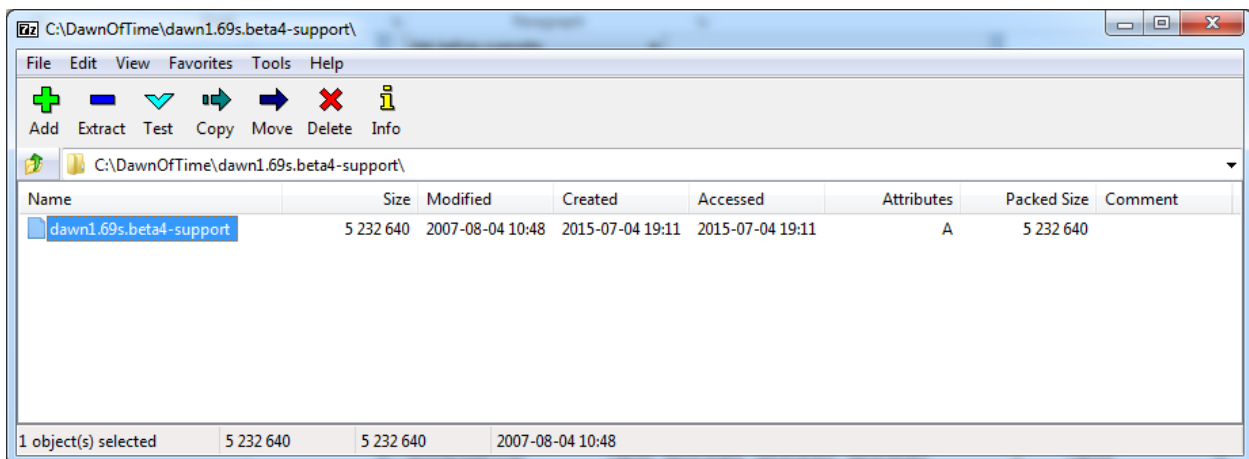
Click Extract



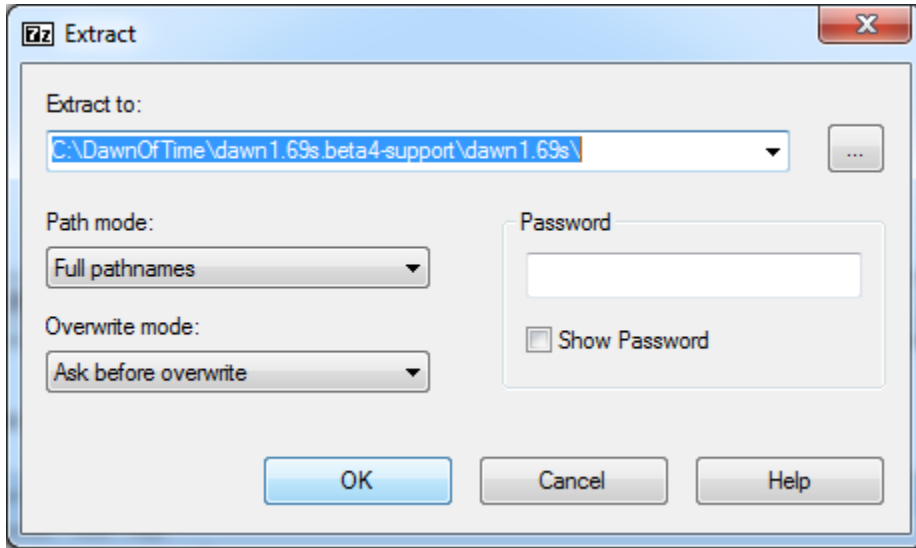
Click OK



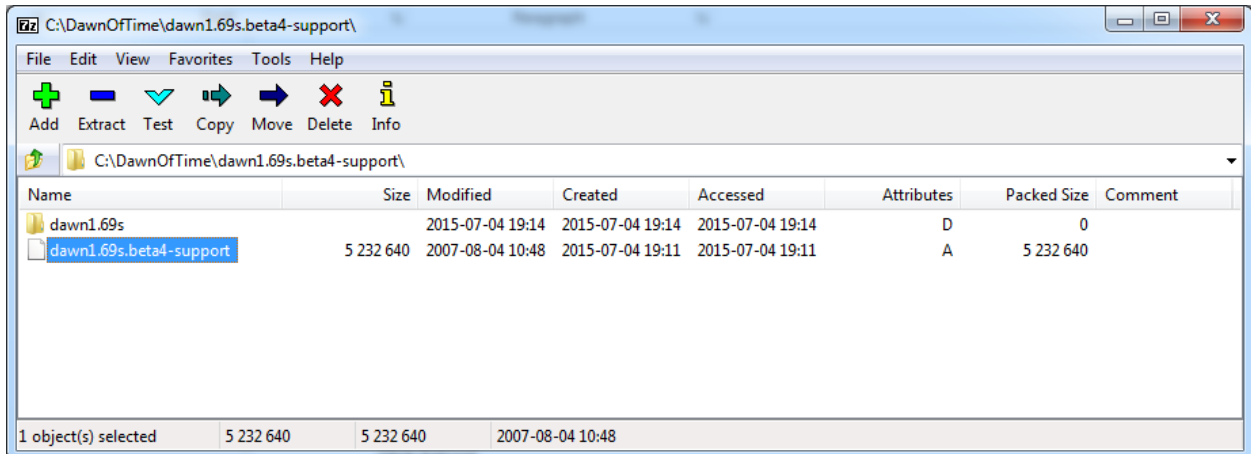
Double-click the new dawn1.69s.beta4-support folder



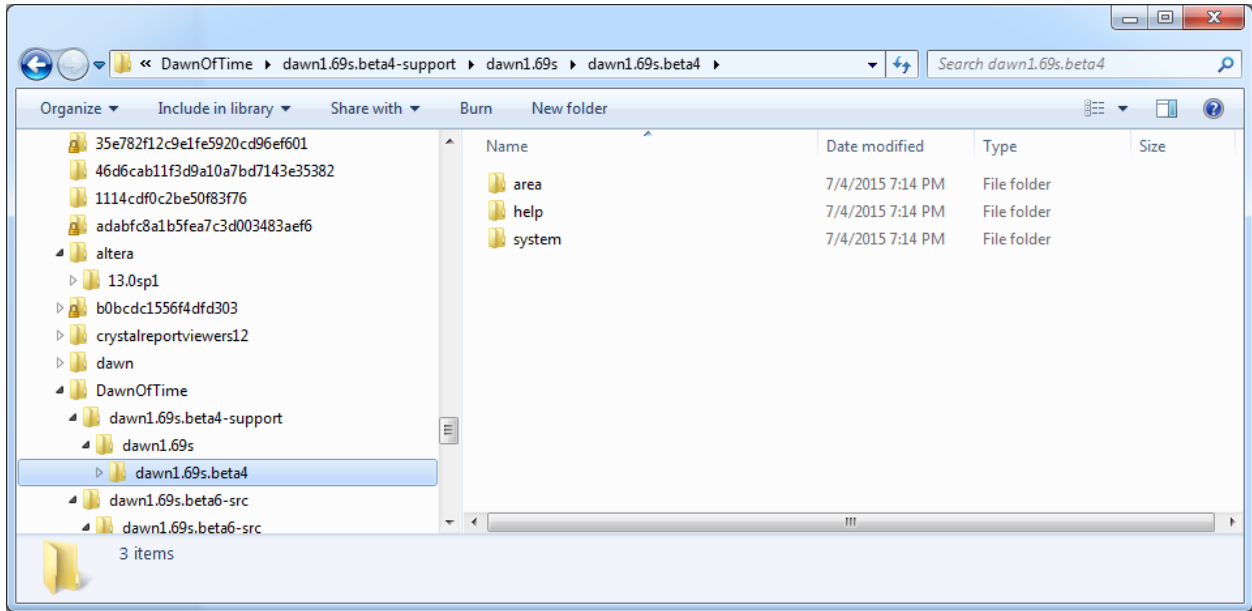
Click Extract



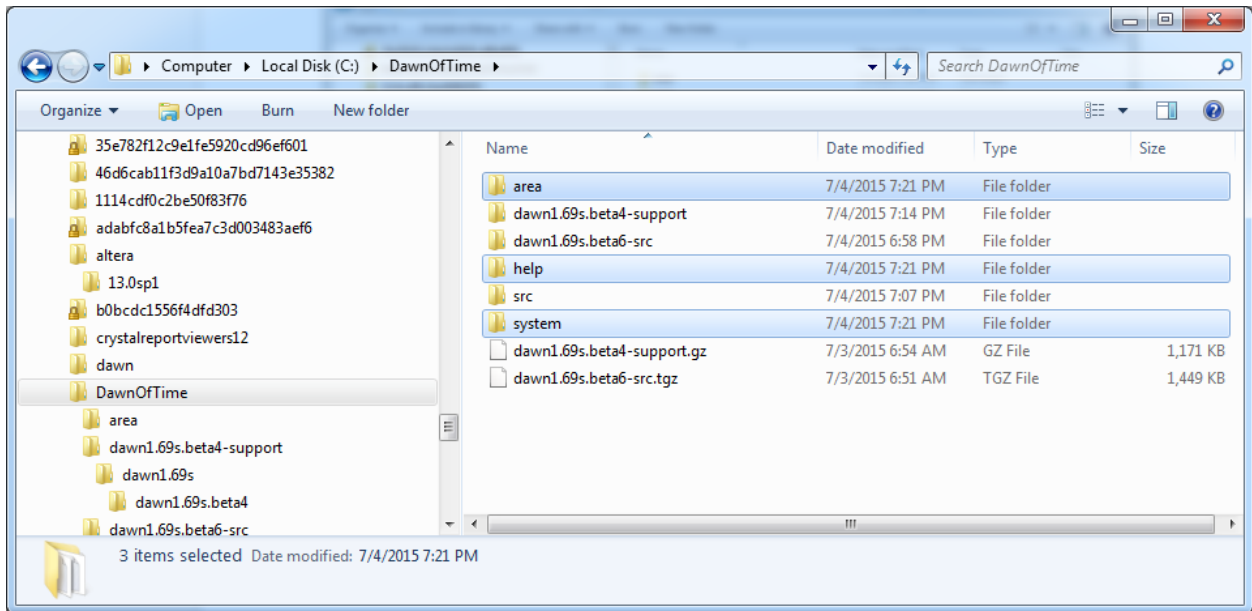
Click OK



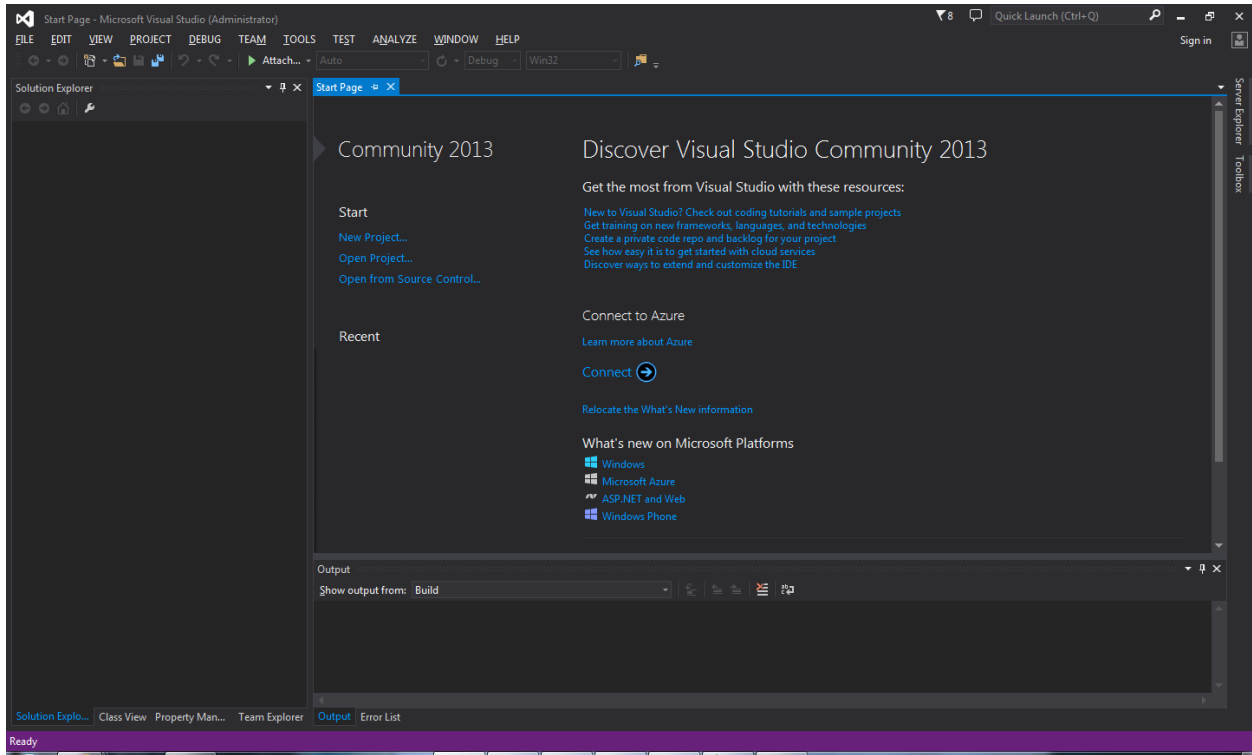
In your file explorer if you look in your DawnOfTime\dawn1.69s.beta4-support folder and navigate all the way down to the dawn1.69s.beta4 folder it should look like this



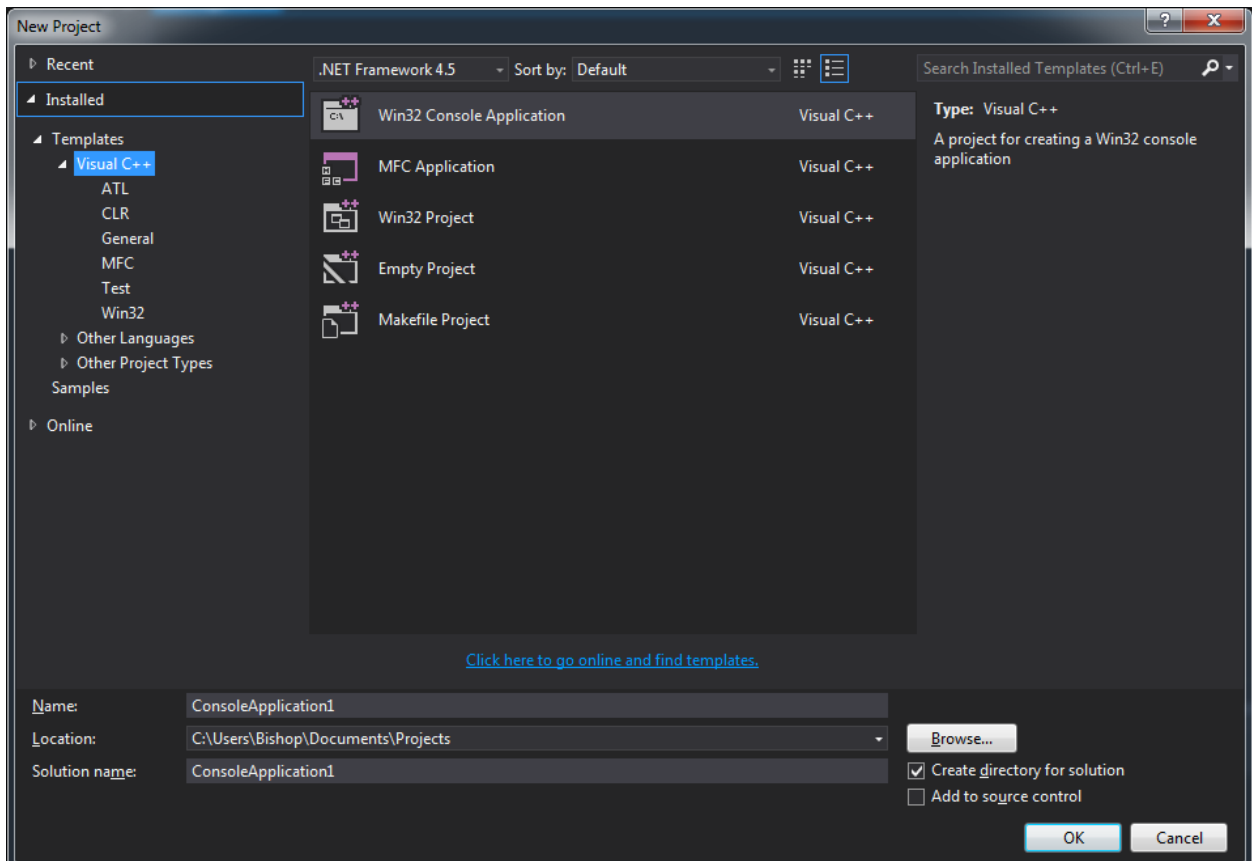
Copy the area, help, and system folders and paste them in the DawnOfTime folder



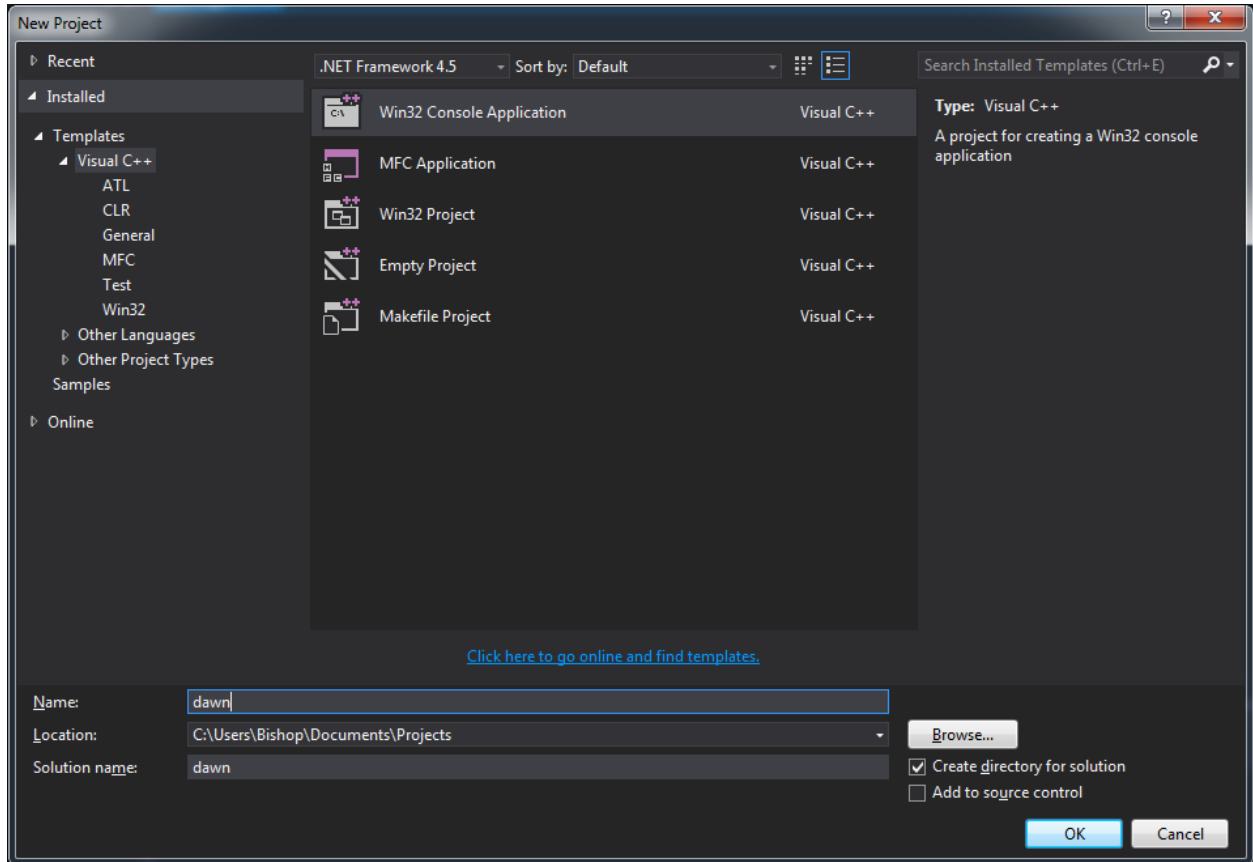
Open Visual Studio Community 2013



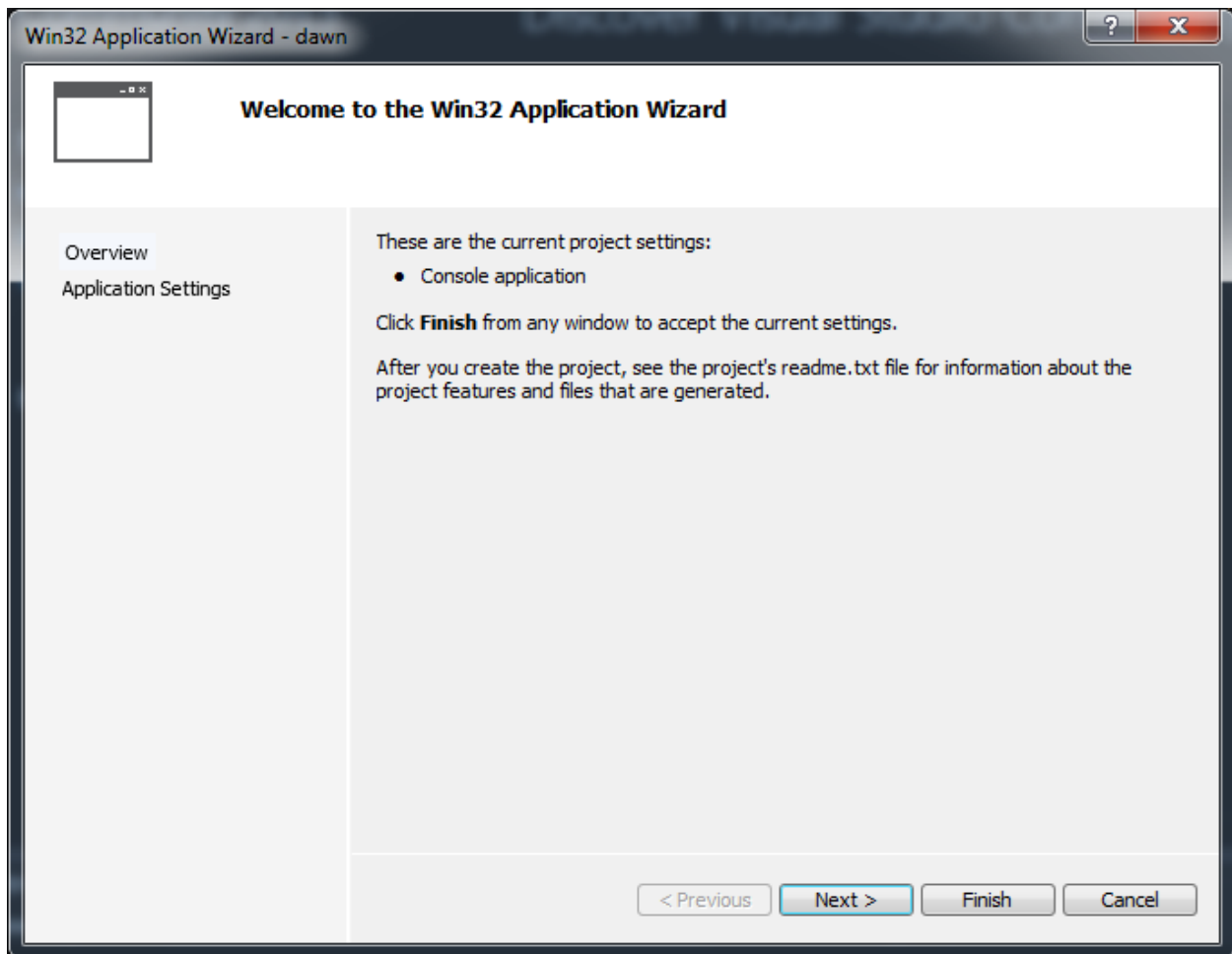
Click New Project...



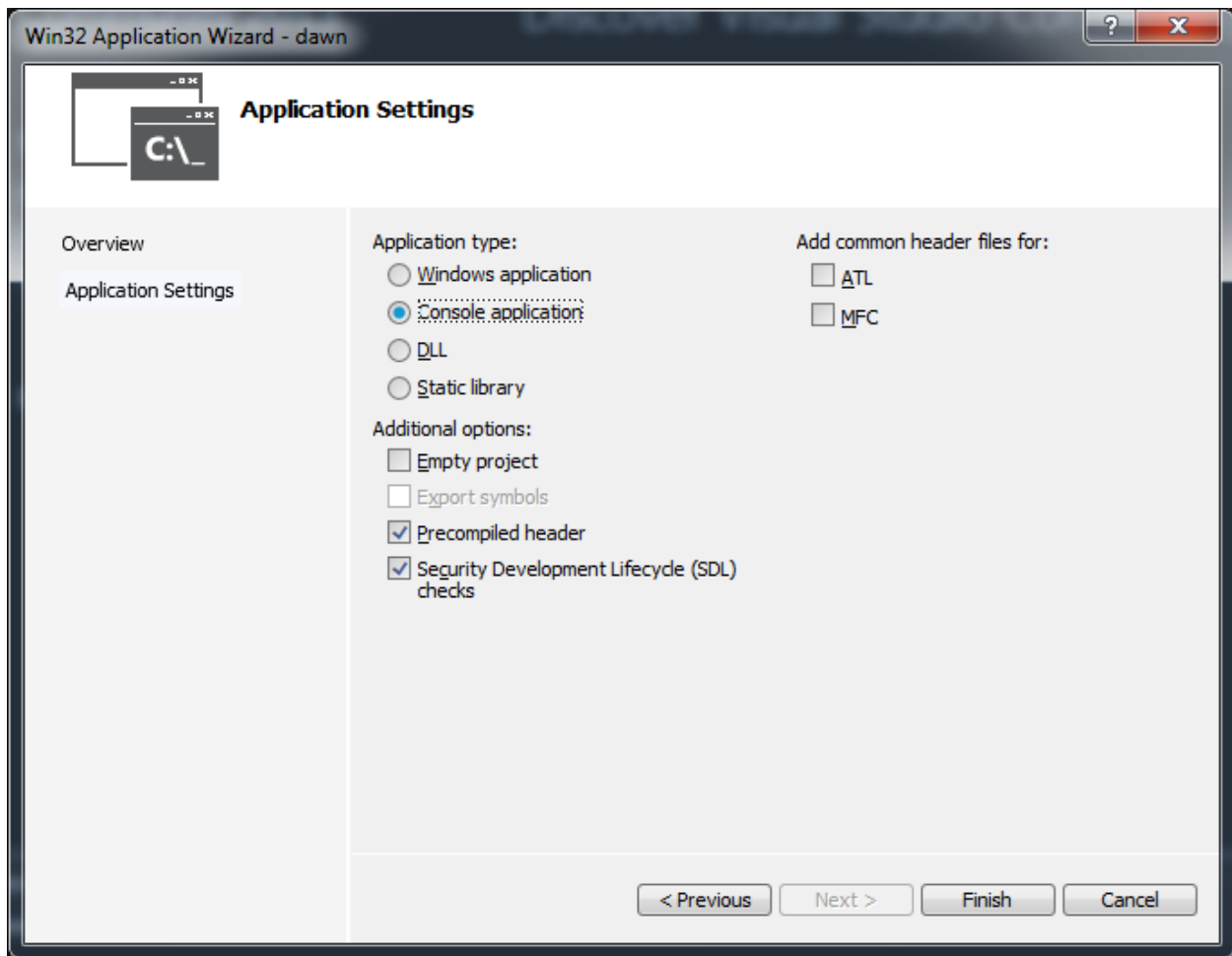
In the Name field type 'dawn'



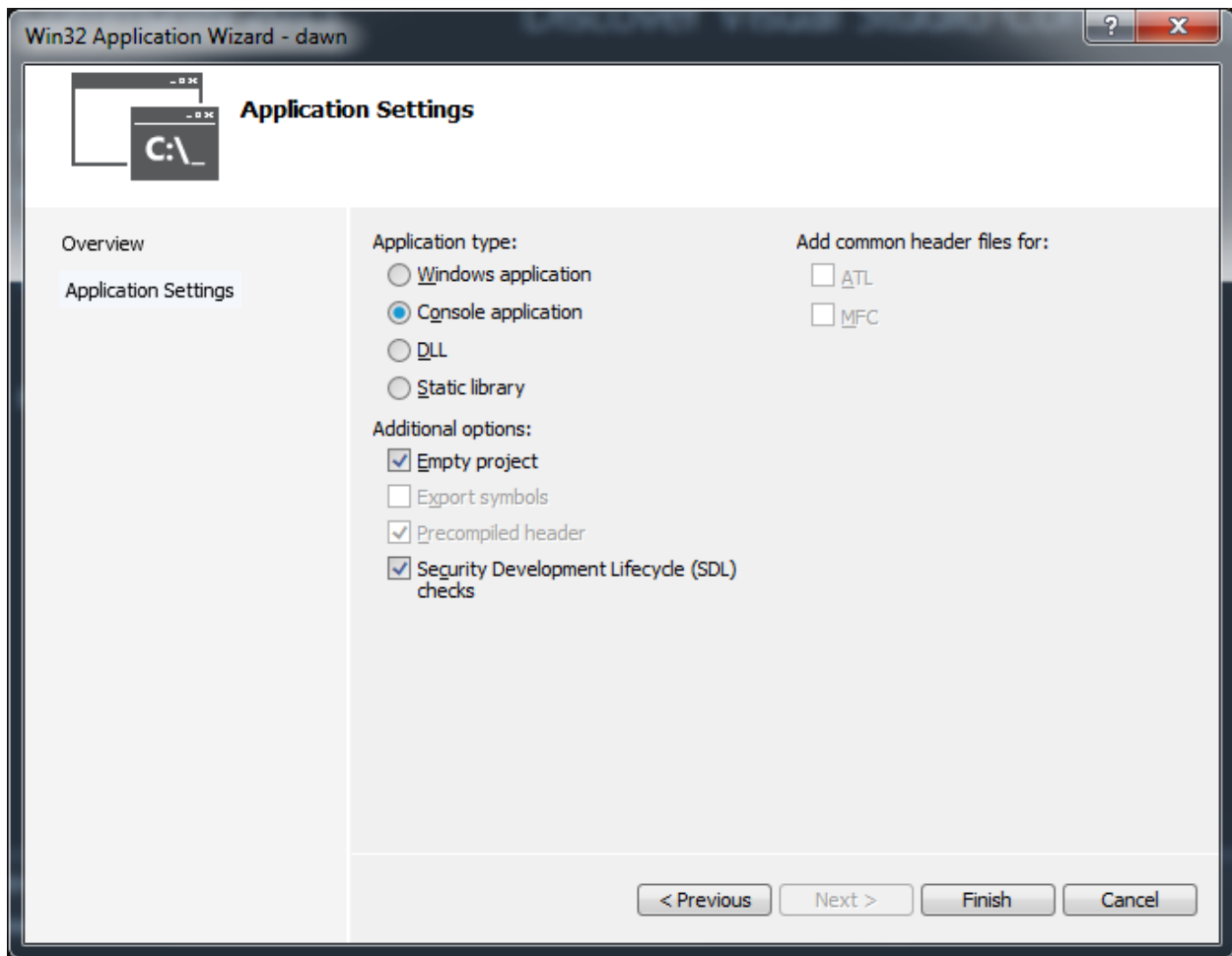
Click OK



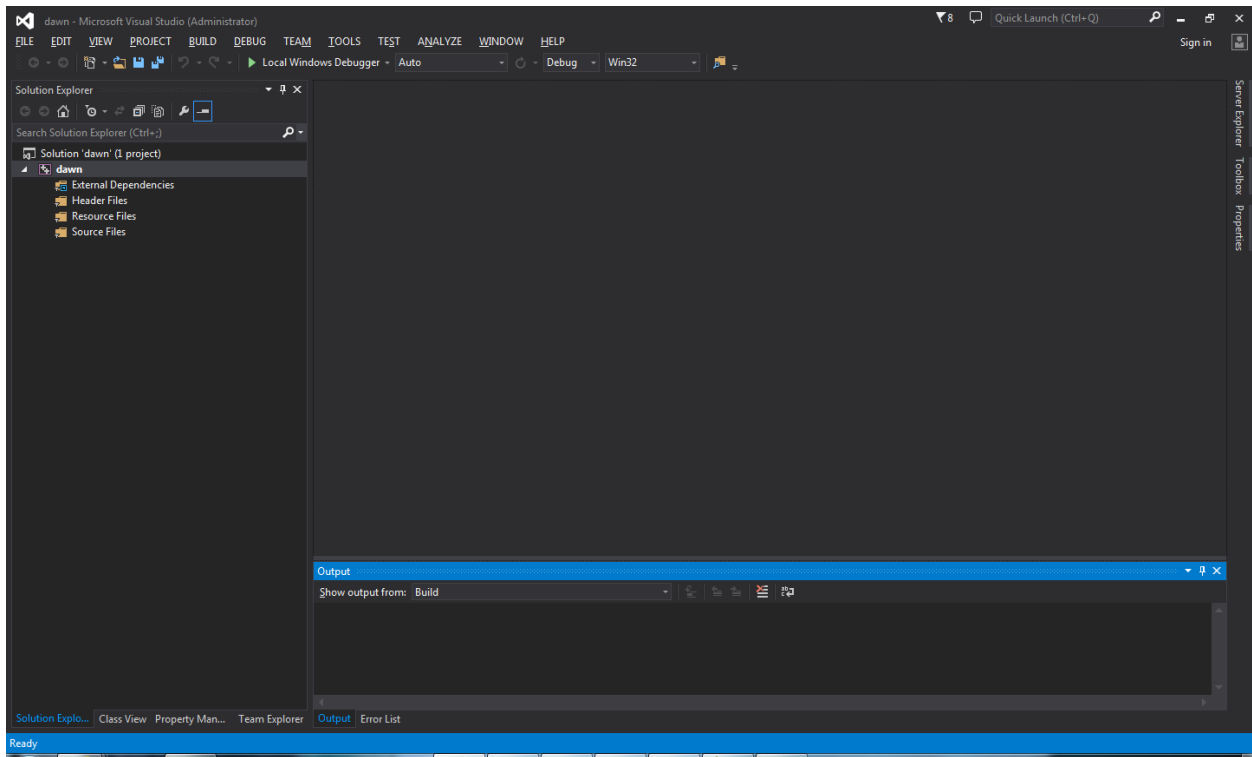
Click Next



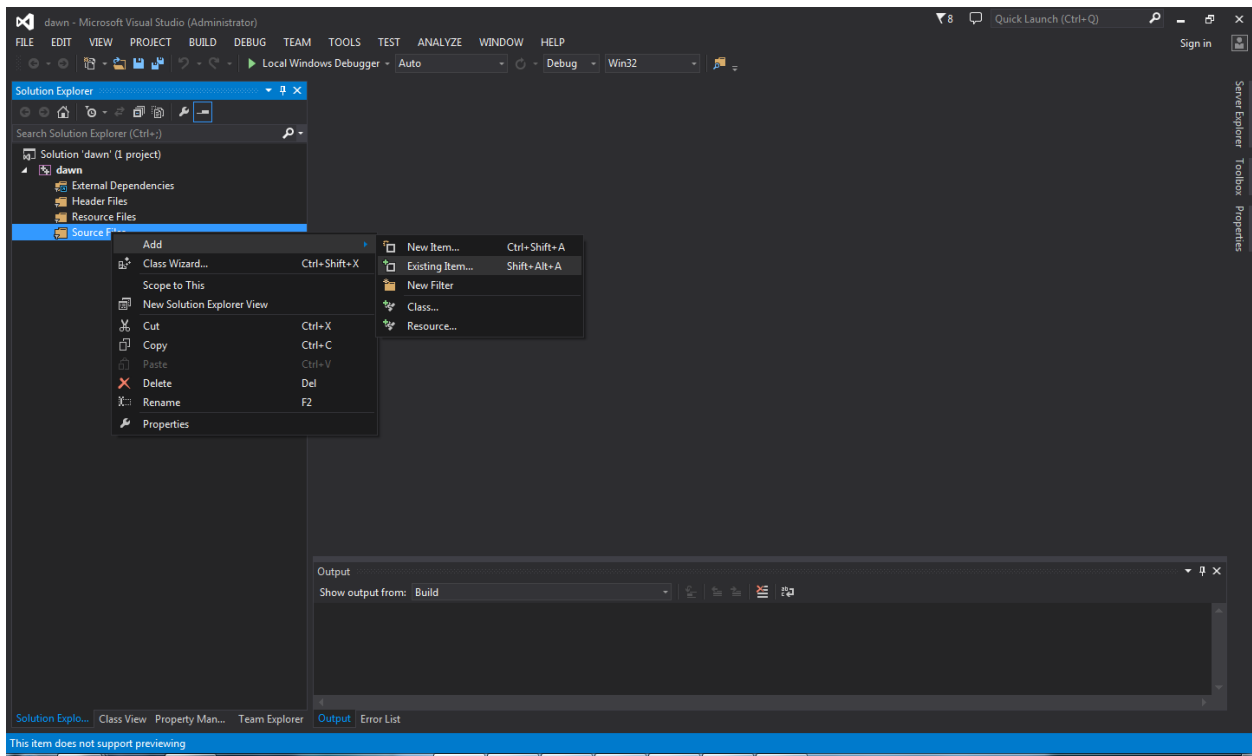
Select Empty project



Click Finish

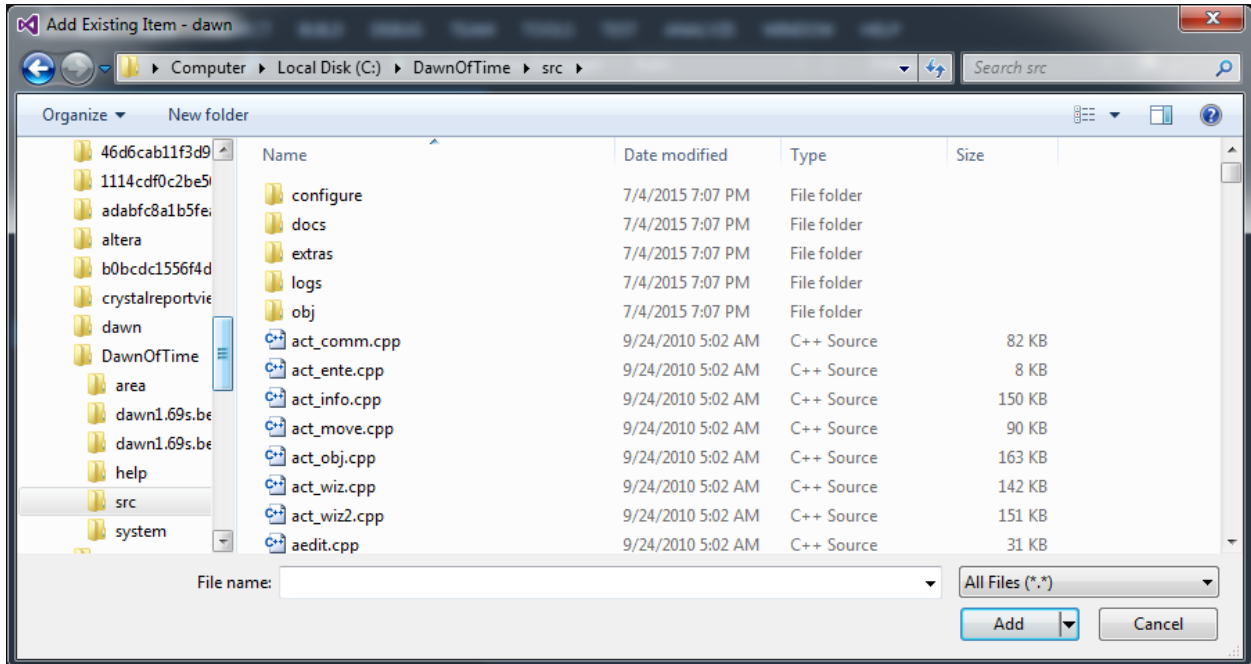


In the left panel right click on Source File

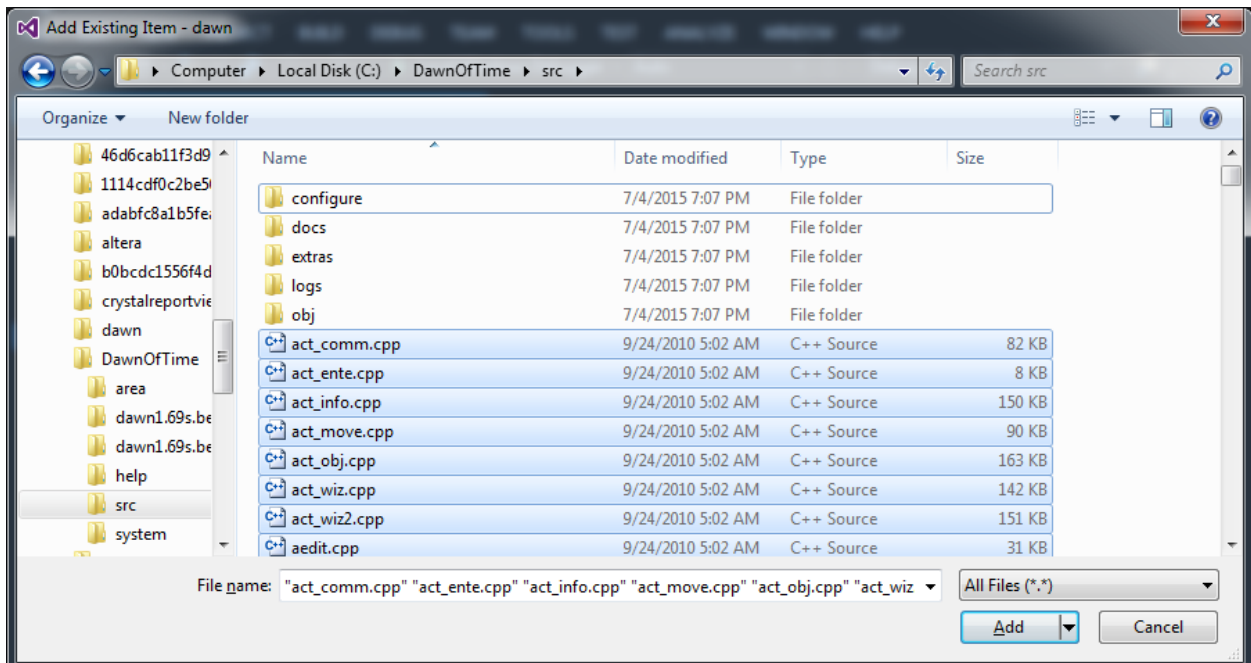


Select Add and click Existing Item...

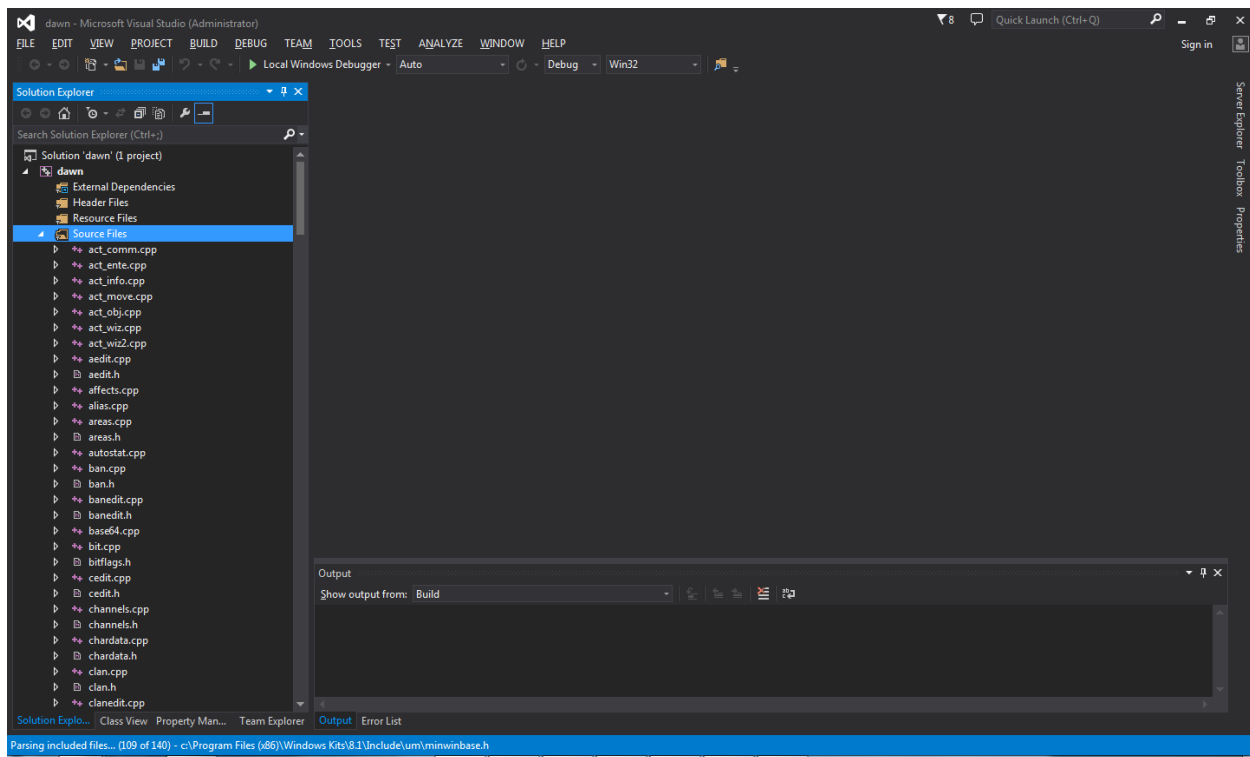
Navigate to C:\DawnOfTime\src



Select any of the files and press ctrl+a to select all files. You don't want to select folders so deselect those



Click Add

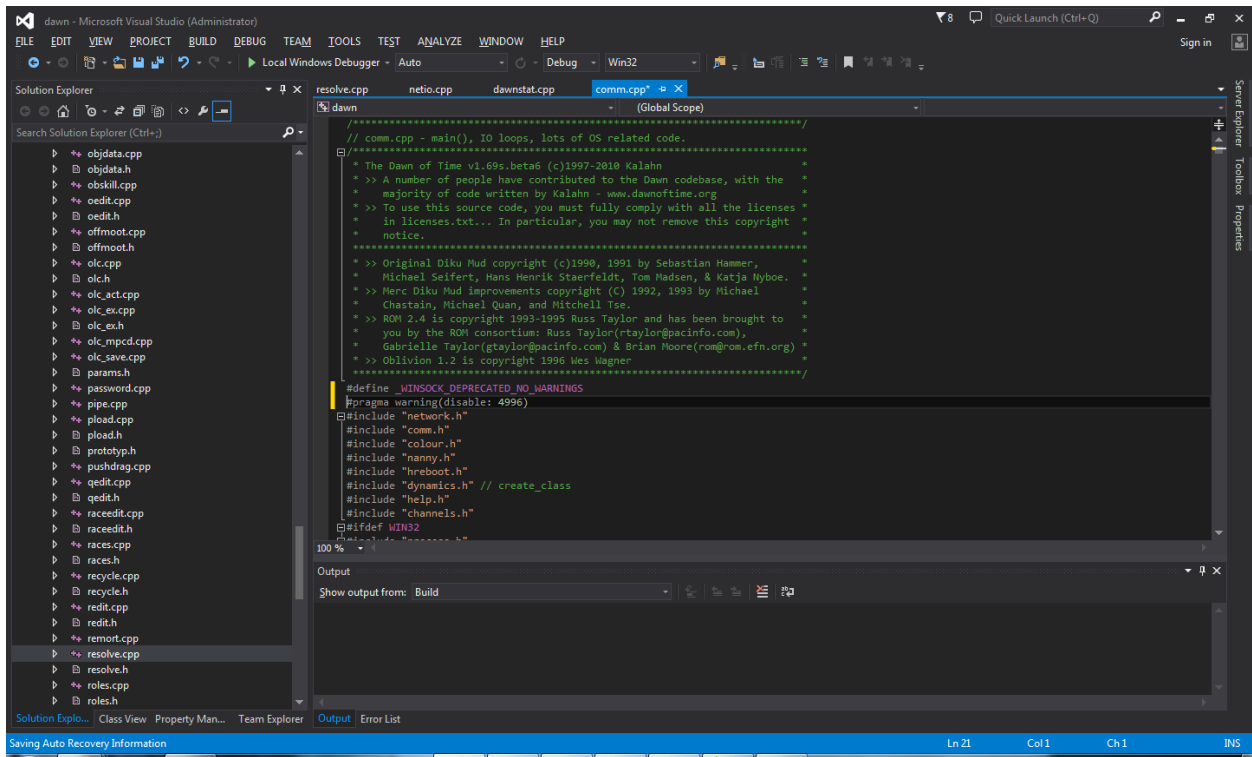


There are four files that must be modified due to deprecated socket commands. Open comm.cpp, dawnstat.cpp, netio.cpp, and resolve.cpp. At the top of each of these files place the following:

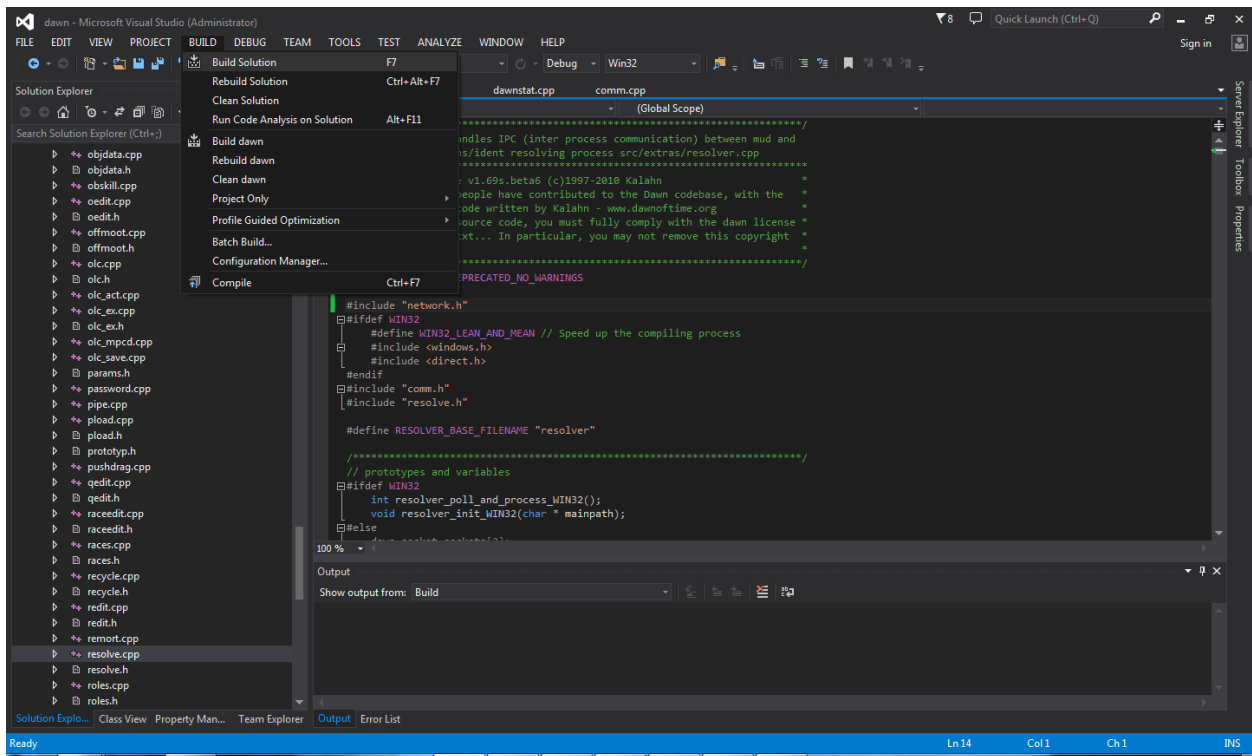
```
#define _WINSOCK_DEPRECATED_NO_WARNINGS
```

In comm.cpp just below this #define place the following:

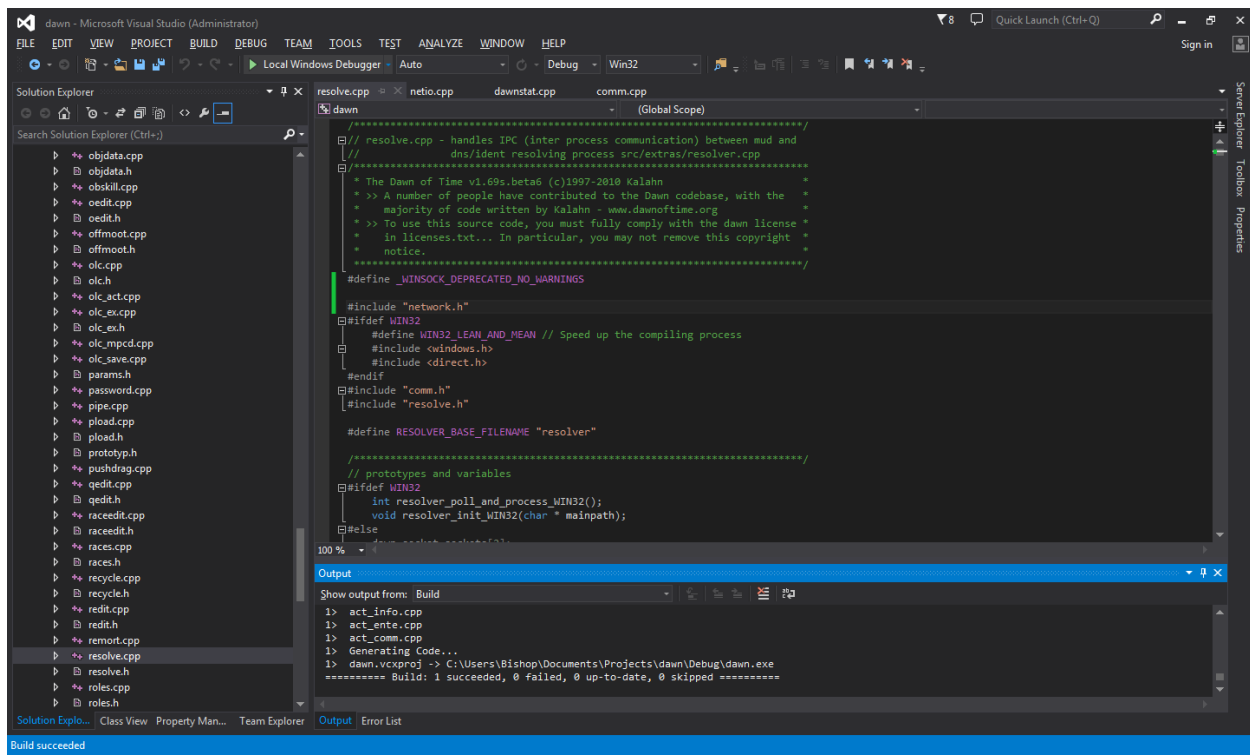
```
#pragma warning(disable: 4996)
```



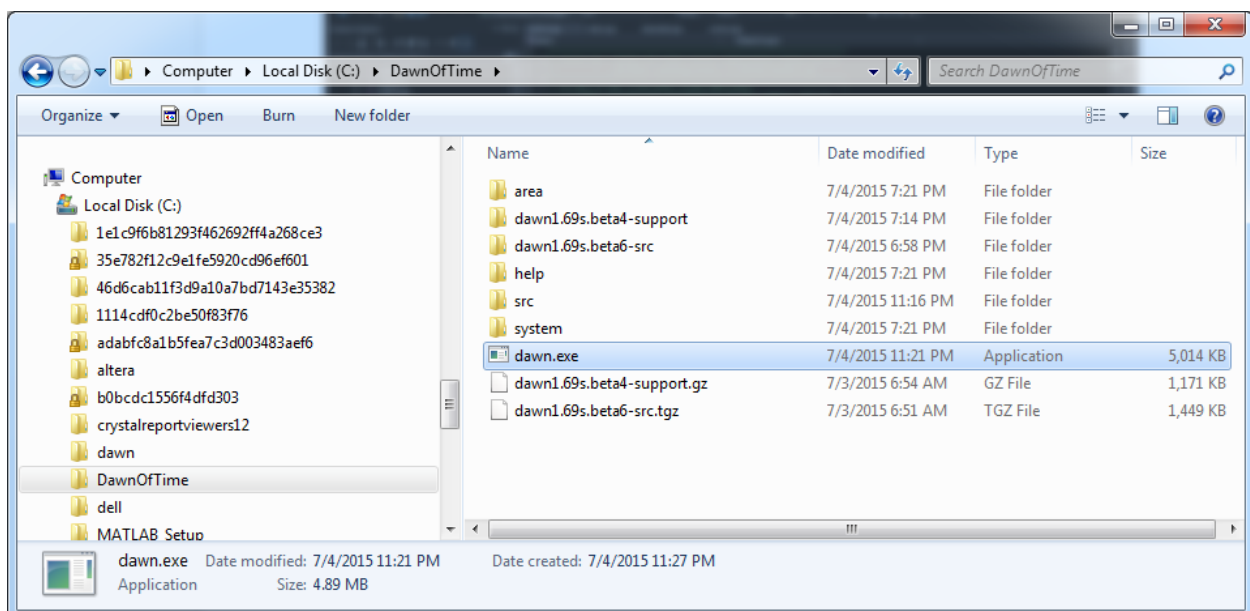
Click Save All. Click Build and select Build Solution or just press F7



This process builds the dawn.exe binary file



As you can see in the output window the dawn.exe file was placed in C:\Users\Bishop\Documents\Projects\dawn\Debug\. In your file explorer copy the dawn.exe file from this location and paste in the C:\DawnOfTime folder



Now we must create the necessary directories needed to run the MUD. Open a DOS window (click the Start button, in the *Search Programs and Files* Search window at the bottom type in 'cmd') and navigate to C:\DawnOfTime

```
Administrator: cmd - Shortcut
C:\DawnOfTime>dir
Volume in drive C has no label.
Volume Serial Number is 669B-9269

Directory of C:\DawnOfTime

07/04/2015  11:27 PM    <DIR>          .
07/04/2015  11:27 PM    <DIR>          ..
07/04/2015  07:21 PM    <DIR>          area
07/04/2015  11:21 PM             5,134,336 dawn.exe
07/04/2015  07:14 PM    <DIR>          dawn1.69s.beta4-support
07/03/2015  06:54 AM             1,198,957 dawn1.69s.beta4-support.gz
07/04/2015  06:58 PM    <DIR>          dawn1.69s.beta6-src
07/03/2015  06:51 AM             1,483,474 dawn1.69s.beta6-src.tgz
07/04/2015  07:21 PM    <DIR>          help
07/04/2015  11:16 PM    <DIR>          src
07/04/2015  07:21 PM    <DIR>          system
          3 File(s)              7,816,767 bytes
          8 Dir(s)  140,659,810,304 bytes free

C:\DawnOfTime>
```

Type 'dawn -createdirs' (it's hard to see here but there's two dashes in front of createdirs)

```
Administrator: cmd - Shortcut
C:\DawnOfTime>dawn --createdirs
`=aBcdI51601Jul 04 23:33:14::
-- The Dawn of Time (Win32c++) was last compiled on Jul 4 2015 at 23:21:39 --
-- Parent codebase version Dawn 1.69s_beta5 - 23May2009:

:: == starting in create directories mode:
:: creating dir bak_area\ - used for 'backup area files'
:: creating dir bak_area\ril\ - used for 'backup area Room Invite List files'
:: creating dir bak_help\ - used for 'backup help files'
:: creating dir logs\ - used for 'logfiles root dir'
:: creating dir logs\olc\ - used for 'logdir: olc related logs'
:: creating dir logs\admin\ - used for 'logdir: admin related logs'
:: creating dir logs\plogs\ - used for 'logdir: player logs'
:: creating dir logs\rstrlogs\ - used for 'logdir: restring logs'
:: creating dir logs\channels\ - used for 'logdir: channel logs'
:: creating dir logs\support\ - used for 'logdir: support related logs'
:: creating dir logs\game\ - used for 'logdir: game logs (port-yyddd-x.log
)'
:: creating dir logs\immlogs\ - used for 'logdir: imm logs'
:: creating dir data\ - used for 'mud dynamic data directory'
:: creating dir scripts\ - used for 'contains all the scripts runnable wit
h the script system'
:: creating dir notes\ - used for 'notes directory'
:: creating dir player\ - used for 'player files'
:: creating dir player\retired\ - used for 'retired imms/heros directory'
:: creating dir player\remort\ - used for 'Backup pfiles of players just before
they begin remort.'
:: creating dir player\locked\ - used for 'pfiles requiring an email unlock cod
e'
:: creating dir player\builder\ - used for 'pfiles of those with olc access'
:: creating dir player\trusted\ - used for 'pfiles of mortals with immortal trus
t'
:: creating dir player\immortal\ - used for 'pfiles of immortal characters'
:: creating dir player\dead\ - used for 'Pkilled pfiles'
:: creating dir player\deleted\ - used for 'Pfiles of deleters above lvl 5'
:: creating dir msp\ - used for 'msp base directory - should be a lin
k to the base webpage url'
:: creating dir msp\action\ - used for 'msp action sounds directory'
:: creating dir msp\combat\ - used for 'msp combat sounds directory'
:: creating dir msp\mudprog\ - used for 'msp mudprog sounds directory - sound
s called from mprogs'
:: creating dir msp\room\ - used for 'msp room sounds directory'
:: creating dir msp\skills\ - used for 'msp skills sounds directory'
:: creating dir msp\spells\ - used for 'msp spells sounds directory'
:: creating dir msp\weather\ - used for 'msp weather sounds directory'
:: Directory creation completed successfully...
Start the mud normally to continue.

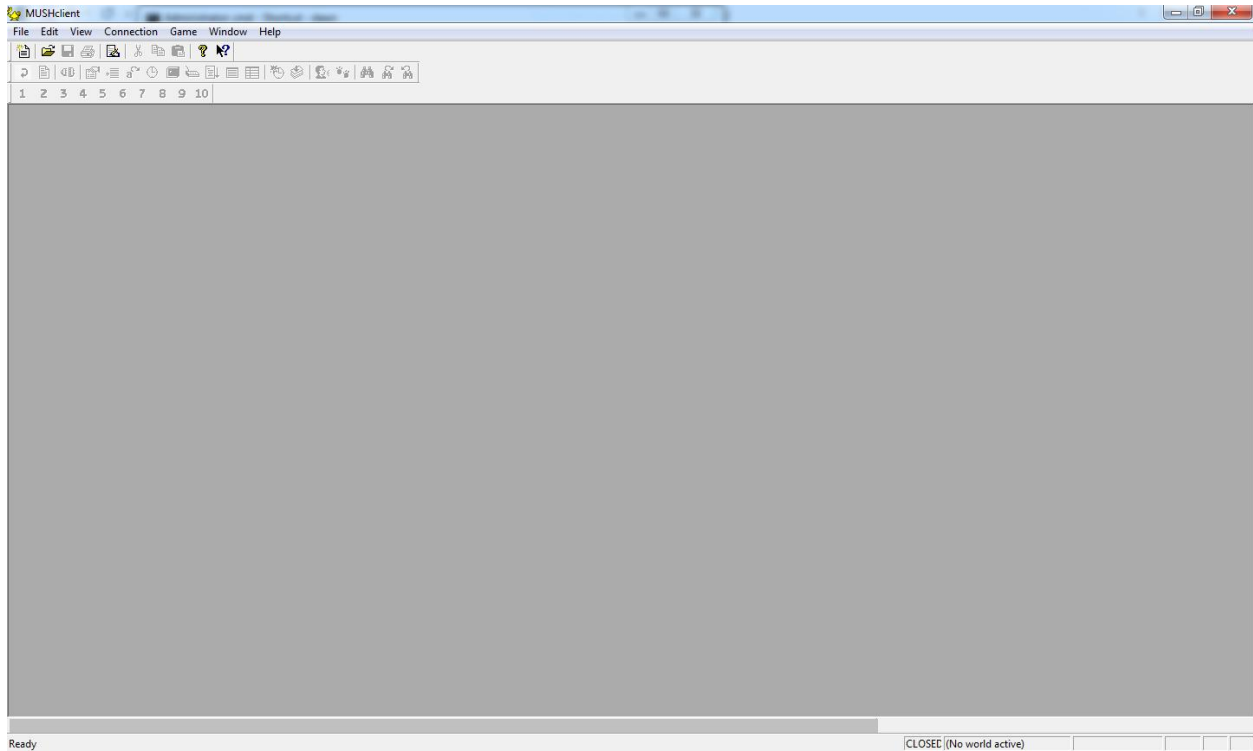
C:\DawnOfTime>
```

To start the MUD type 'dawn'

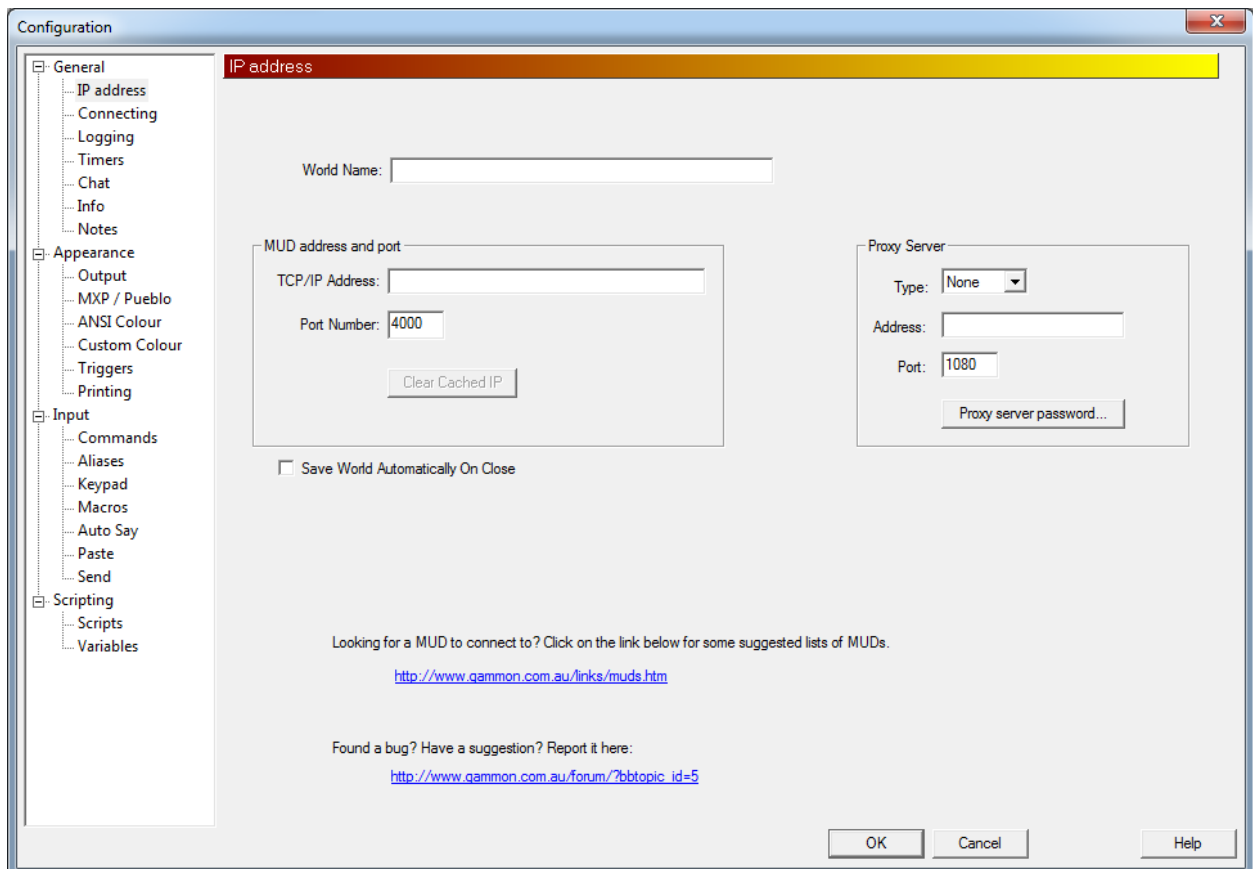
```
Administrator: cmd - Shortcut - dawn
:: do_laston_update_from_disk(): completed.
:: laston_load(), laston update completed.
:: resorting top roleplayers list...
:: toprp resort complete.
:: resorting top wealth list...
:: wealth resort complete.
:: ==Loading colour templates from system\colours.txt.
:: File 'system\colours.txt' not found, cancelled gio list loading.
:: Could not find the default colour scheme 'Default', creating it.
:: Colour template load process completed.
:: ==Loading letgain database from data\letgains.txt...
:: Letgain database file not present - this is normal if no players have request
ed on offline letgain yet.
:: load_letgain_db(): finished
:: ==Loading quest database from data\quests.txt...
:: File 'data\quests.txt' not found, cancelled gio list loading.
:: load_quest_db(): finished
:: ==Loading mix database from system\mix.txt...
:: File 'system\mix.txt' not found, cancelled gio list loading.
:: load_mix_db(): finished
:: ==Loading script database from scripts\scripts.txt...
:: Scripts database file not present - this is normal if no scripts have been de
fined.
:: load_script_db(): finished
:: ==Loading deity database from system\deities\deity.txt...
:: File 'system\deities\deity.txt' not found, cancelled gio list loading.
:: load_deity_db(): finished
:: ==Loading herb database from system\herblist.txt...
:: File 'system\herblist.txt' not found, cancelled gio list loading.
:: load_herb_db(): finished
:: ==Loading offmoot database from data\offmoot.txt...
:: File 'data\offmoot.txt' not found, cancelled gio list loading.
:: load_offmoot_db(): finished
:: ==Reading nameprofiles() from system\namegen.txt.
:: gio_generic_loadlist() reading in from system\namegen.txt...
:: Finished gio_generic_loadlist [5].
:: do_read_nameprofiles(): finished.
::
-- The Dawn of Time (Win32c++) was last compiled on Jul  4 2015 at 23:21:39 --
-- Parent codebase version Dawn 1.69s_beta5 - 23May2009:

:: We are running on Bishop-PC.
:: The current working directory is C:\DawnOfTime.
:: The hostname/ident resolver is not currently running.
:: PlatformID: WindowsNT v6.1.7601 [S]
:: Free stringspace =607349.
:: Dawn v1.69r based mud on Bishop-PC is ready to rock.
:: Logging to logs\game\4000-150704-01.log
:: Mud is running in the foreground with a process id of 5188
:: Pressing ctrl+c will terminate the mud process (unless you have hotrebooted)
:: installing atexit and signal handlers
:: The mud is waiting for connections on the following addresses:
::   s324> telnet port: 4000, ipv4 address: 0.0.0.0
::   s328> http port: 4001, ipv4 address: 0.0.0.0
:: Updating Areas
Sat Jul 04 23:35:24 :: Tick
[5188]Jul 04 23:36:06:: do_mppurge< unseen-mob-for-pirate-ship *31023,1* room=31
031, > from mudprog 31039
:: do_mppurge(): purge all selected - due to no parameters
:: do_mppurge(): NOT purging character/mob 'unseen-mob-for-pirate-ship *31023,1*
'
:: do_mppurge(): purge complete.
:: eventqueue_purge_events_for('secret lair, nighttime lights, borrowed treasure'
39153)
:: msp_load_table(): msp_table loaded with msp type info.
Sat Jul 04 23:36:09 :: Tick
Sat Jul 04 23:36:48 :: Tick
```

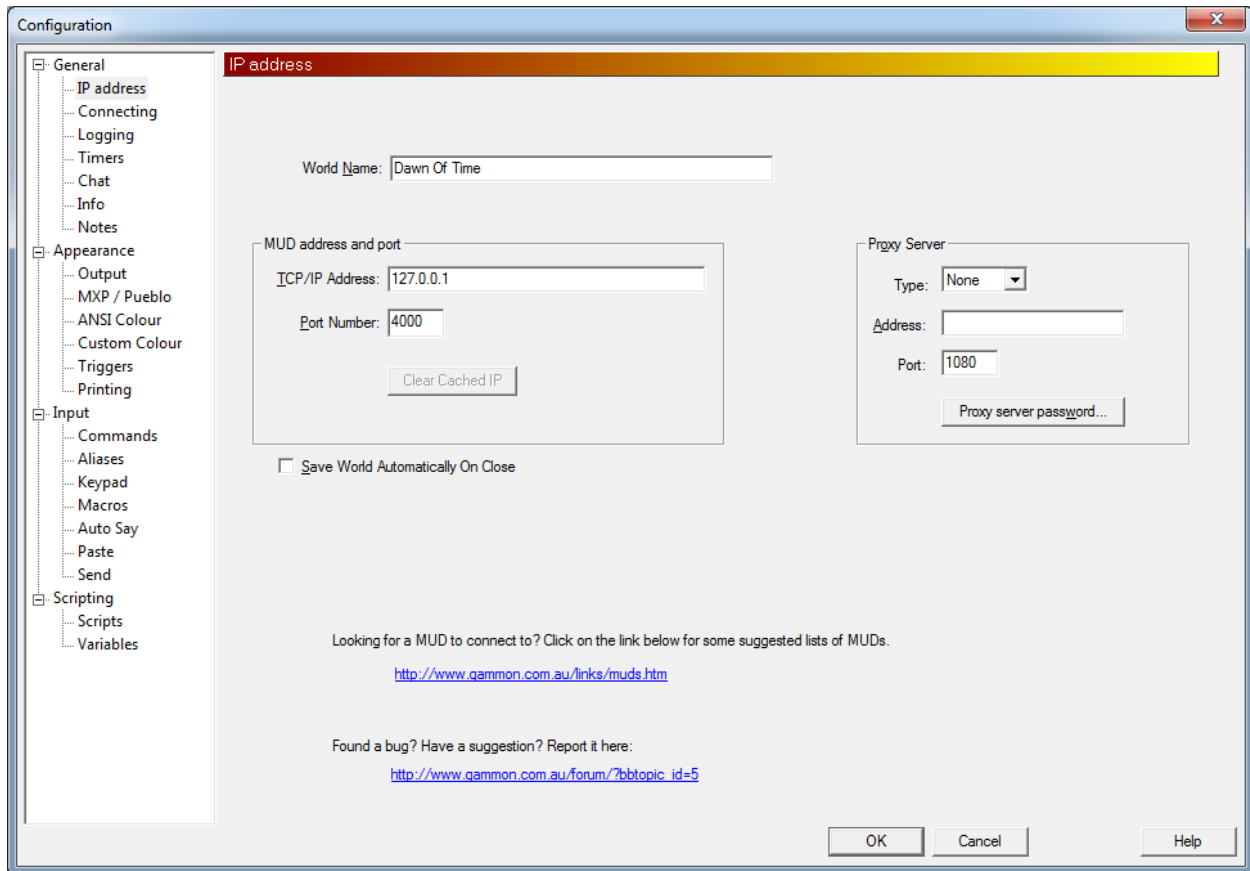
Open MUSHClient



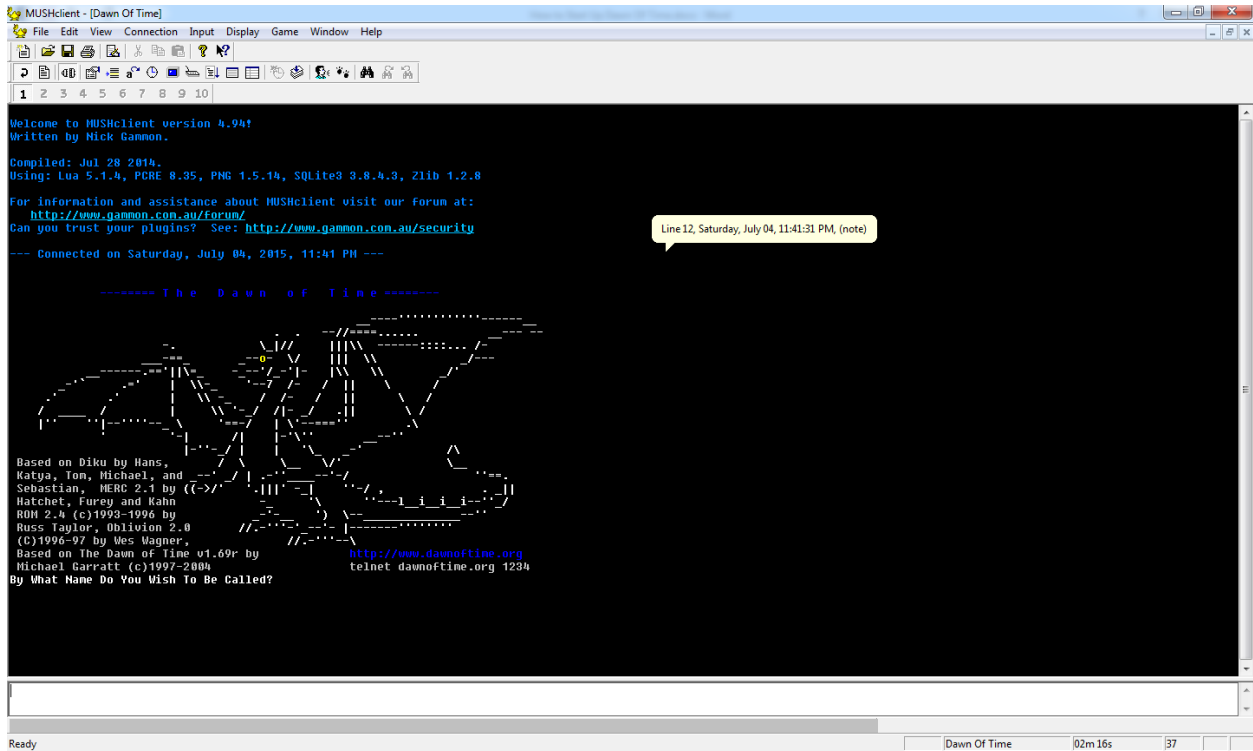
Click the New World icon under File



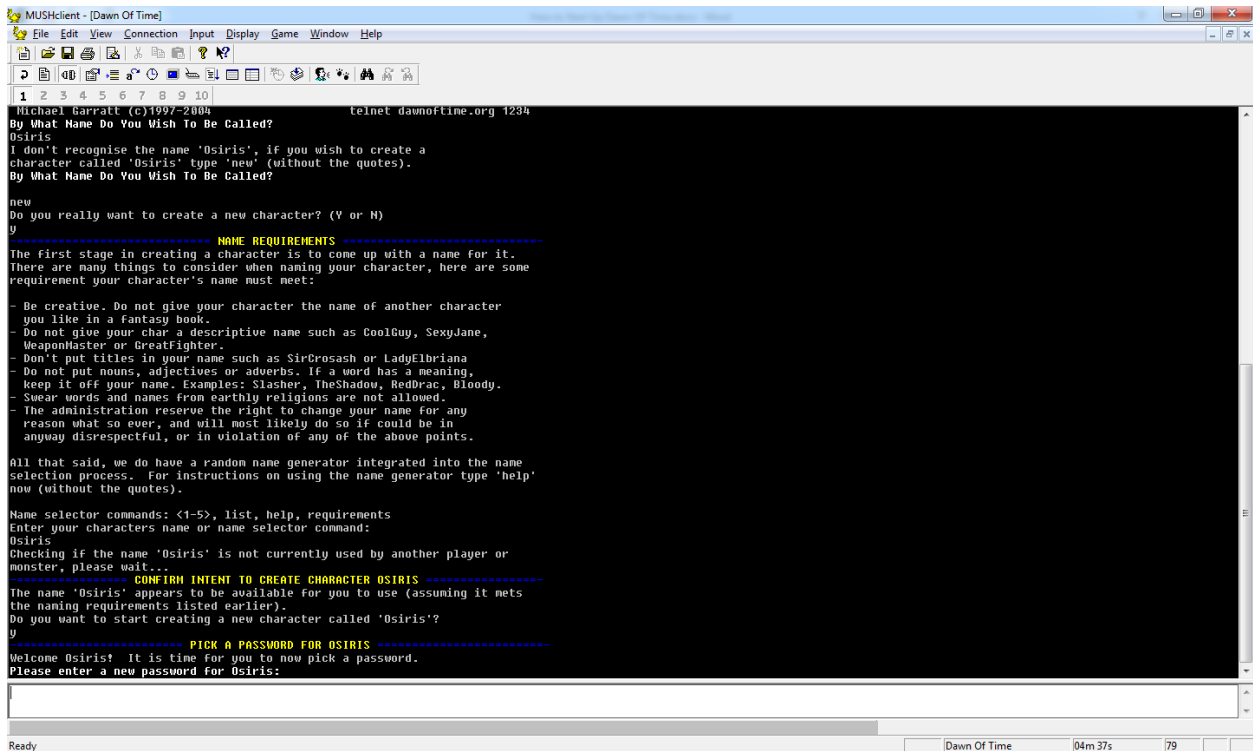
Type in 'Dawn Of Time' in the World Name field and '127.0.0.1' in the TCP/IP Address: field



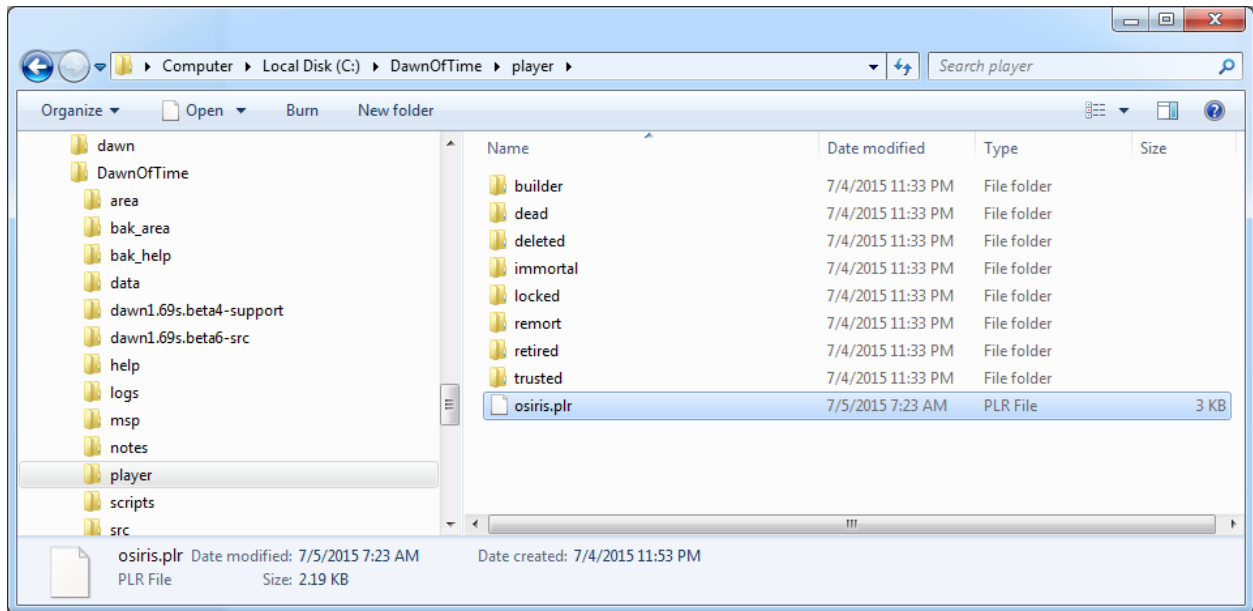
Click OK



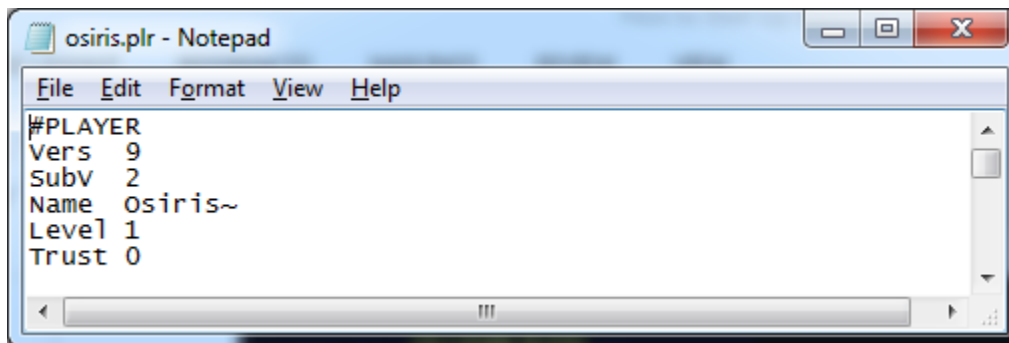
Type in the name of the immortal you wish to create



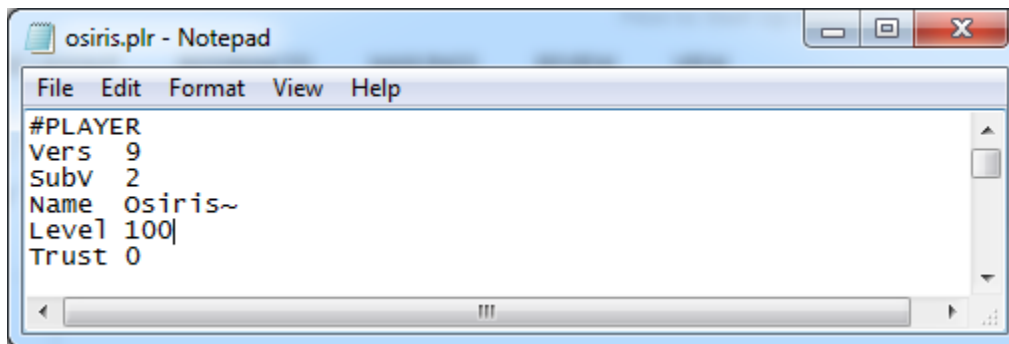
Finish creating your character and log out. The character you just created is located at C:\DawnOfTime\player\osiris.plr



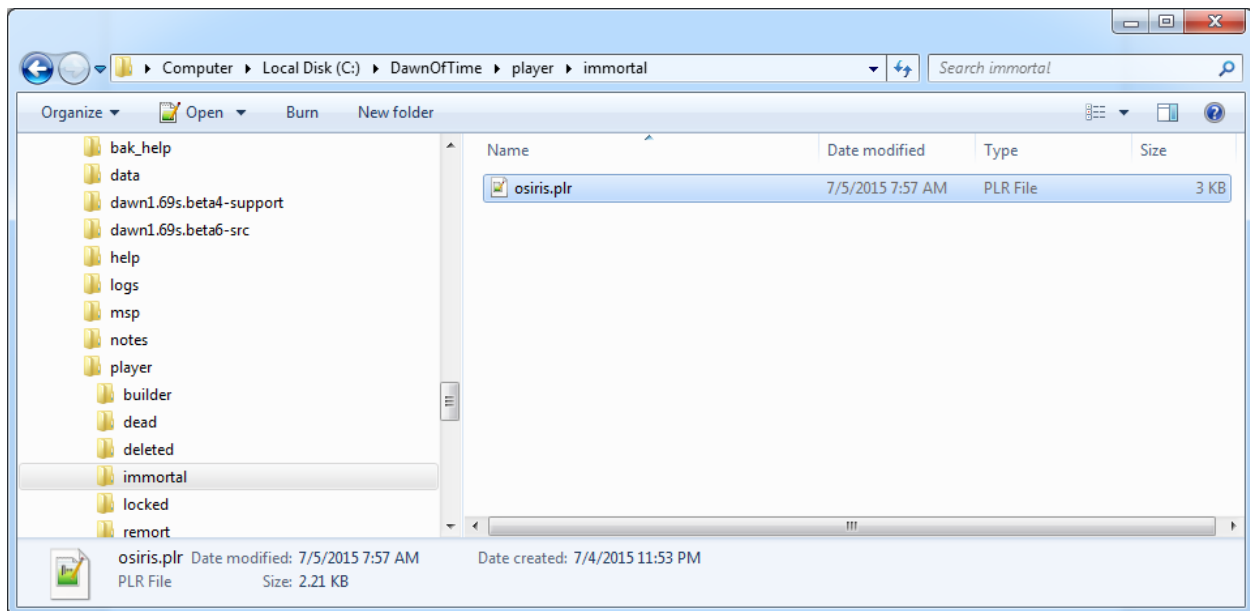
Open osiris.plr in notepad



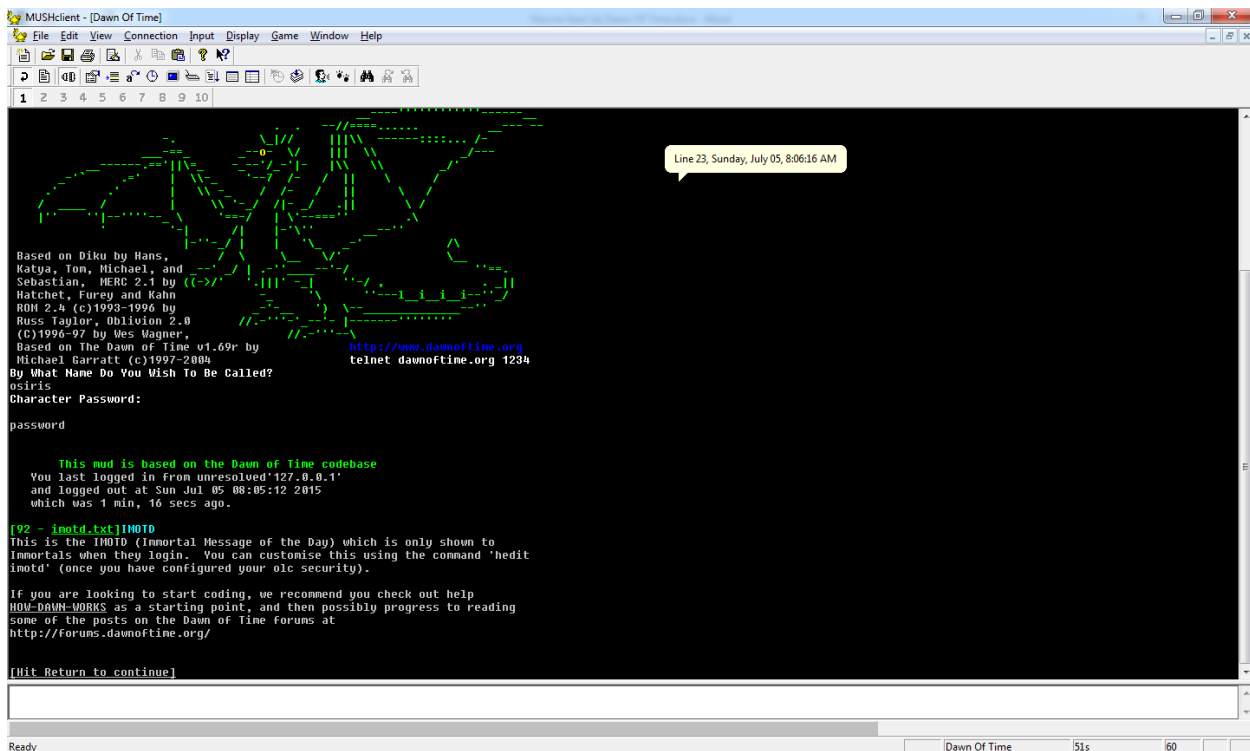
Change Level from 1 to 100



Save and Exit. Move (not copy) osiris.plr into the immortal folder

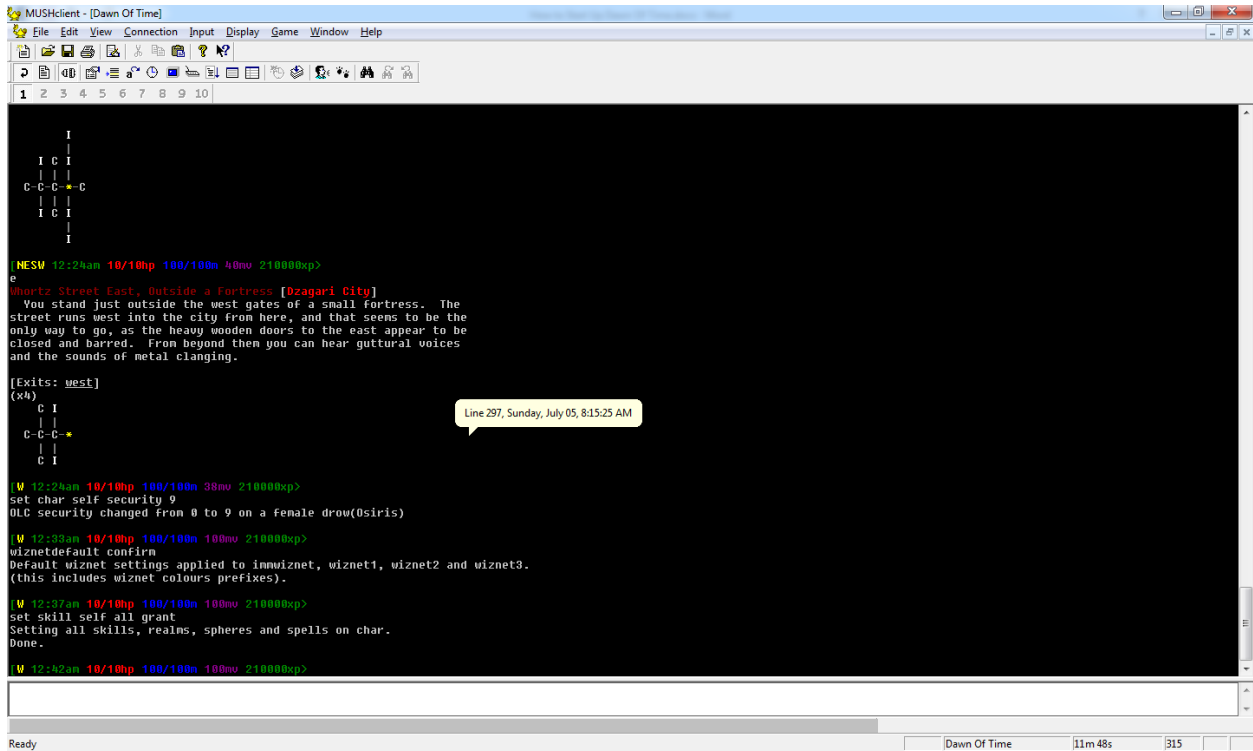


In MUSHClient log back into Dawn as Osiris



Once logged in type the following commands:

- set char self security 9 (giving full OLC editing access/security)
- wiznetdefault confirm (configuring default wiznet settings)
- set skill self all grant (giving you all skills/spells at 101%)



Now you are ready to begin development. Have fun.