

Foreword

This manual covers EVERYTHING (that I know) INCLUDING the simple stuff that you already know. I do this because... well... every once in a while there is a person who misses something blatantly obvious. Like, it took me a while to work out that there were these things:



So yeah. I go into absolutely everything because some people just don't realise how cool the program is sometimes. There is good stuff in here, I'll try to keep it concise, use pictures a lot, and try to make you feel smart. I will start with getting the new player into a game, and then will go on an in-depth and thorough rampage through every single thing you can possibly do with SpringLobby. Feel free to skip things you already know how to do — there may/may not be plenty. If there's anything you'd like to know that I don't cover (how dare I) there is an online forum (<https://springrts.com/phpbb/viewforum.php?f=11>) for you to ask all your questions in.

I do recommend that you at least have a quick look at every section, just so you can know the full capabilities of this complex program.

It shouldn't matter whether you're on Linux, Windows or Mac for this tutorial. I hope. It was written by a mac user who tried to accomodate other OSs so...

... Good luck!

-> *MasterBel2* <-

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Basics Part 1: Downloading Spring Lobby

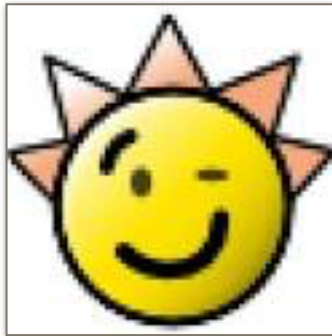
Spring Lobby is only one of various lobbies that you can use. It is the only lobby that runs on every platform. I'll assume, though, you've already decided to use this lobby as your main one.

Windows/Linux: <http://springlobby.info/landing/index.php>

Mac: <https://springrts.com/phpbb/viewtopic.php?f=65&t=32970>

Downloading for windows should be fairly self-explanatory.

To install on mac, click the link on the forum page. It will take you to mediafire.com, where you will need to click on the download button to download. This will download a .dmg file. Navigate to the downloads folder, and double click on the downloaded file. It will convert it into an application, which you can move to any directory you want. Note: If you do not move it to a directory, it will not be permanently stored on your computer. Double-click the icon to open.

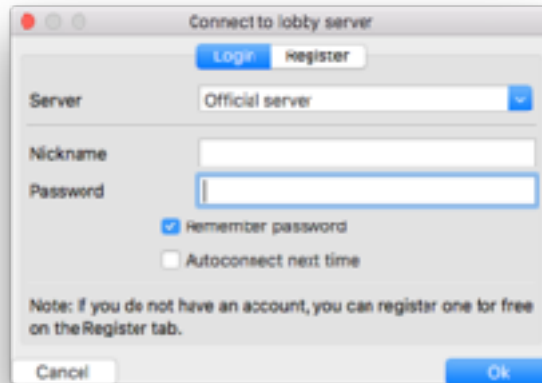


If something claiming to be Spring Lobby opens, you're all set. Read on from the next chapter!

Basics Part 2: First Connecting to the Server

When opening Spring Lobby you will see this window:

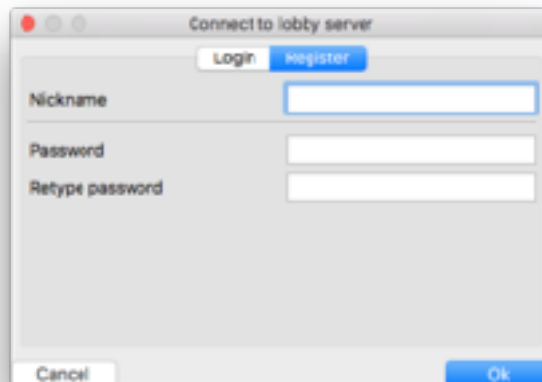
Lobby Connect Window->



This window is fairly self explanatory. Unless playing on a LAN server the only boxes you will need to edit are the 'Nickname' 'Password' and 'Autoconnect next time' boxes. (You may or may not also edit the 'Remember Password' Box — I personally do not recommend this)

Clicking the Register button will show this:

Lobby Register Window ->



You cannot re-use a username already in use, and your passwords must match. These boxes follow typical punctuation limits (i.e. no periods, slashes etc.) and have a character limit of 20. Choose your username carefully here; You CAN rename yourself, however this is confusing to other players. Do so with caution.

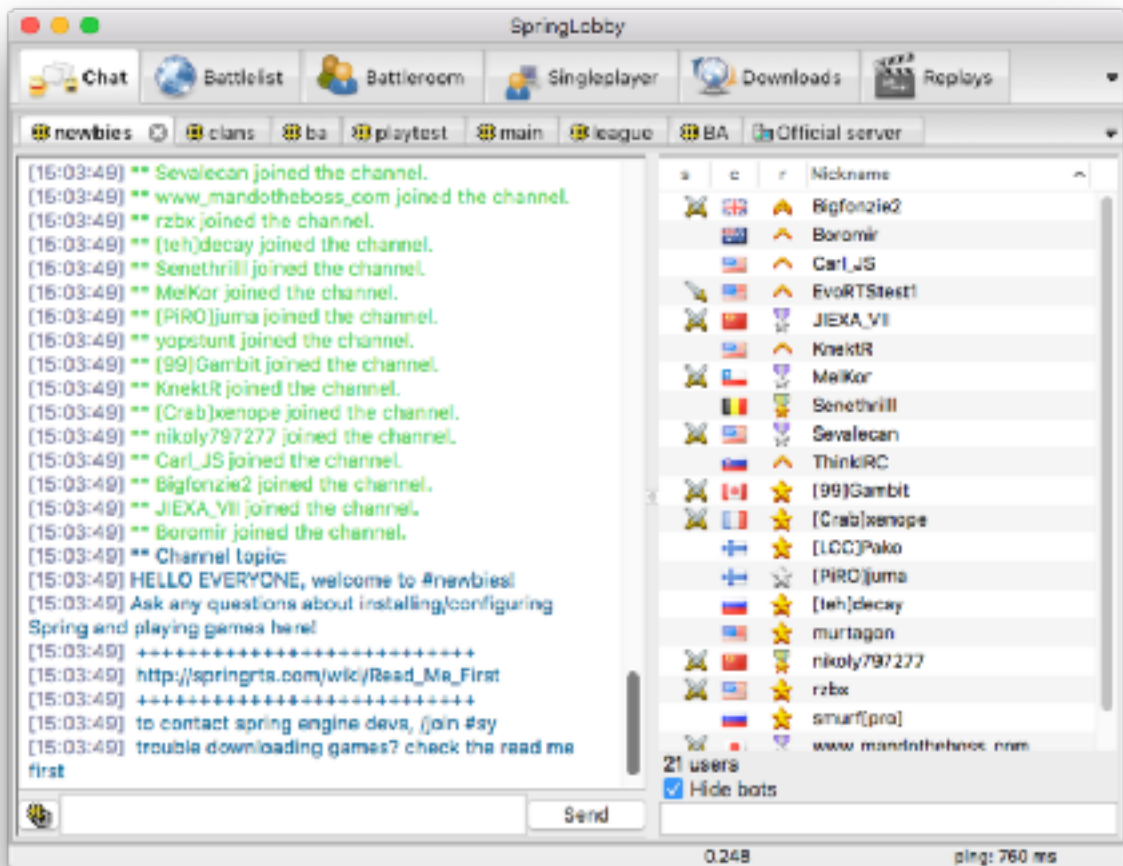
Pressing 'OK' will register you on whatever server you had specified on the login window, providing you can connect to it.

Basics Part 3: Saying Hi to the Server

The first thing you're going to want to do when you join the server is probably join a game or two.

Joining an online battle

This is probably what your lobby looks like right now:



Ok, yes, I lied. You're probably in less channels than I am. But what are Channels? I hear you ask. Not so fast - I'll get to that. What you want to do is look up the top:

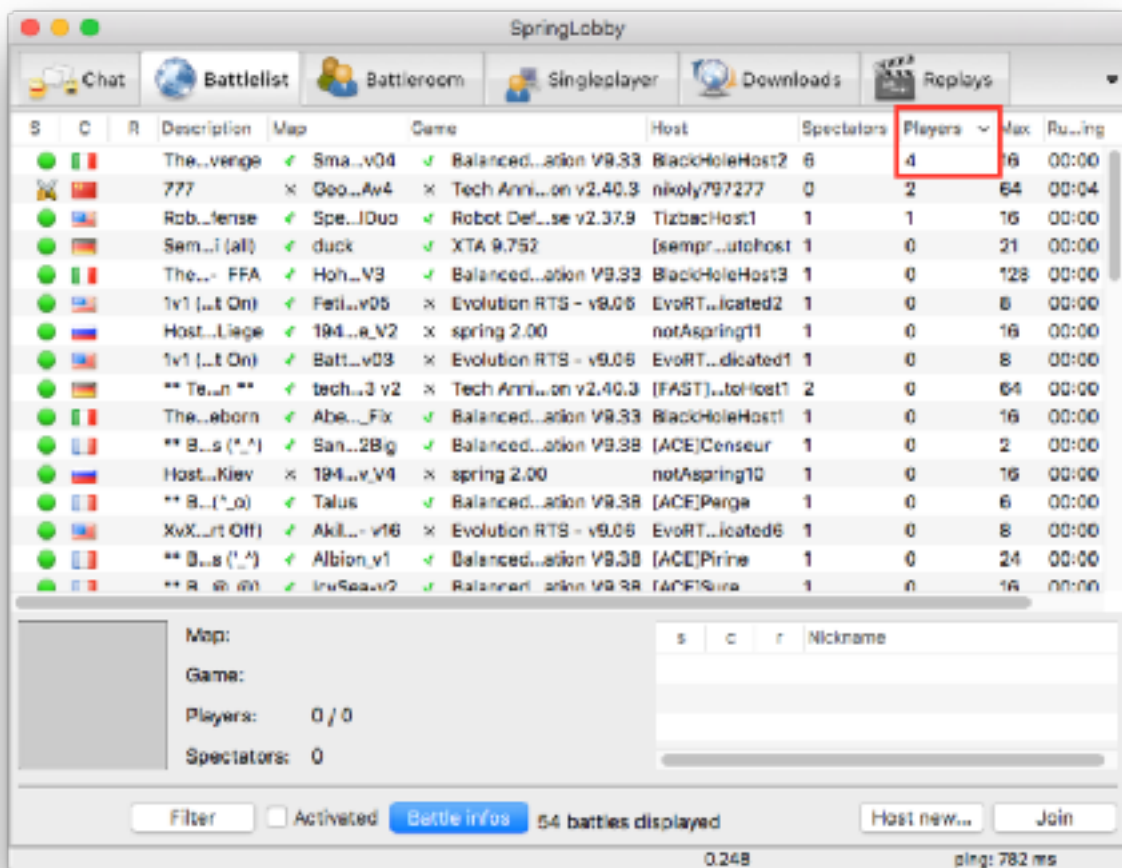


These are your **Panels**. Below them are your **Subpanels**:



These are your Chat Subpanels. Most panels have their own set of subpanels.

Ok, yes there's a red box there, on the list of Panels. Click on it. You should see this now: (Image and following text on next page)



There's also an 'Engine' column, but I couldn't fit it on. For now, at least, it's not your concern. You should be concerned about the red box. (In future the engine version will be very much your concern).

Currently your battlerlist shouldn't be sorted by Players, so do it now: click the players button twice (SLOWLY!) (Depending on your double click speed you may end up joining a random battle. If this happens, simply return to the battlerlist the same way you first got there). You should see that the battles with players are conveniently at the top now.

!!!IMPORTANT TO NOTE!!! -> I'm going to assume that you're running windows or linux for now. If you're a mac, **before moving on, please read page #37 for how to download the engine.**

If you have a friend who has hosted a game you'll want to join that one. Find the host name in the 'Host' column. If not, you'll want to chose

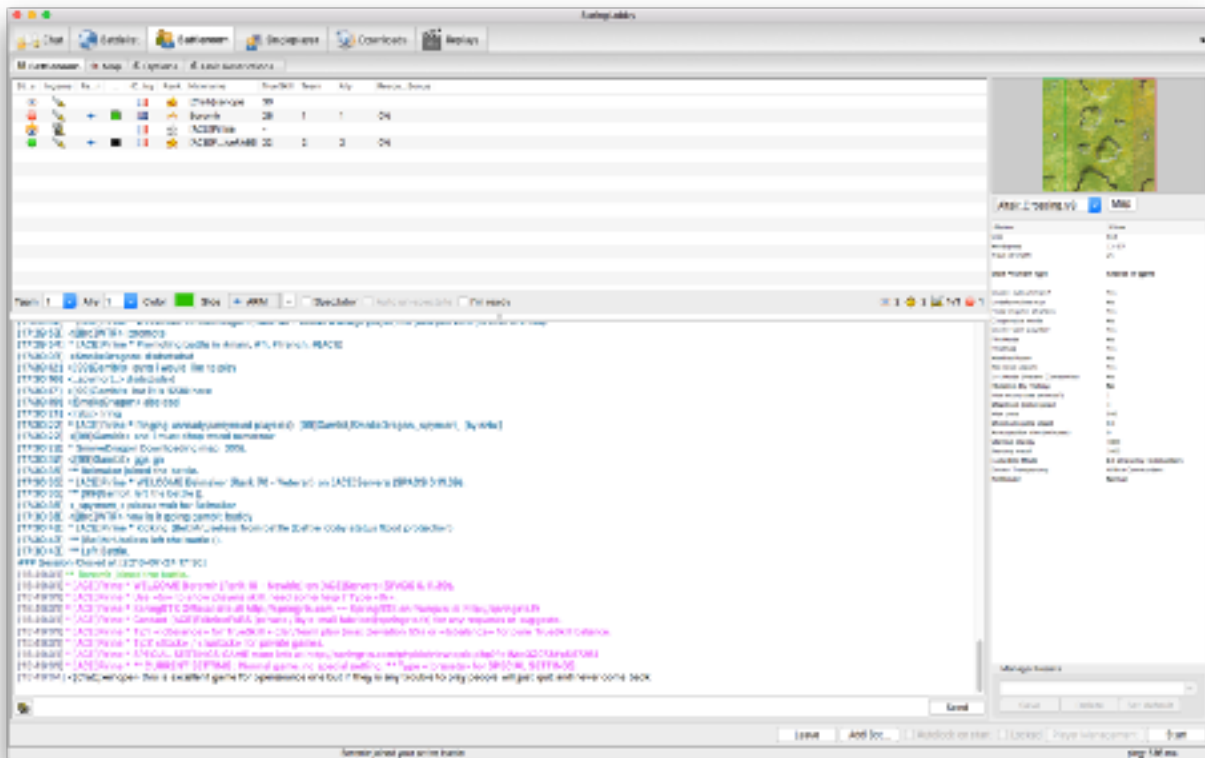
Tech Annihilation (TA) and Balanced Annihilation (BA) are the most popular games. You probably know which out of the multitude of games which run on the Spring Engine you want to play, however you might not. BA is personally my favourite, and simpler. It's not impossible to learn new games after starting on one, and what you learn in BA will apply to many other games. The name of the game is in the 'Game' column.

You probably want a larger game, so just double-check the Max Players column. If it's a 1v1 host, you might want to head to a different host.

So for now, double click in the host you want. Your lobby will now download EVERYTHING that you need. Cool, huh? It might take a while though - games and engines can be large downloads.

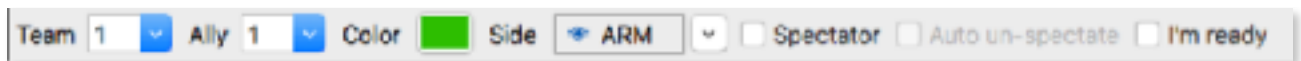
Saying Hi to the Battleroom

The battleroom looks like this:



I'm currently in a BA autohost, and there's not to many people to play with :(This will happen a lot, but 1v1 games are a good way to get better. But when you're really new, you need a larger game where you can watch how you're supposed to beat up the enemy.

Between the list of players and the chat box, there is a panel of options you want to look at.



I'm in BA, so the Side option might be different for you if you're going to play a different game. But the main options you need to look at are the same in all games. 'Spectator' makes you a spectator (or not). 'I'm Ready' says you're ready to play. People get angry if you don't check this box because it means they can't play. If you're a spectator, you can't check/uncheck this box.

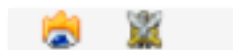
As a spectator you get to watch others play the game, but you don't actually get to play the game. It is a really good way to learn what units look like, if you are new. I recommend spectating at least a couple of games before playing.

Another thing that might be important is a player's True Skill. It's the column to the right of the Nicknames. According to the True Skill, [Crab]xenope, is better than me, who is better than [ACE]FabriceFABS. This isn't necessarily true though, but the larger the teams, the more likely it will to be properly balanced. True Skill ratings are an approximation, and until you know players well they are an extremely valuable way of judging players' skill. Autohosts use this value to set balanced teams, and do it very well (most of the time).

If the map is changed, you can either download the new map (recommended) or you can change the map to one you have (which is only an option in an autohost) You know that it's an autohost if the host (the one with the crown) has a robot icon and is spectating. See image below:

And that brings me to another point -

if a player is in game they will have a



cross instead of a single sword. This includes the autohost symbol, and even the battle status in the battletlist - if you look back on page 5 the second host from the top is in game. You can join a game that's in game, you just will be a spectator. Keep in mind though: No one likes a spec cheat: i.e. don't say anything about the game except if you first type 's:', which will make sure that only other spectators can see your chat.

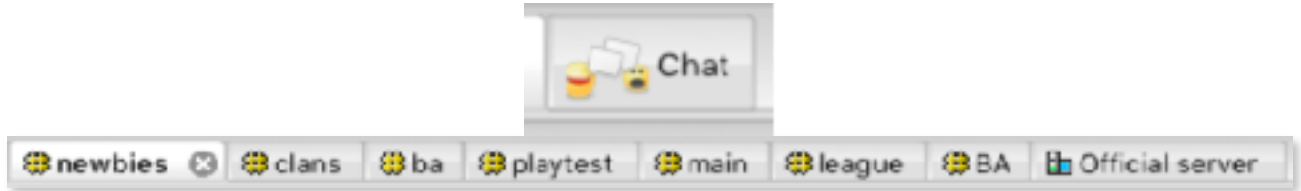
Pay attention: if not everyone is ready, you cannot make the game start. Also, if you are not the host and there is no autohost, you also cannot make the game start.

There's also a chance that you might accidentally get banned from an autohost. These bans only last for two minutes but can be quite inconvenient. Most bans are in place to prevent against trolls, but it is possible to accidentally trigger one against you by either sending too many commands, or sometimes just by joining a host. If you're not careful, you can get banned for too many commands in this way - I do it all the time. Not deliberately or obnoxiously, of course. Just when I have a chain of commands I want to execute, and I call them too close together. Typically you have to wait for two minutes before you can join again. There may be another battle you can join instead, while waiting.

For a list and explanation of all autohost commands (which is lobby universal, but not autohost - universal) see page 38.

Chatting With Other Players

While waiting for other players, it's always nice to know that the ones that are already in your battle are still there. You should have already found the chat bar in the battleroom: this allows you to chat with everyone waiting for the same game to start. This is a good place to discuss the previous game, or some new strategy you've come up with, or even simply get to know the other players better. But aside from the battleroom, there is another place to chat. The **Chat Panel**.

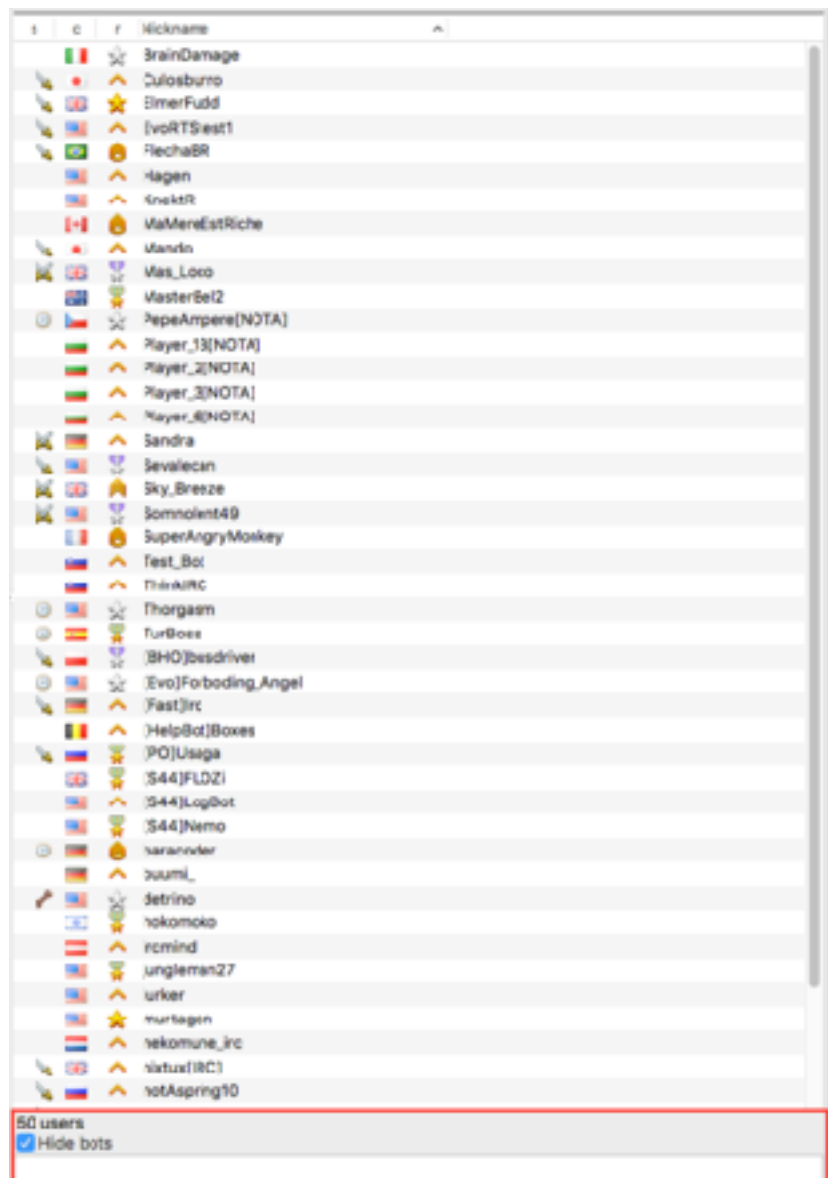
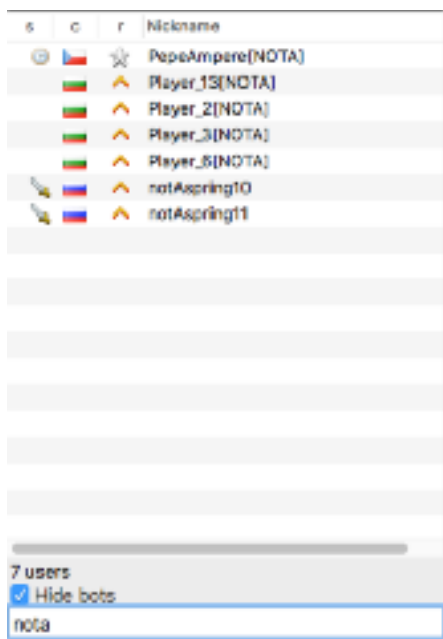


(example chat subpanel list also shown)

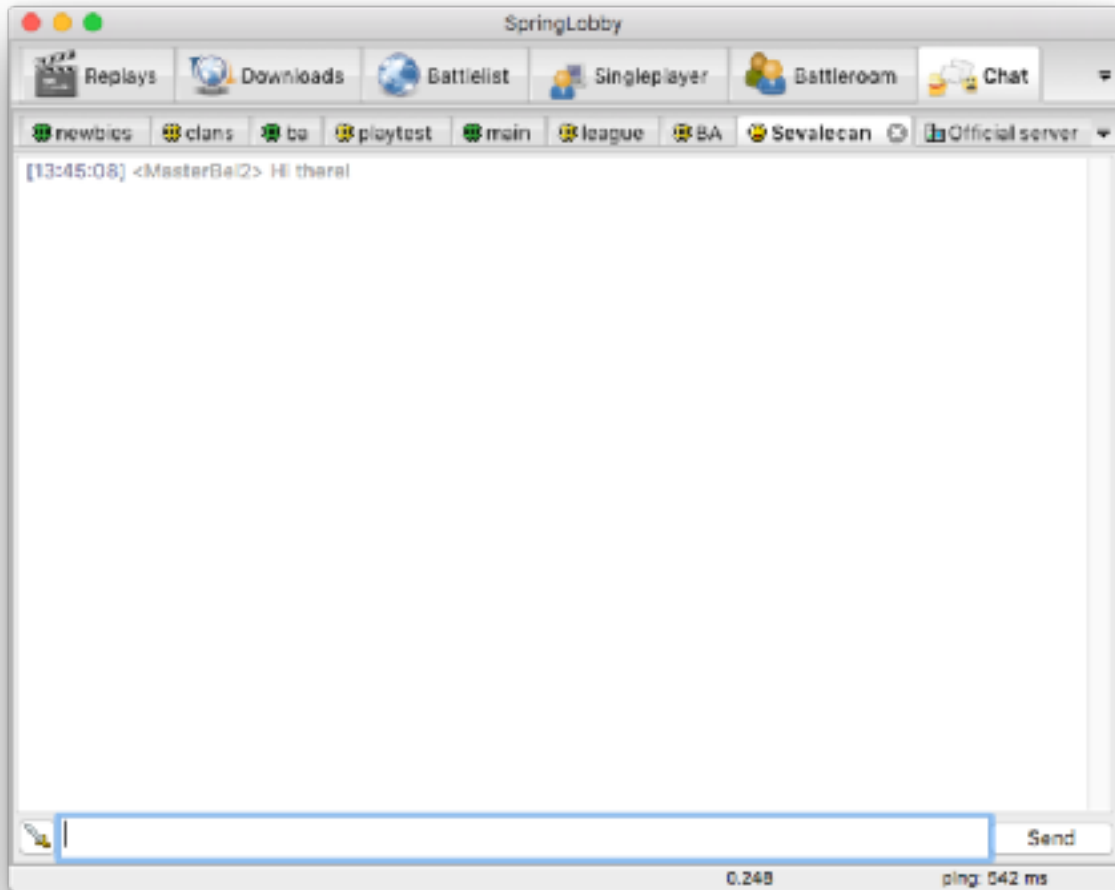
This panel should be, by default, on the "newbies" subpanel. Regardless of its name, this is where most of the chatting happens nowadays, even among older players. Most people are in the newbies channel, so you don't really need to go to any other channel to find people to chat to. If, however, someone isn't there, you can find them in the 'Official server' subpanel. You cannot chat here (it's not actually a channel) but it has a list of every player (and bot) online. The list should be on the right of screen - and it's there in every chat subpanel (you might have noticed this).

Up the top there are the column names (click to sort), and down below there are the number of users online, and also two filter options.

The first filter option allows you to hide bots, which you typically don't need to see. So check this box (if not done already). The blank box allows you to filter based on name - example below:

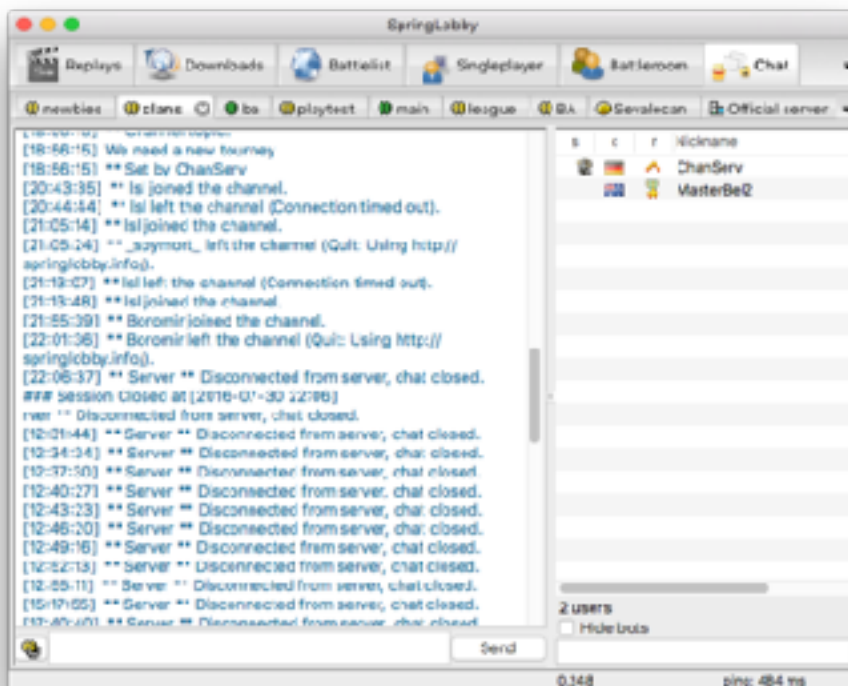


After double-clicking a name, it opens private chat to that person:

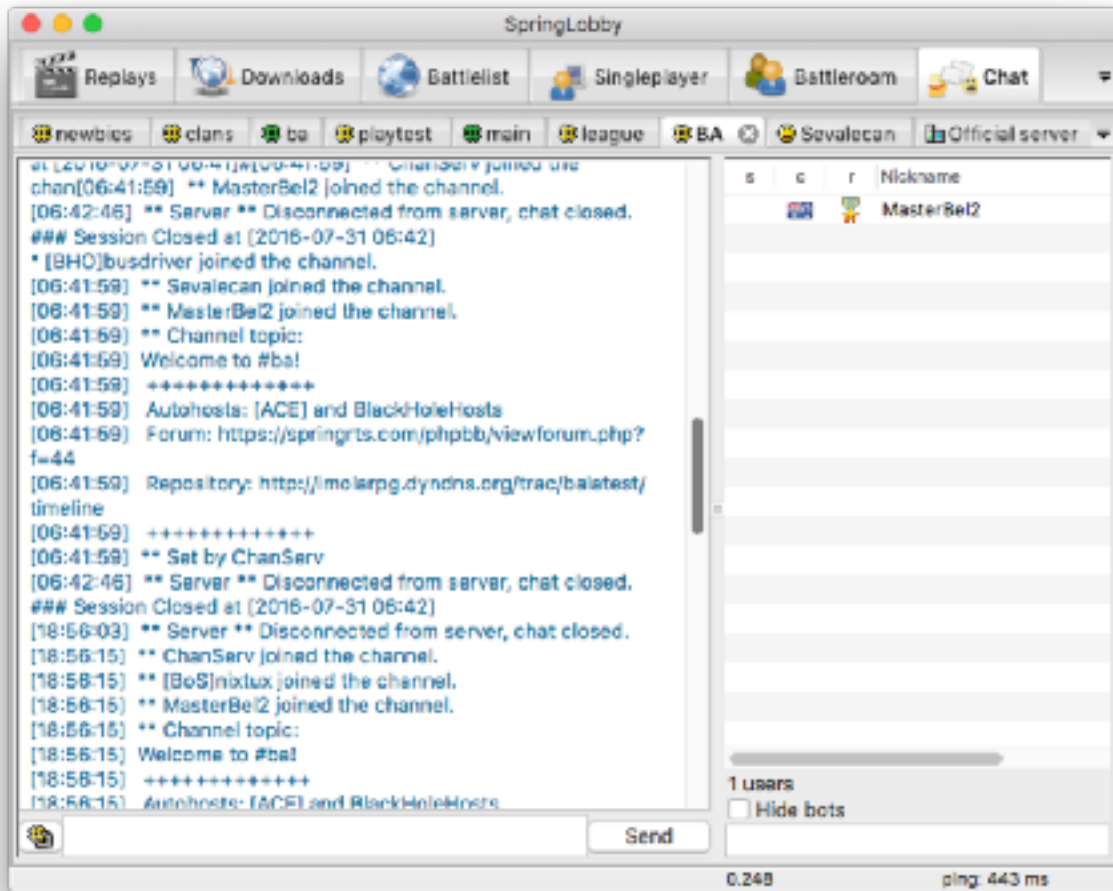


Other players may or may not respond, based on whether they are active or not. You can double click anywhere a player's name is shown in a similar box to the player list - in the battleroom, in the battlelist (there's one in the battle info at the bottom of the screen), but (unfortunately) not in the replay info.

But as you see, there are more channels than just #newbies and #main. There are many, but a number are private, and most don't have anyone in them. #clans for example is a dead channel:



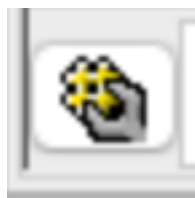
And #ba for example is near dead. But that doesn't mean you can't access them, and bring them back to life. Another thing you can do is start your own channel. #BA is a channel that only I am in - not even ChanServ, the bot that maintains channels. This means that no one moderates the channel, but also no one else will know about it unless you tell them.



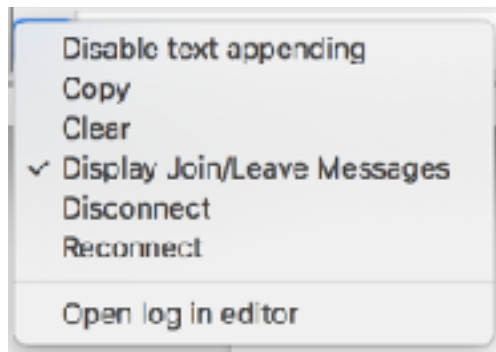
For a list of all channels maintained by ChanServ, go to the menu option Tools > Channel list. To join a channel, either go to the channel list and double-click on a channel, use the menu option Tools > Join Channel... , or type into a chat bar "/join channelName". To *create* your own channel, simply type "/join channelName", using an unused channelName. There is a 20 character limit on the name also.

Please note: All channel names are case sensitive. #ba and #BA are two different channels.

There's one thing I haven't mentioned yet, though: what does this thing do?



Well, click it and find out!

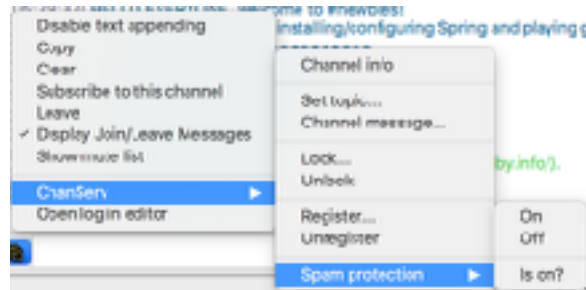


This is what it does: basically means you don't get any more messages in the channel. "Copy" copies the contents, "Clear" clears it, "Display Join/Leave Messages" toggles whether Spring Lobby tells you when someone joins/leaves the server

"Disable text appending" get any more messages in

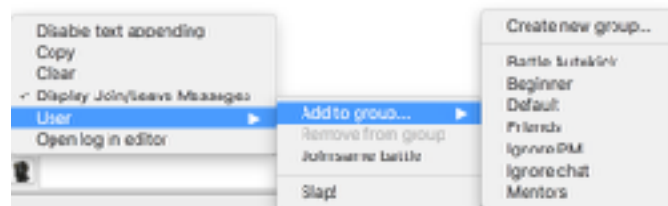
But wait: I did this in the "Official server" subpanel. Does it do different things in other subpanels? Well, turns out it does (which is why there's a good chance you got a different result to me).

In a channel (#newbies):



I have no idea what "Subscribe to this channel" does (as when pressed it does nothing), "Le4ave" closes the channel window, and "Show mute list" shows, well, the mute list. Under "ChanServ", "Channel info" opens a PM with ChanServ, and the bot will send channel info, and everything else (as you will find) is only up to the admins to edit, so we won't worry about that.

In a PM (private message):



You get this. Groups are governed in Preferences, so I will go into them later. "Join same battle" joins the same battle that they are in (providing they're actually in a battle) and "Slap!" sends them a notification, which is convenient for grabbing someone's attention.

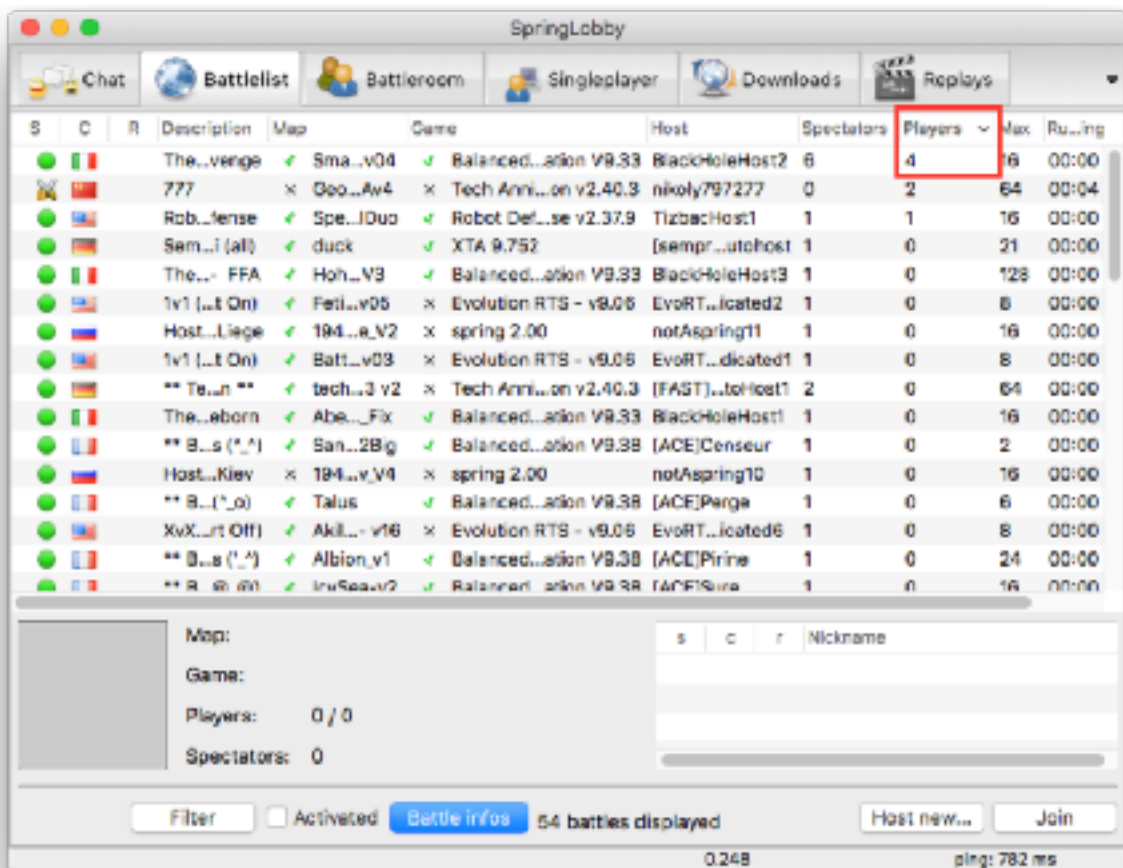
And now you know absolutely everything that you can do in the chat panel!

And, you should know everything that you need to operate Spring Lobby!

Using Spring Lobby to its Full Potential

The first area you probably want to become a power user of would be the battleroom. It's where you'll spend the most of your time, probably.

The Battlelist - Complete Breakdown

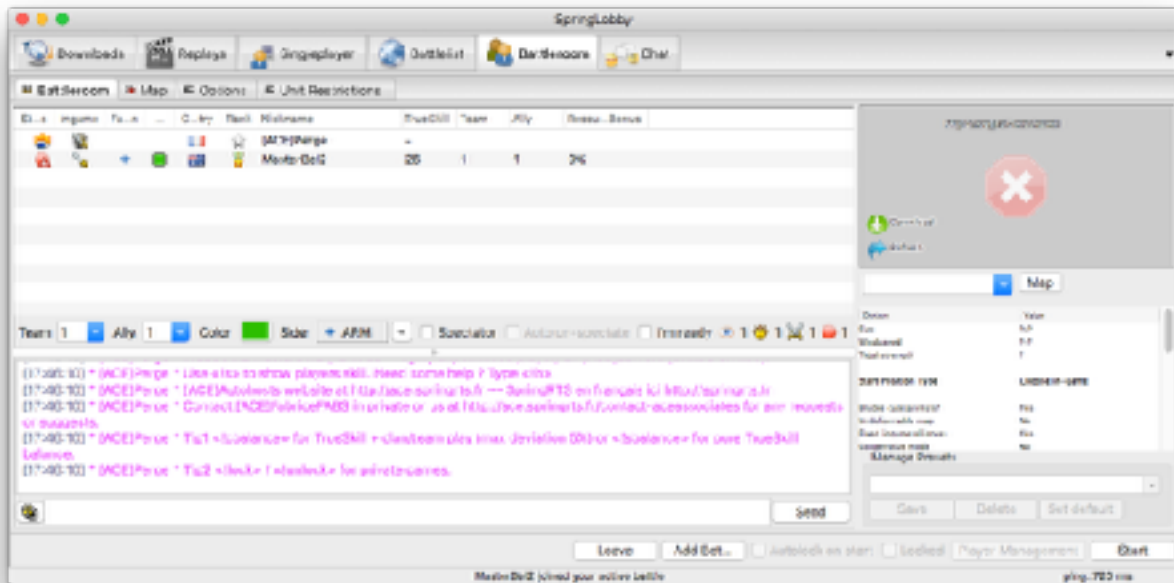


You've been introduced to certain features of this panel before. I'm going to ignore that table for now, because you *should* know what it means. I'll look down at the bottom of the window, at what's there.

You can see that directly below the table of games and information is a section which suggests it should contain some information – and it only doesn't because I've got no battle selected. Select a battle, and it should show you who's in the battle in the table to the right, and some other (easily understandable) information to the left.

But you can see directly below this another section, with a number of options. Firstly, the leftmost button, when clicks, shows or hides the filter options (which are currently hidden). I'll let you work them out. Beside that to the right is a checkbox - if it's ticked the filter is activated, if not, it isn't. Simple. To the right of *that* is the "Battle infos" button – this hides or shows the section that was talked about in the paragraph above. Further to the right are the "Host new..." and "Join" buttons: the former is self-explanatory, and the second button will join the selected battle (if you have selected one).

The Battleroom - Complete Breakdown



I will be using this image as my main refer-to image. One thing you should note: As I am not the host, I do not have permission to change the following: Preset, Battle Lock, Player Management and options (all viewed in the bottom right).

So we'll start from the top. You have on the left of window the playerlist. On the left is their status. An eye means they're a spectator. A circle (green = ready, red = unready) means they're a player. A Crown means they're the host. If a host is also a player, it will be a simple crown. If it is a spectator, as in the image above, it will also have an eye. On top of my red (unready) circle in the image above you should also be able to see a warning sign. This means I can't play for some reason. I know what the reason is. In this case, I don't have the map. It could also be that I don't have the specific game or engine that the host is using, however I know that I do. If it's on someone else's circle, it means the same about them.

To the right of the status column is the 'Ingame' column. Here you can also see if the player is a bot or a moderator. A single sword means it is a player not in game. Crossed swords means they are ingame. A robot means it is also a bot. A spanner with a single sword could either be a mod ingame or not ingame — but the sword leans to the left when not in game and to the right when ingame.

to the right of the 'Ingame' column is the 'Faction' column. For spectators this column has no value. What values this column can take depends on the game you are playing. If you are new to the game, faction won't mean much to you. Eventually you will learn about the different factions.

To the right of that is the player's colour, then country, then Rank (based on ingame time) then their name. Typically, a higher rank will suggest a better player. However, some people just don't get better, and some people create new 'smurf' accounts, for various reasons. So for skill, it's better to look at the next column: the 'True Skill' column. Generally True Skill ranges from around 13 to 35, though a few players have skills outside of these ranges. Basically, the higher your True Skill the better you are. If someone with a new account has a low True Skill, then they're probably a new player. The starting True Skill is 20.

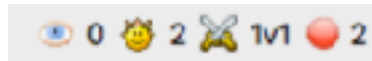
To the right again, we find team then ally. Don't get them mixed up: Team is which group of units you control while Ally is what group of players you're not fighting against. This is rather important to

know when not playing in an autohost, which will prevent players from having the same 'Team' value.

The last column is self explanatory: 'Resource Bonus'. This is also governed by the host. Self-explanatory.

In this table you can right-click on a selected player's row. That will bring up these options:

Directly below this table is your player options, and some stats about the battle. The options are self explanatory. They basically give you the option to change everything (almost) displayed in the above table. The stats are fairly simple:



From right to left: Number of spectators, number of players, current alliances, and number of unready players.

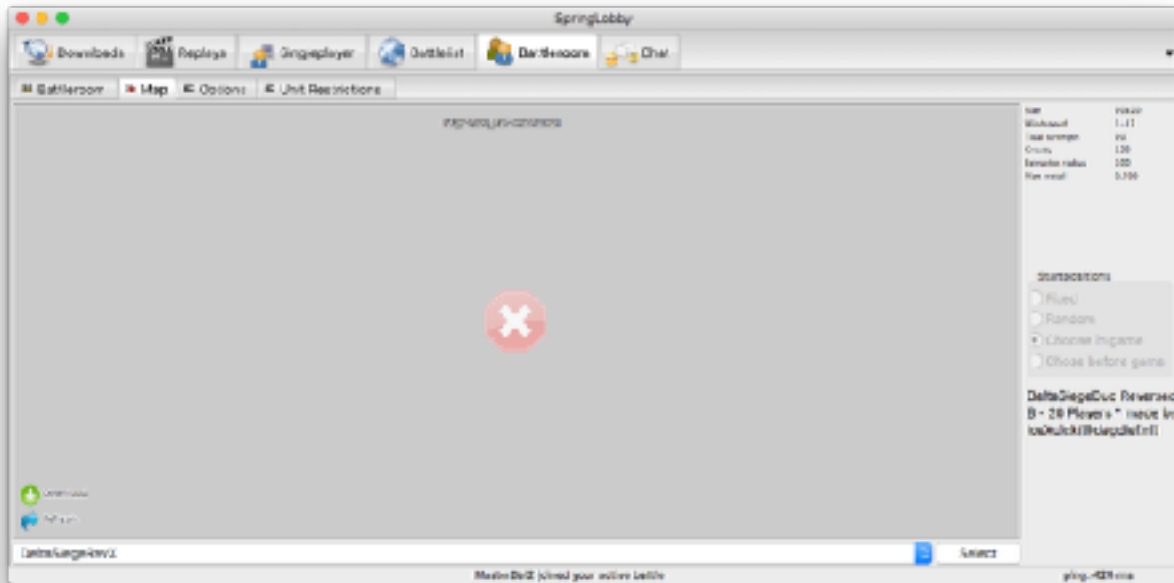
Below is the chat bar - see the section on the Chat Panel. You should know how this works by now.

To the right of all this is a display of the map and some settings. These just show a condensed view of what is shown in the 'Map' and 'Options' subpanels. The Map subpanel is discussed later in this chapter, while the Options tab will be discussed under **Hosting**.

At the very bottom of the screen (above the notification and ping bar) are some options: 'Leave' exits the battleroom, 'Add Bot...' adds a bot (too self-explanatory to go into here) and 'Start' sends the !start command to an autohost (to start the game), suggests the game be started if not in an autohost, or, for the host of the battleroom, starts the game.

A note on starting: All players must be ready for you to start a game in an autohost. A human host can, however, force the battle to start even when people aren't ready.

We'll now move onto only other subpanel that you should generally pay attention to:



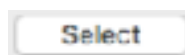
This is the Map subpanel. You can plainly see I haven't downloaded this map, but that's ok. Down near the bottom-left of the map is the download and refresh buttons. The download button will download the map for you, and the refresh button will re-scan your list of maps and games. This is used in case you manually downloaded the map from the site and placed it in there after the last refresh. They only appear if you do not have the map.

If you have the map, it will appear in the grey area which, for me, currently has the cross.

At the bottom of the screen you have an option to change the map. The long bar across the bottom with the map name on it shows a scrollable list of maps - click on it and see. I have too many maps downloaded for it to be practical for me to show an image. Sorry. If you're hosting, choosing a map in this option will change the map. If you're not, it will send this message in the battleroom chat:

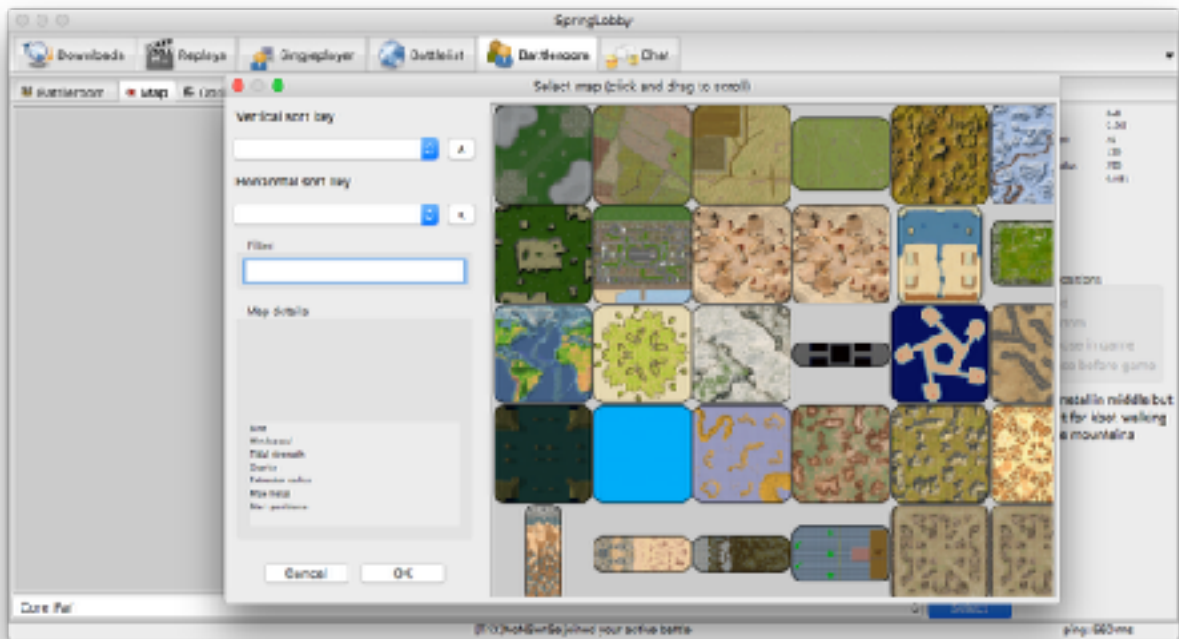
* MasterBel2 suggests CorePrime_Rev2

To the immediate right of that bar is this button:



Clicking this button will bring up the window on the following page. This will display all your maps in a grid. Double clicking a map is the same as selecting a map in the afore mentioned list. You can sort the list too — there is a scrollbar for each horizontal and vertical sort keys, and the weird looking arrow button changes the direction of sorting. Below the sort options is a filter, which works based off map names. And below that, is the map description. I won't go into the 'Cancel' and 'Okay' buttons. They're pretty much redundant.

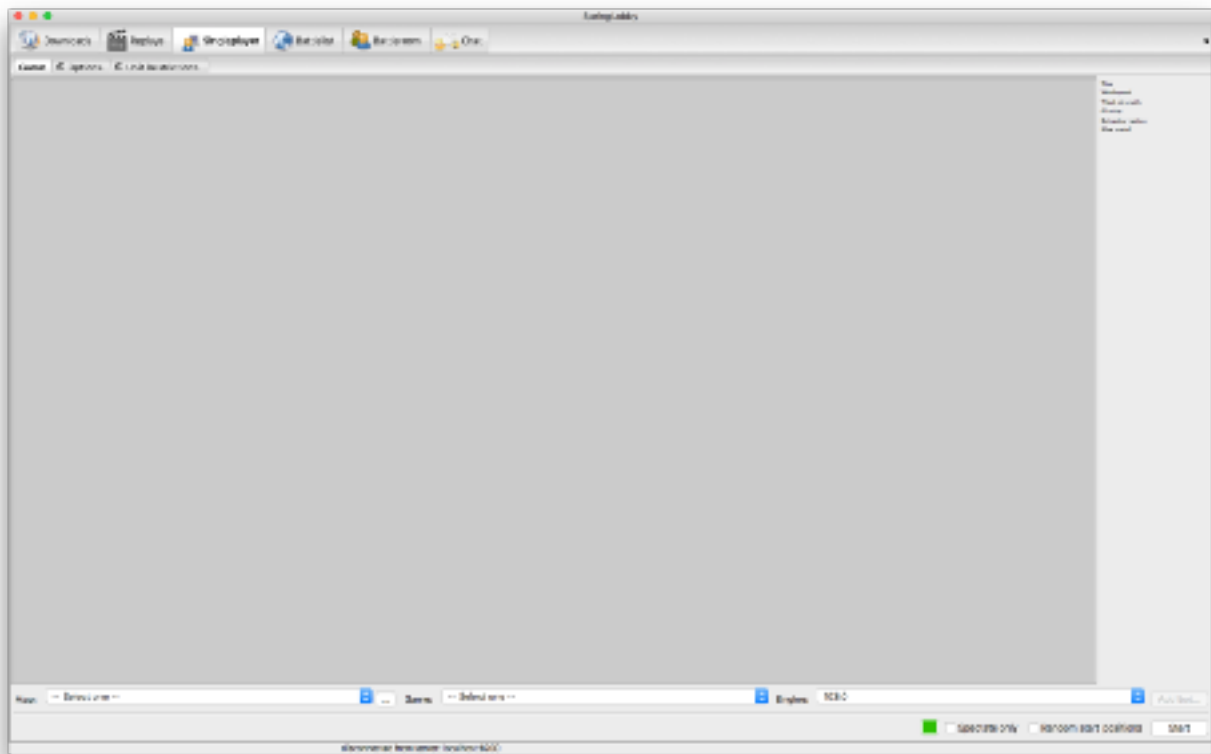
One thing you should know, is that you can't access the main lobby with this window up. Annoying, but the maplist can sap computer performance, so that's a good thing actually.



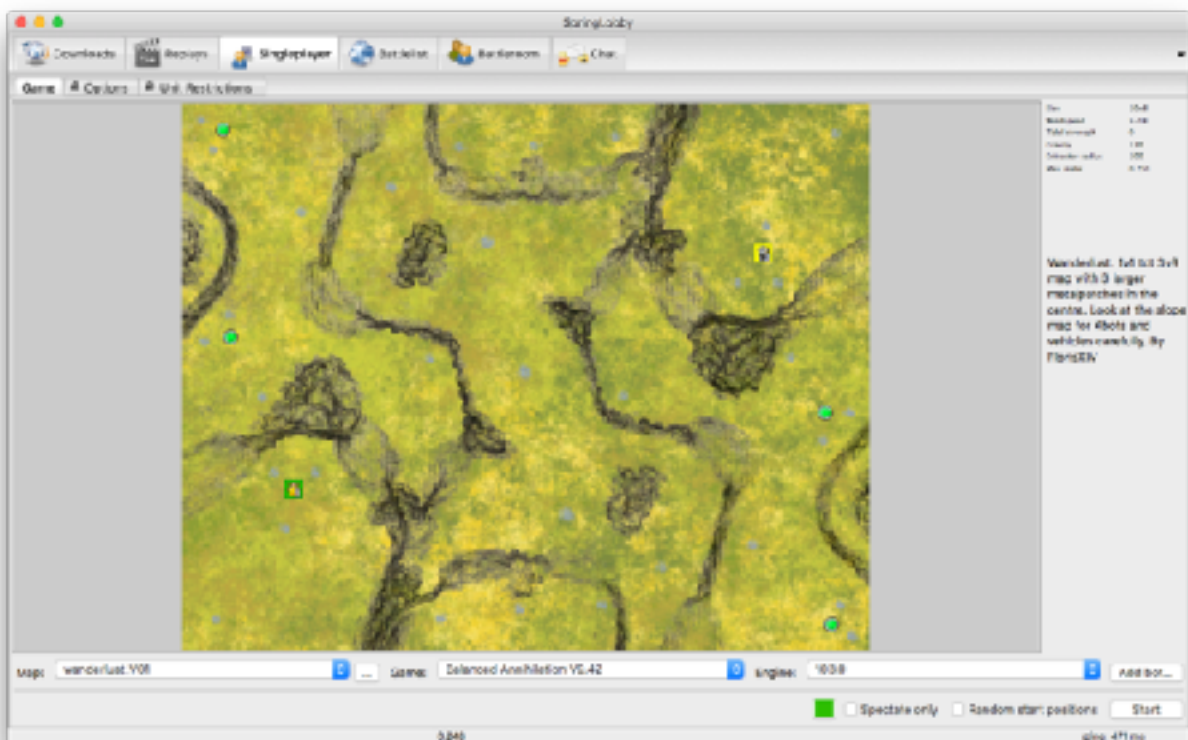
Back on the main Spring Lobby window, you can see all the stats of the current map (or, sometimes the previous map depending on how sentimental Spring Lobby is). Most of this info can also be seen in the map window, and the main Battleroom subpanel.

Using Singleplayer

The Singleplayer panel:

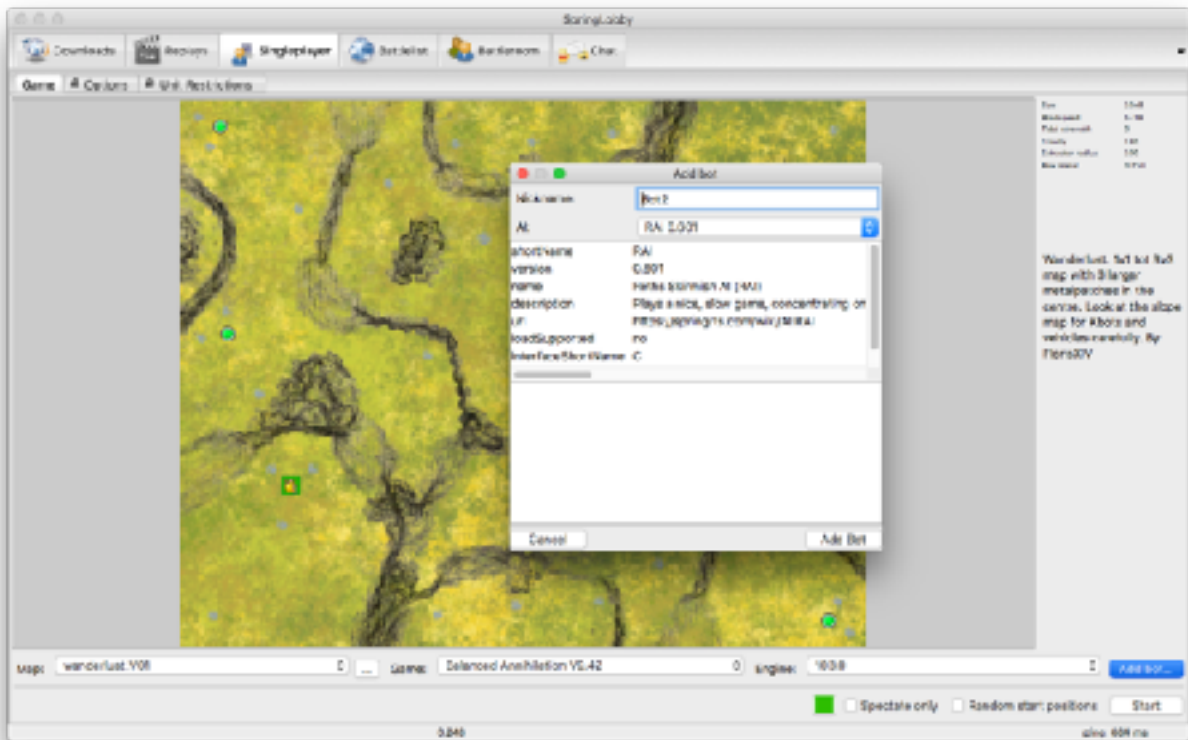


This is what it looks like when you first open it. That big blank area is where the map will go if you have one selected. The Singleplayer panel is quite simple, and there's not much I need to explain, but I'll go into a bit of detail anyway. But first, a picture of what it looks like if you're ready to go!



So I've selected a map (name and details to the right of the image), the latest Balanced Annihilation version and the latest engine version. You have to be careful here because not all games will work with all engines. If it's not you will receive a warning in-game, or else the game just won't work.

I've even added an AI to play against - the RAI. You can add AIs with the option to the right of the Map/Game/Engine options. Clicking the "Add bot..." button will bring up this menu:

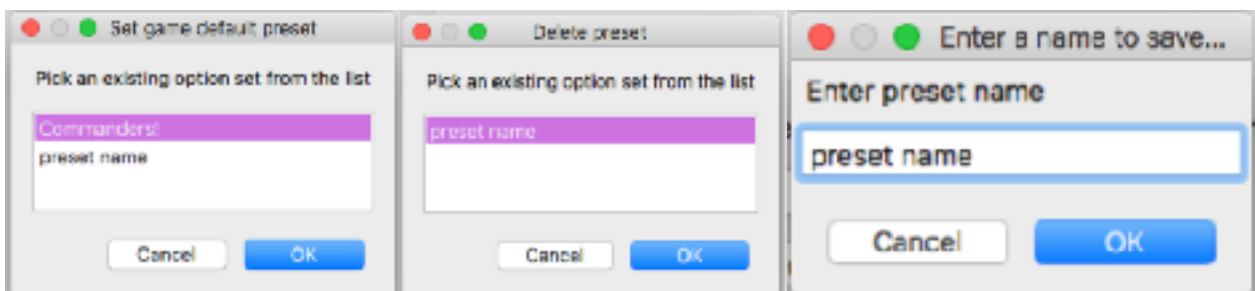


The text field lets you define the name of the AI. The bar below it allows you to choose which AI will be controlling the units. The stats of the AIs will appear below in a scrollable field. AIs differ from game to game so I won't go into them here - it will be too much work and more relevant to the game than the lobby.

Below this line of options is another with some simple options. Your colour, whether or not you want to spectate, whether the distribution method is "Random" or "Choose Before Game", and the "Start" button.

But that's only this one subpanel: the game subpanel. There are two more.

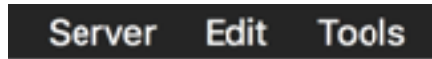
"Options" gives you a list of options. Again, because they're game specific, I won't go into them. However:



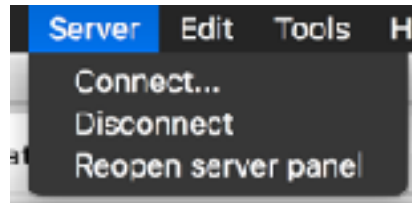
This is self explanatory. These come up when you select the “Set Default...”, “Delete...” and “Save...” buttons, in order of the screenshots. The “Load...” button loads the preset chosen in the bar beside. By default there are no presets there. I recommend saving the default before changing too many options.

The Menus

At either the top of the window or top of the screen (depending whether it's windows, mac or linux) are three menus:

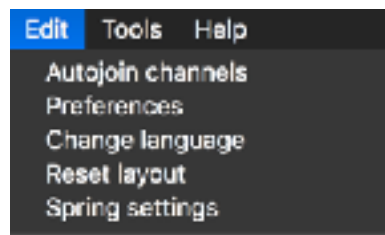


Let's look at "Server" first:

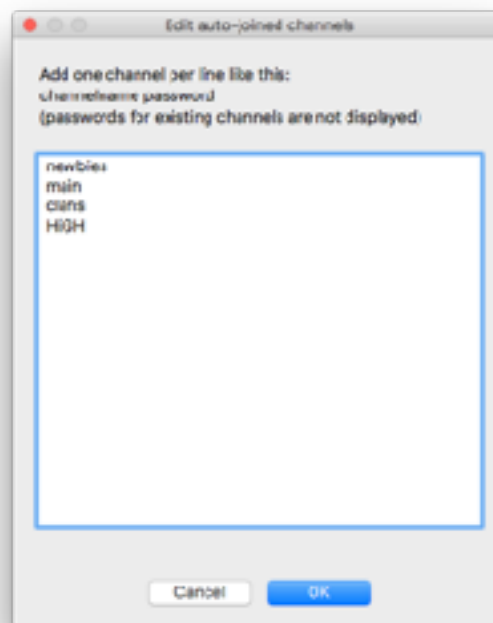


"Connect" will open the server panel, the one which "Reopen server panel" (seemingly redundant) claims to open. "Disconnect" will disconnect you from the server, so you can either connect to a different server, or connect under a different account (not recommended).

Next is "Edit":



Channels, as you may have previously read, are places where you may communicate with another player. I'll let the window itself do the rest of the explaining



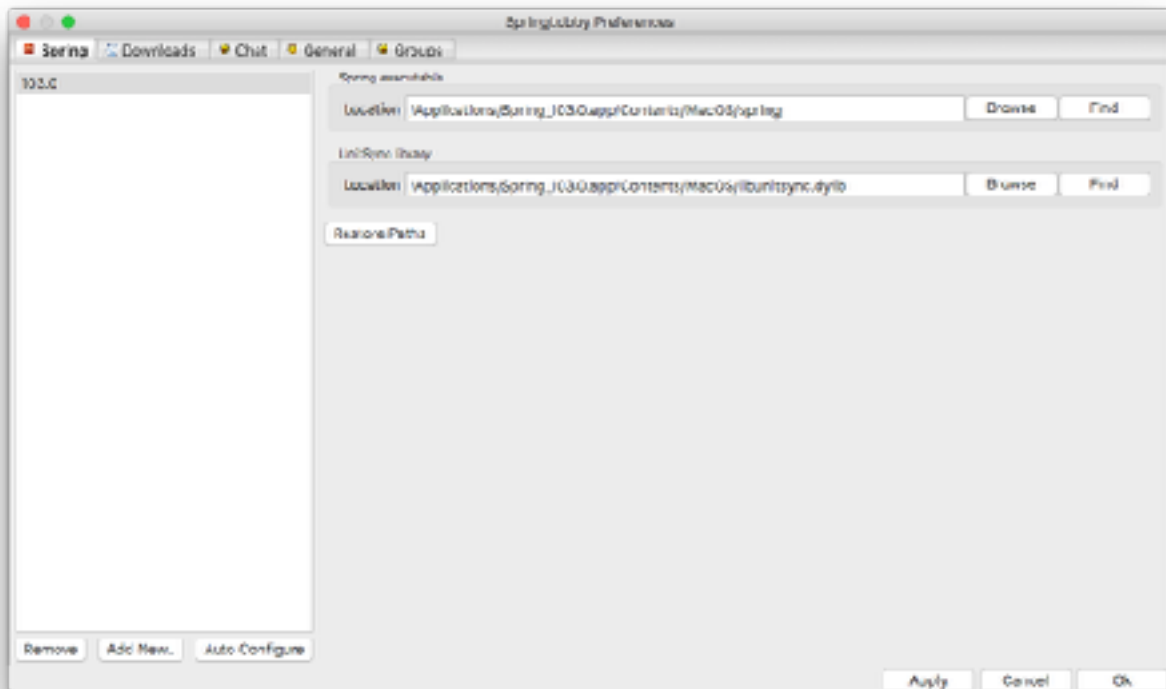
Next is preferences. And this is important (and complex) enough that I'll give it its own section. So I'll get to it later.

“Change Language” doesn’t seem to work, but I think the idea of it is that if you speak a language other than english you can change the built-in text language in the lobby.

Reset layout resets the layout (I will get to layout on page 30).

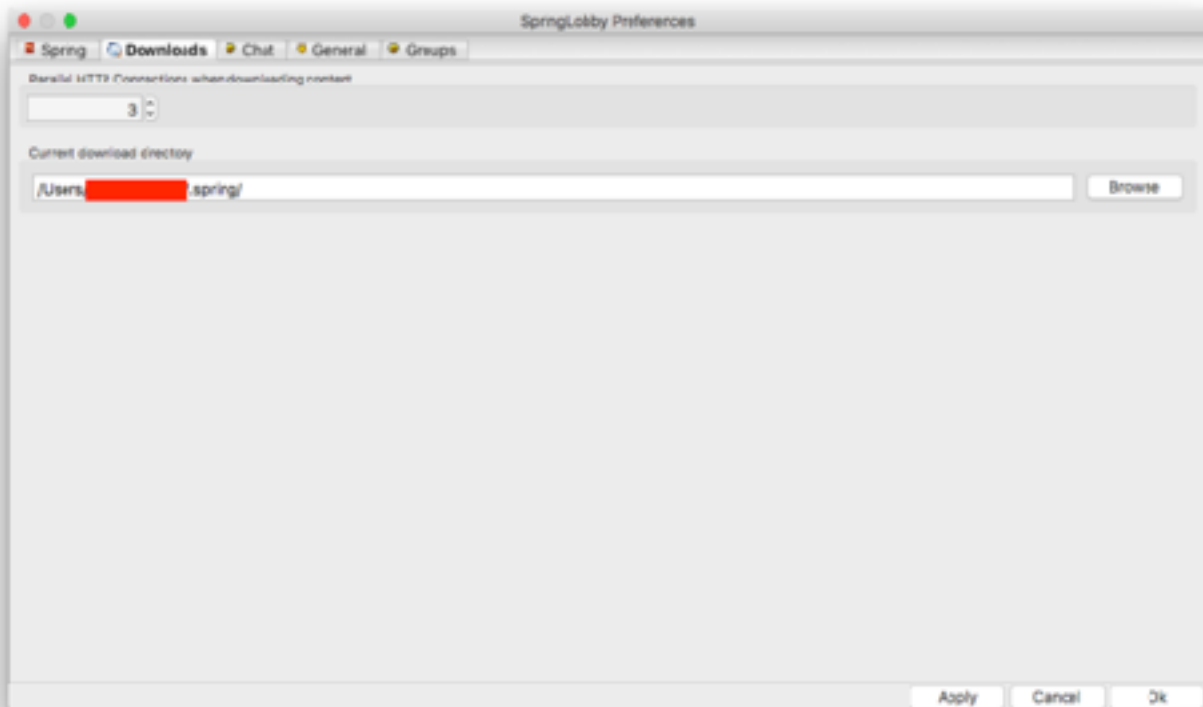
And Spring Settings will receive its own section.

SpringLobby Preferences

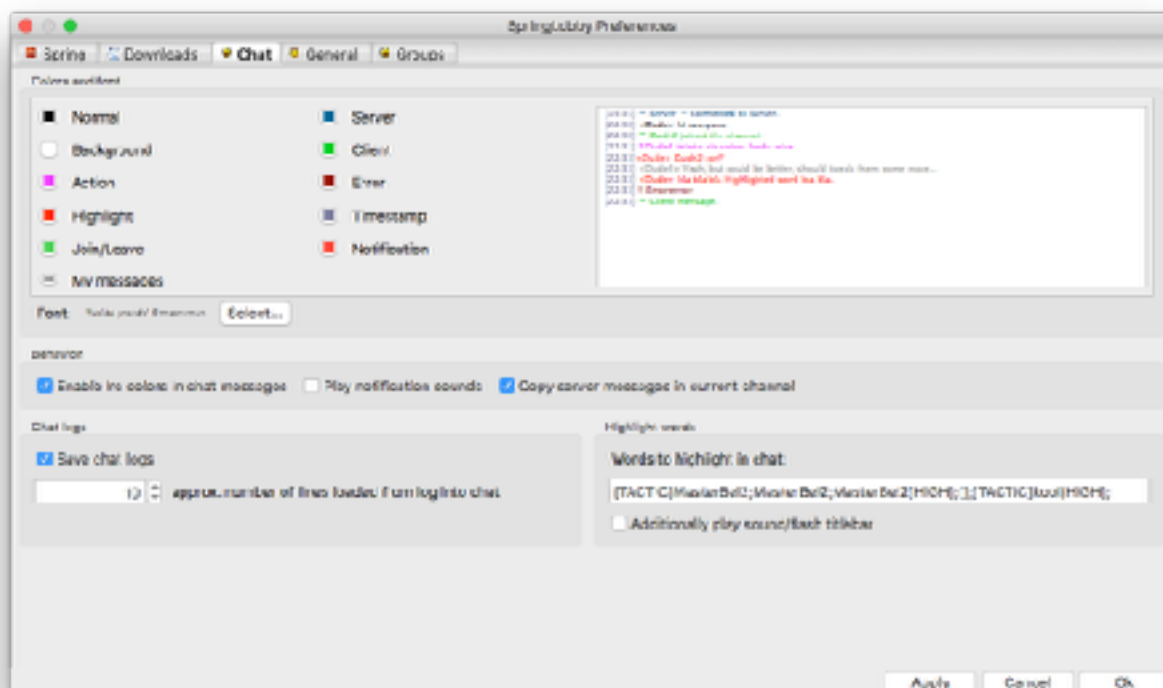


This is where you configure where spring versions are stored. In particular versions that haven't been auto-downloaded.

Moving on...



Unless you know what you're doing, don't change this. Moving on...



This is also self-explanatory enough. However, I'll look at 2 check boxes: "Play notification sounds" and "Copy server messages in current channel".

"Play notification sounds": This stops people from ringing you audibly. This will come into play if people ring-spam. It may or may not be useful in the case that you don't realise that you're not ready. There's also an interesting caveat here that it seems to be related to the "Error: No error" alert that you may have been finding annoying (or may find annoying in the future).

"Copy server messages in current channel": Basically, if the server sends an error or information it will come through in any chat field that you have open (I think).

Next is the General subpanel (image next page). It really is a monster. Oh, and this one you'll need to scroll to see everything.

I don't know what the default web browser stuff is.

The text editor is the one which will open up when you right-click in a chat log and select "Open log in editor".

Autoconnect is self-explanatory

Automatic updates: If you're on a mac you want this unchecked, because you probably can't download all updates. Instead you want to look at the forums regularly.

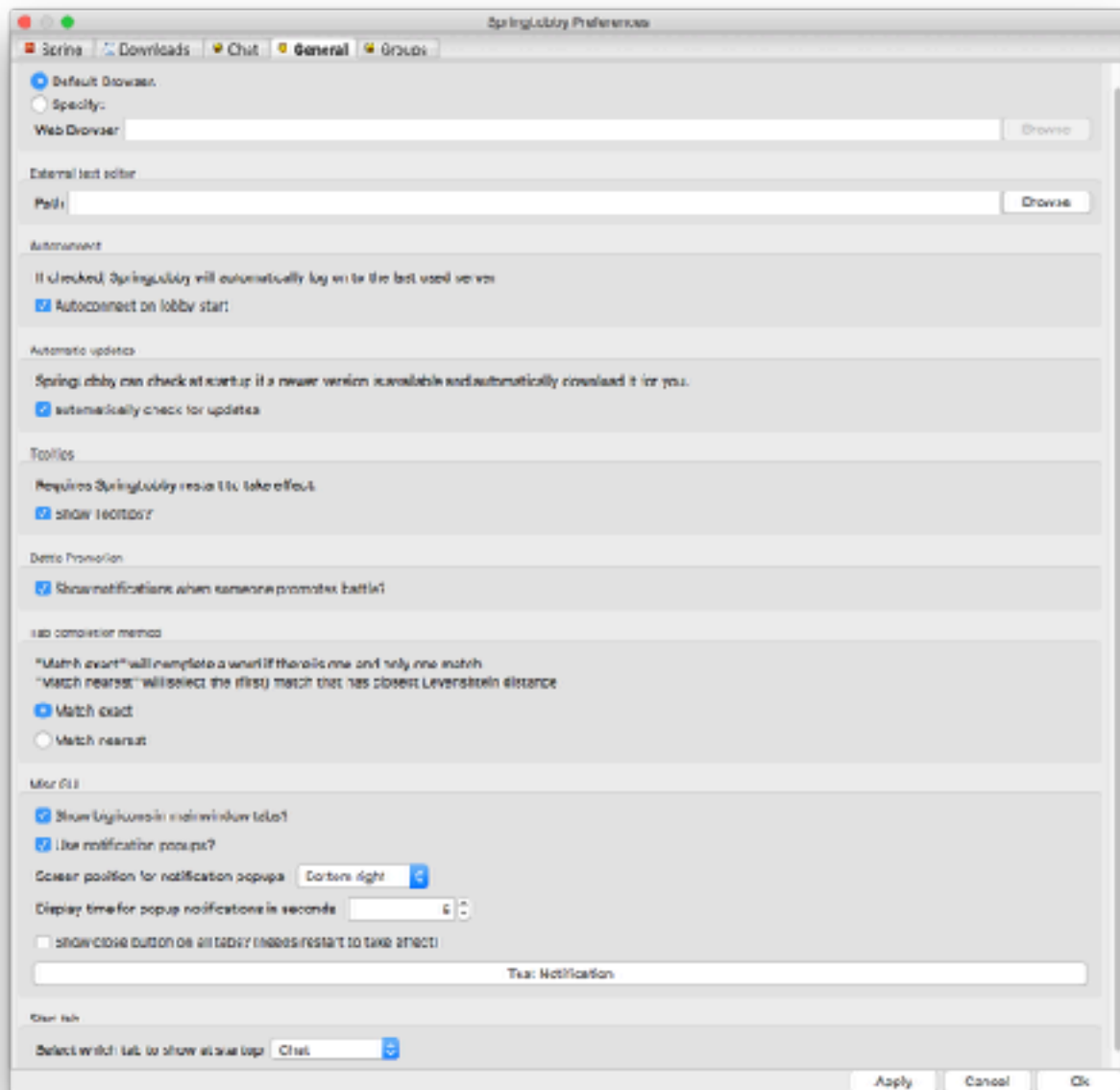
Definitely have "Show Tooltips" checked.

This is the other cause of the "Error: No error" alert. Uncheck this. It's gravely annoying, so if you want to know what battles are going, just refer to the battlelist.

Tab completion method... get into a battleroom, type in part your username, and press tab. This is not case sensitive. Over time you'll develop an idea of what you want to happen here, so just acknowledge this option's presence and move on.

Misc GUI: Do not uncheck the "Show big icons in mainwindow tabs" option. Again, uncheck the 'display notificatons' option - I don't know what these popup notifications are and they may be related to the "Error: no error" alert. The "Test Notification" button doesn't seem to work either.

And you may or may not want to change the Start Tab (I've been calling them panels but whatever).

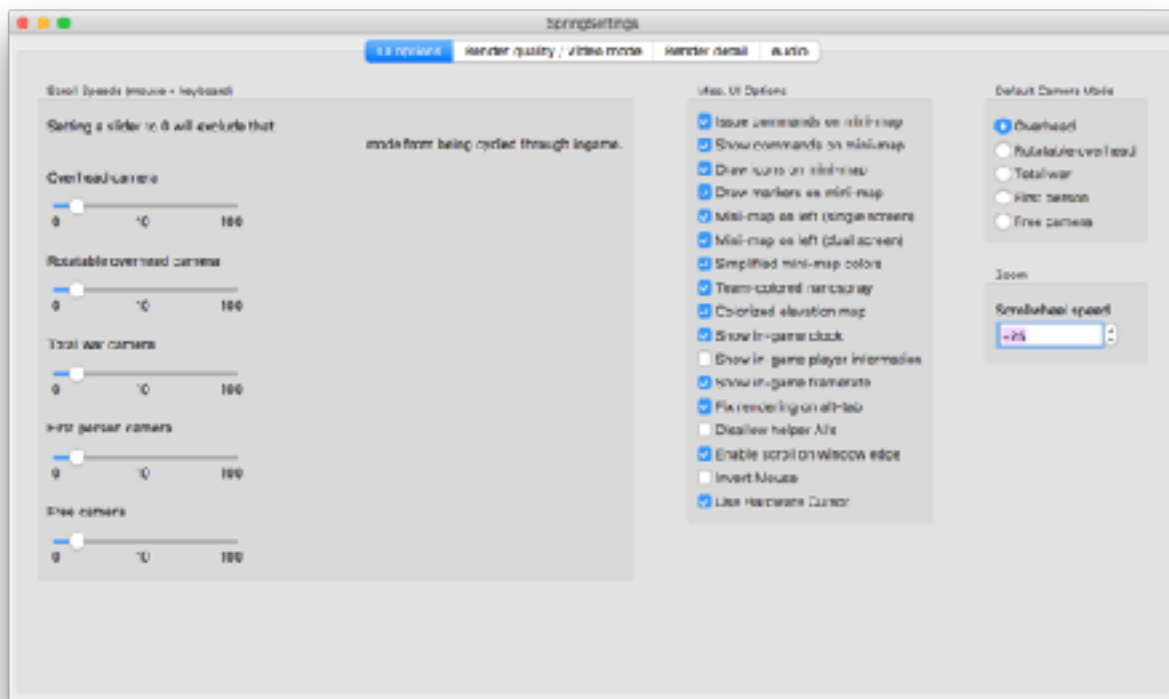


I'll leave you to work out the next one (groups). But do have a look at it.

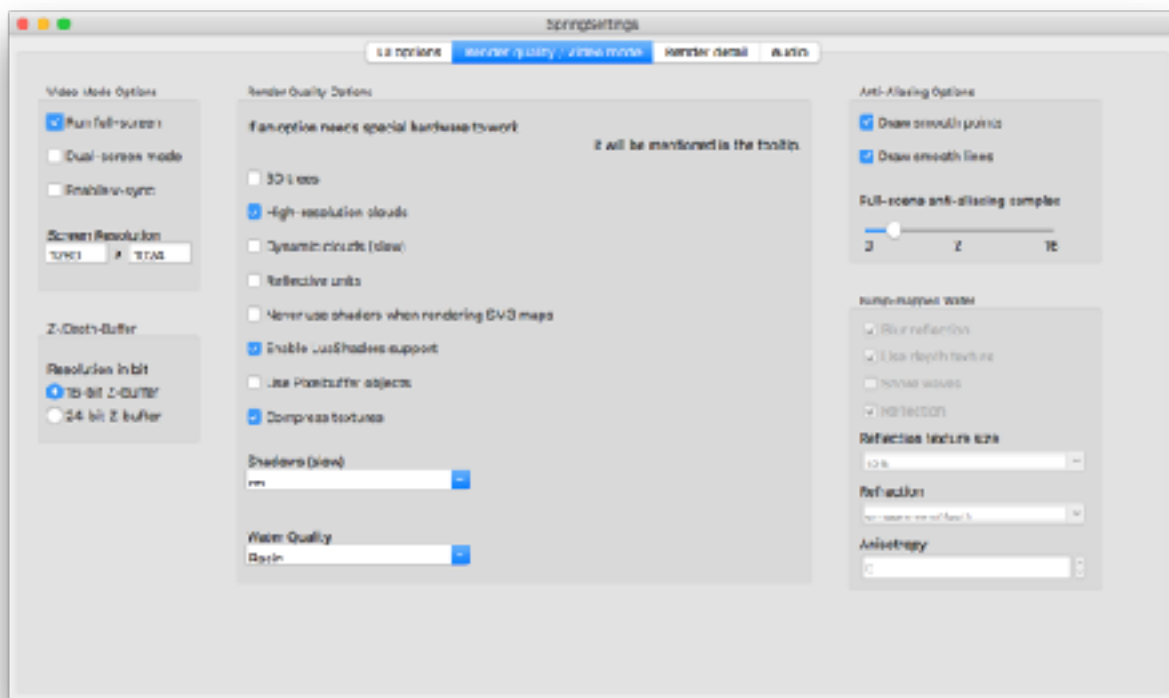
IMPORTANT NOTE: for changes to take place you **MUST** select either "Apply" or "Ok". "Ok" closes the window as well as saving changes, "Apply" does not.

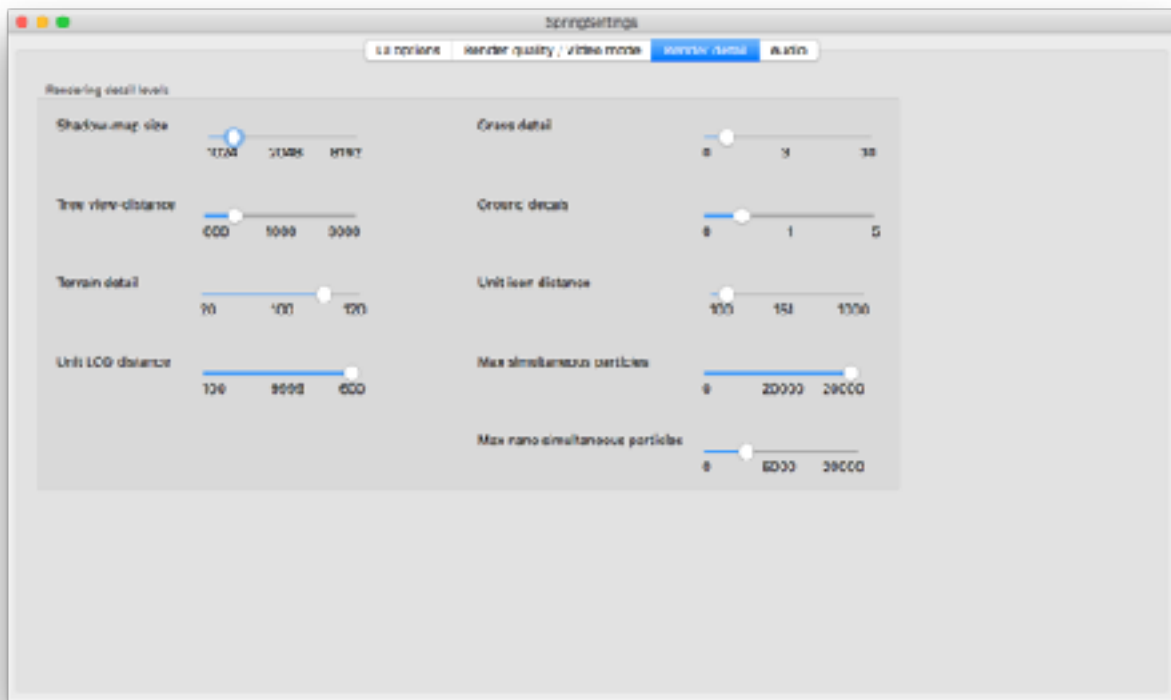
Spring Settings

This really isn't as scary as it may sound. Really. It basically is a thing of knowing it exists and experimenting with it for a while. There are UI options:

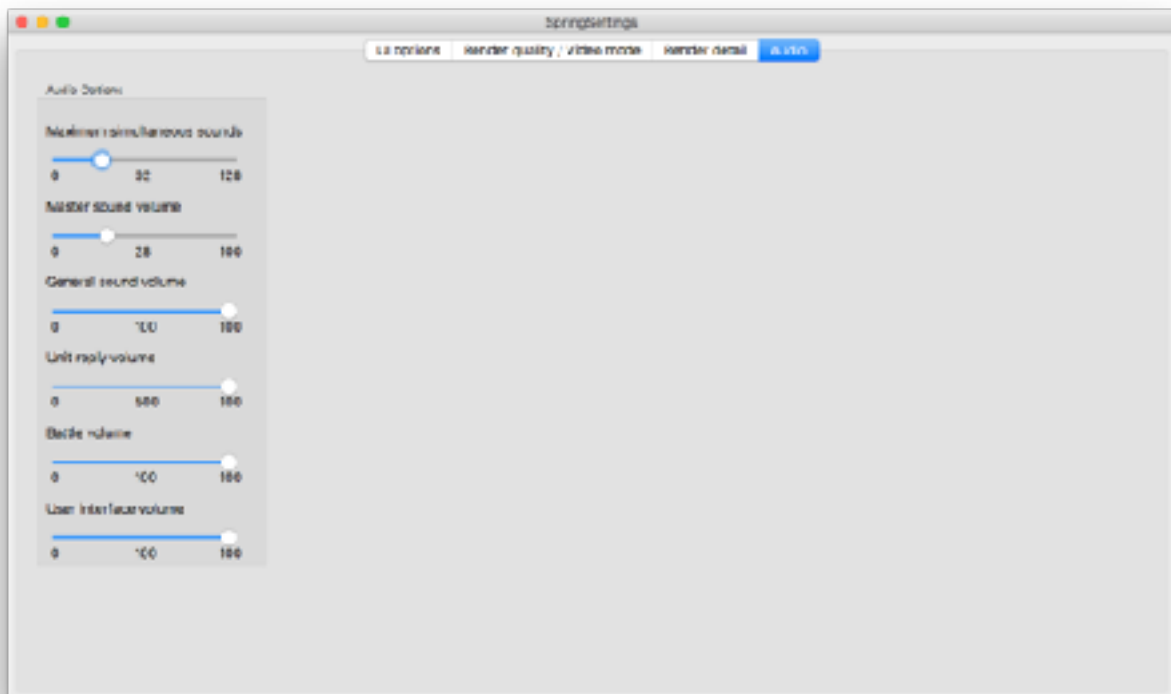


Render quality / Video mode options:



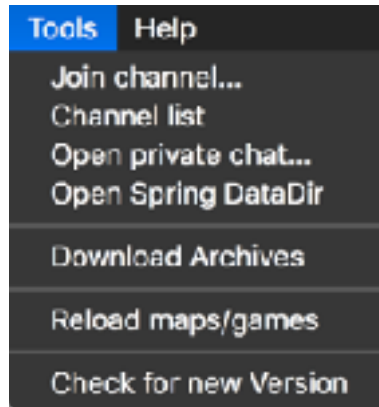


Render detail above and Audio below. Note that audio can be very important so you *probably* want it on max settings (changing that right now because I've been wondering where my sound's been going, lol).

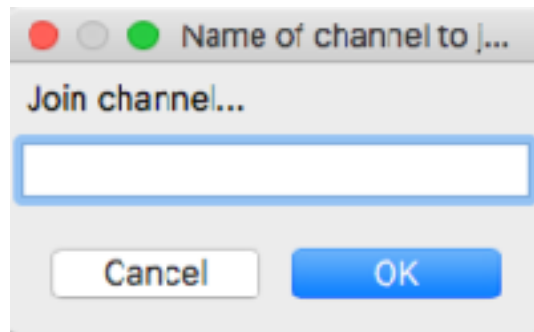


The “Tools” Menu

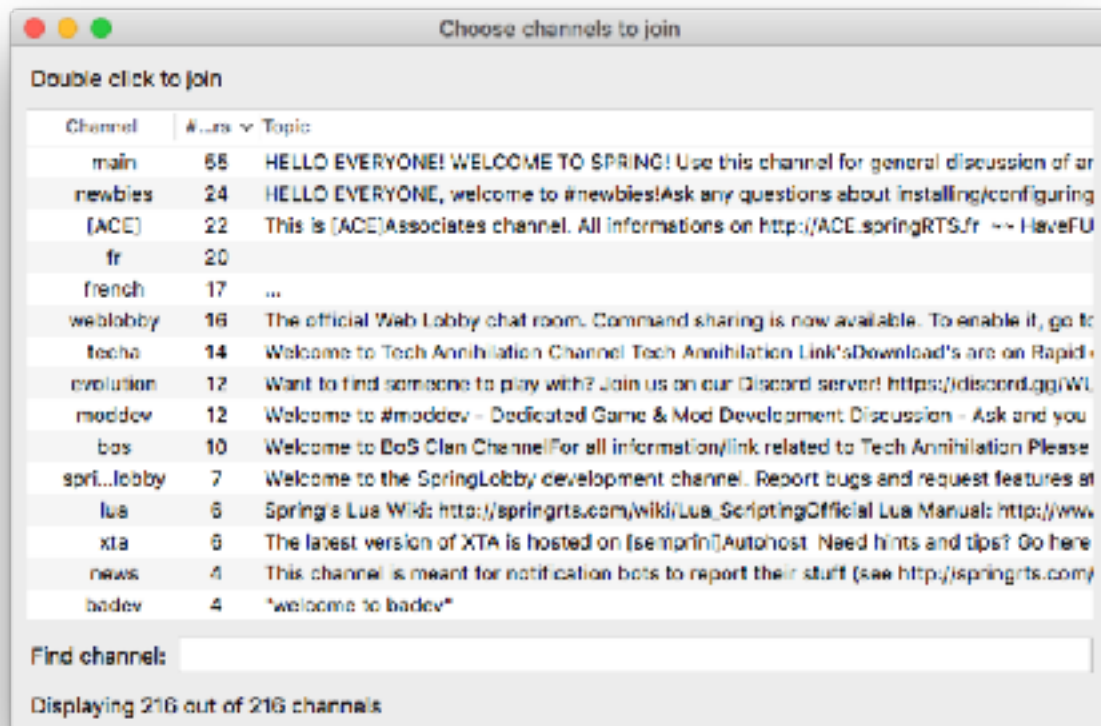
This section will be a lot shorter than the previous, because there’s nothing much here.



“Join channel...” opens this dialogue box:

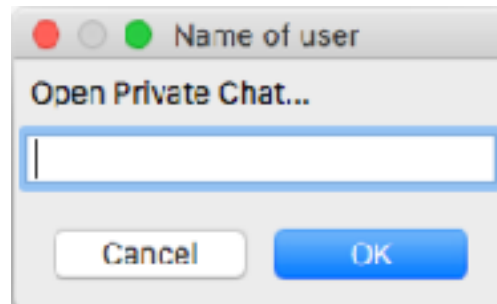


“Channel list” opens this dialogue box:



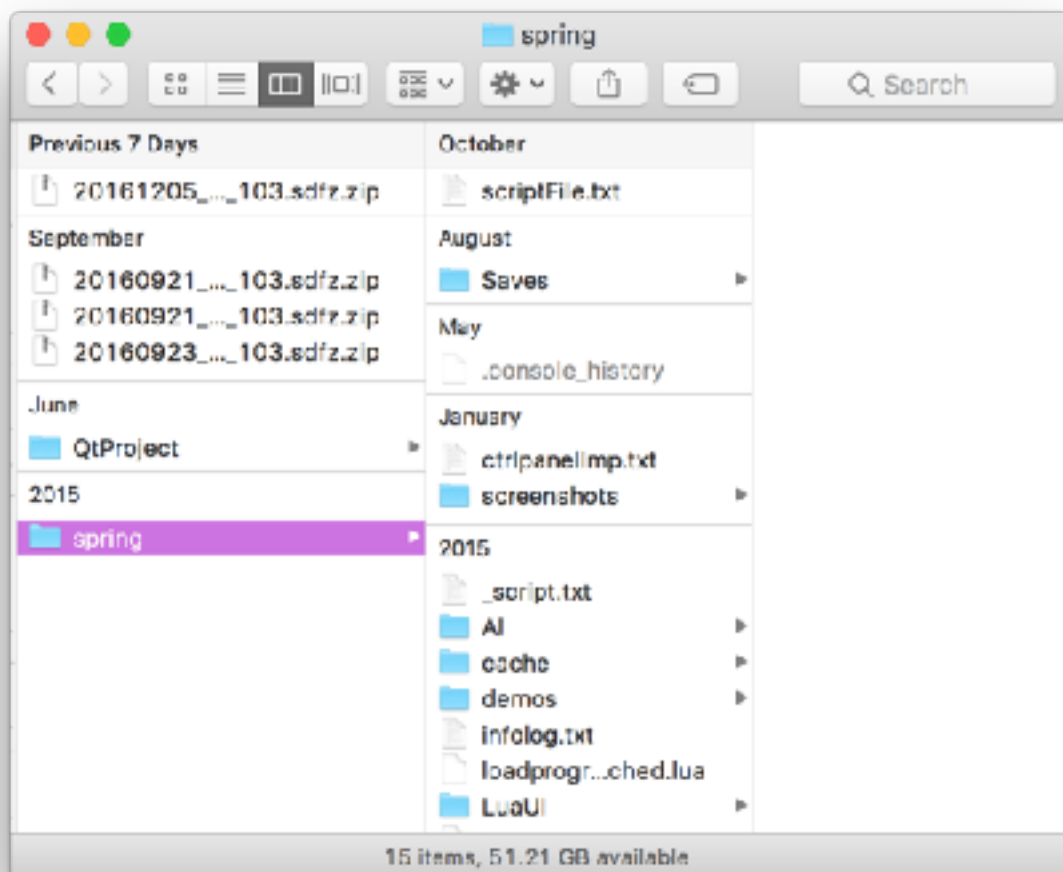
It is a list of all channels on the server. Most are empty, but joining them never hurts.

“Open private chat...” opens this dialogue box:

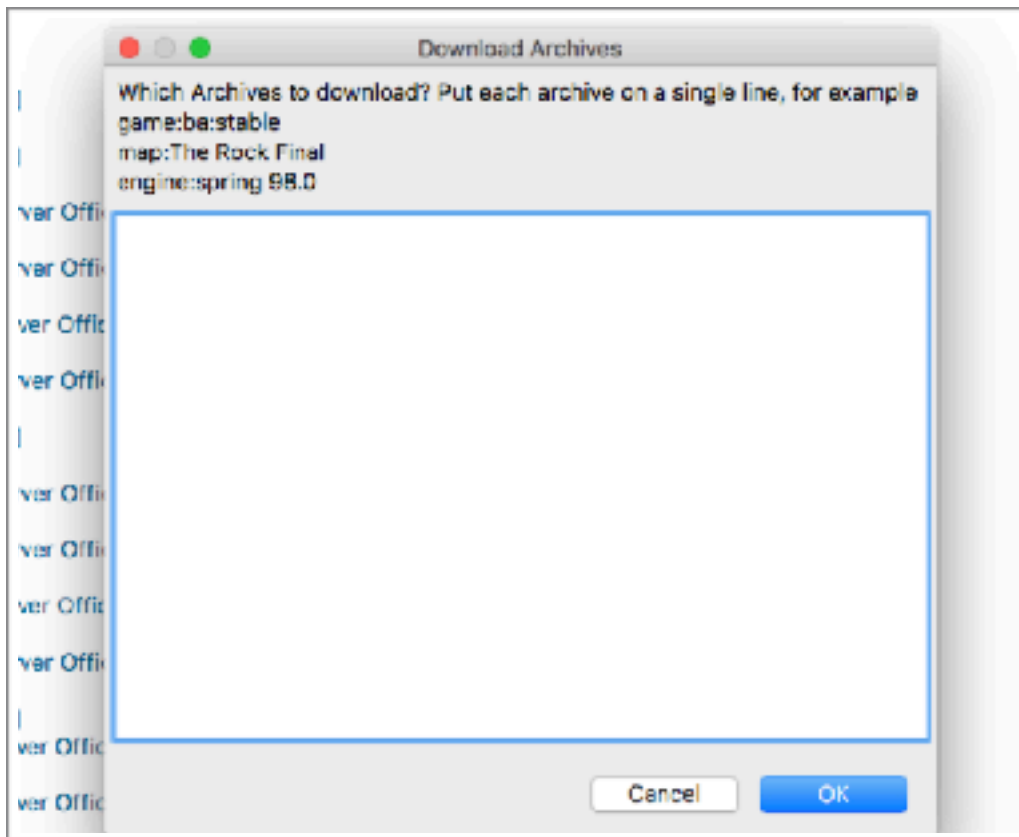


It's better to just double-click on a player's name in a table to open private chat with them.

“Open Spring DataDir” opens this directory (not an exhaustive view, more files/folders not shown):



“Download Archives” opens this: (next page)



I've never used this and I hope I never have to. FYI pressing enter does *not* submit the form.

“Reload maps/games” re-scans the DataDirs for maps and games and replays.

Check for new version checks for new versions of the lobby itself (for those people who don't want to have it done automatically).

And that's it!

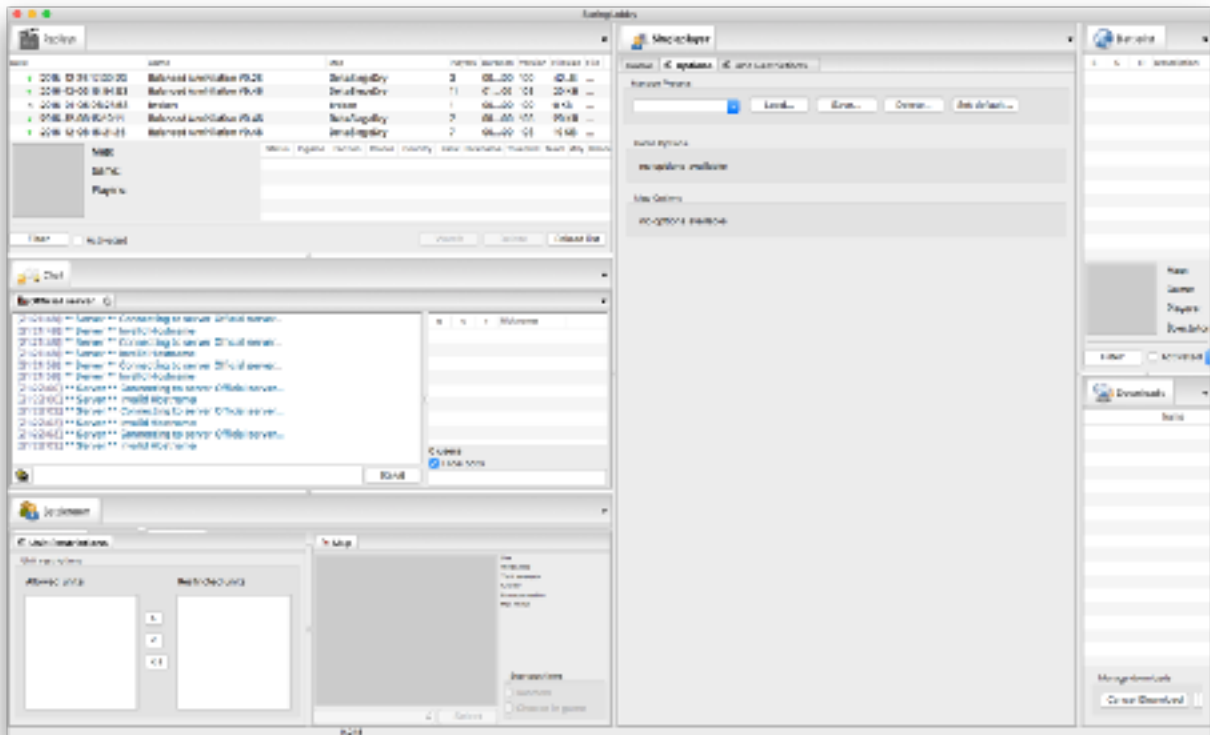
Downloads + Replays Panels

These really are self-explanatory, so I won't go into them. I'll just say that going to downloads is a good way to check % downloaded, and that you probably want to head over to the replay panel whenever you sorely lose a game, or when someone beats you and you don't know exactly how. A lot is to be learned from replays.

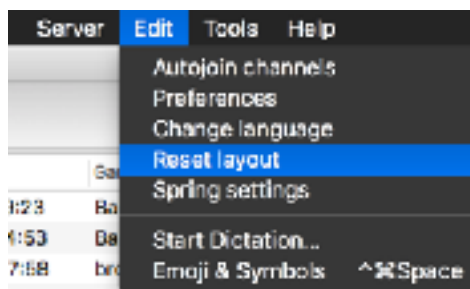
Rearranging the Layout

'Coz we all want to personalise our lobby, don't we? But seriously, don't try to drag around the tab headings, because the lobby will get messy, fast. If you do, just remember Tools > Reset Layout. It's a life saver.

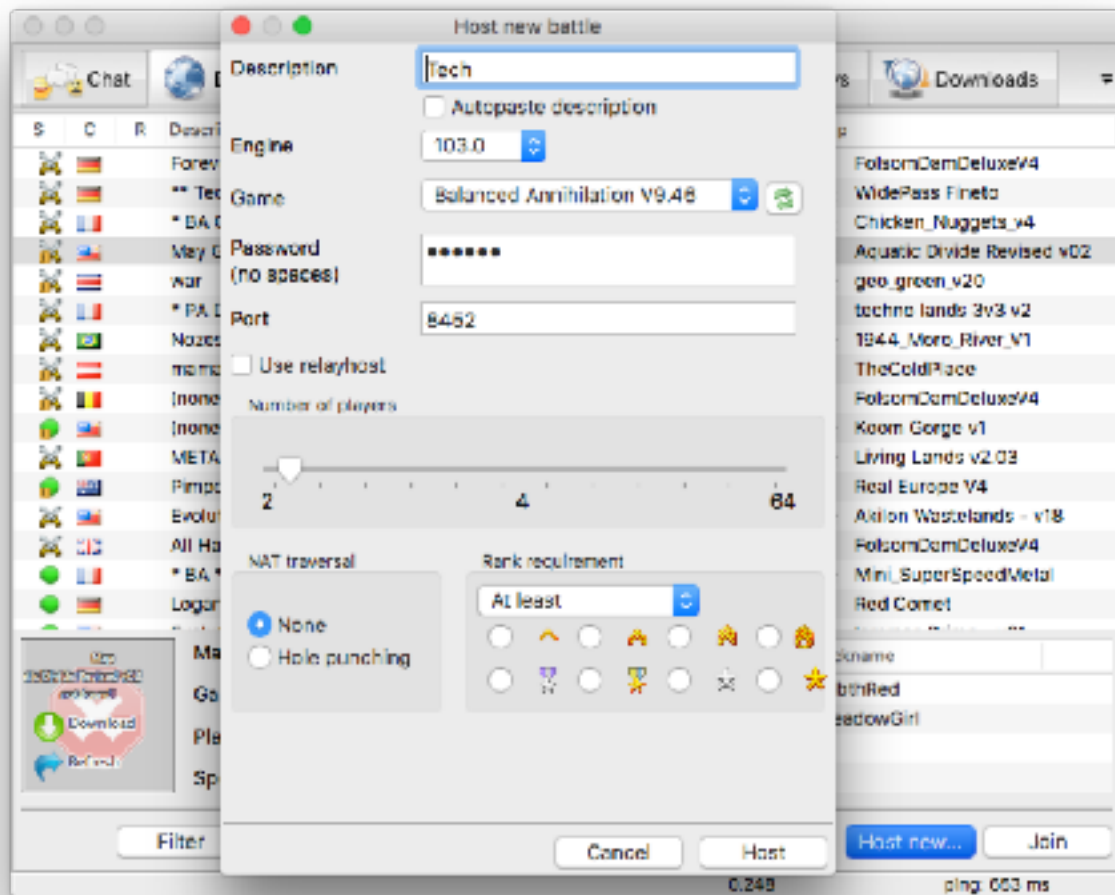
Now I won't actually go into how to do this because it's extremely unreliable, but I'll show you an image of it gone wrong:



Now, it was actually unbelievably hard to mess it up this much. Basically, the idea of changing the layout is to click on a panel's icon (or whatever) and to quickly drag it to an edge of the window or something like that. It's actually really hard to do typically, but if this happens to you accidentally:



Hosting



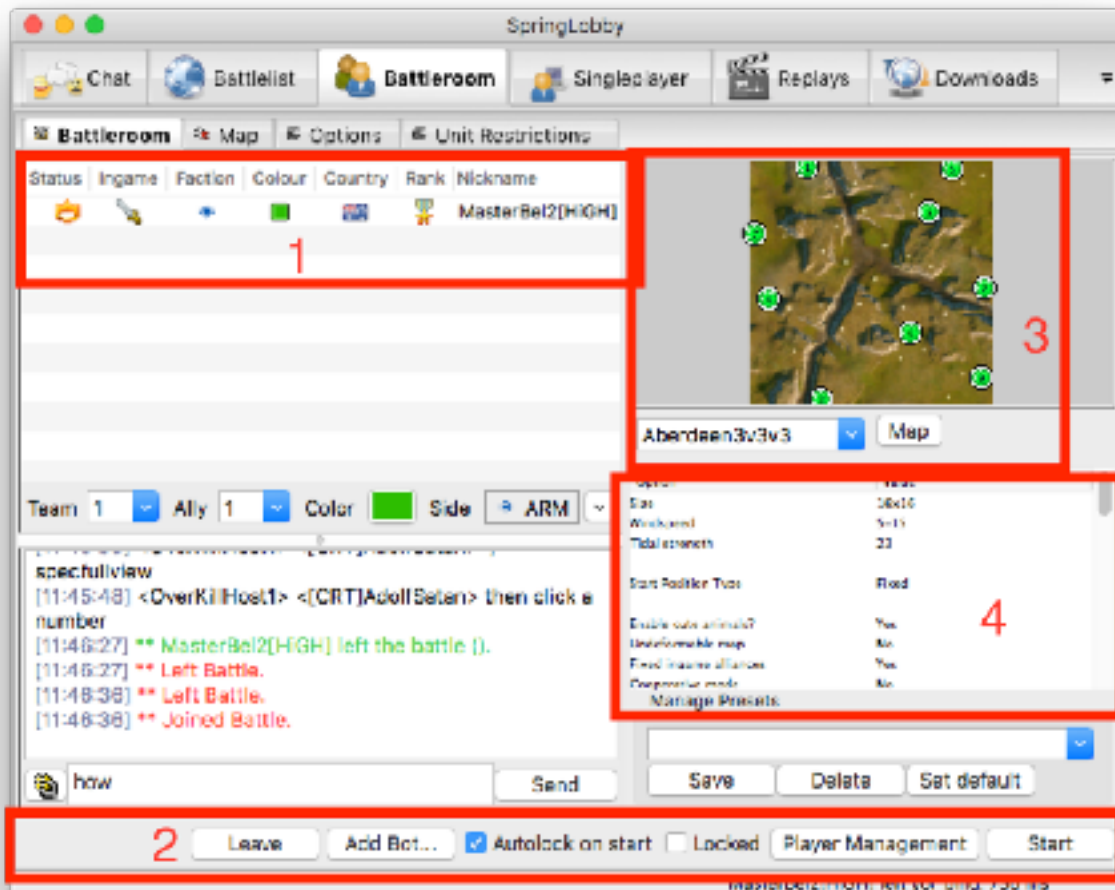
This is the fabulous hosting panel, where you get all the options for hosting your own battle. Firstly, the description. Please make it something nice – offensive descriptions are not recommended because they’re potentially damaging to the community. The checkbox below dictates whether or not the lobby will automatically send the description as a message to battleroom chat when someone joins. I think it’s a good idea to have it on if you’re hoping to be hosting a public game.

I’ll skip down to “Port”. There’s no reason to change this, unless you’re trying to host another battle at the same (highly not recommended, for possibly obvious reasons).

Probably the only other thing you really want to note here is that to play with people who are not on the same network as you (aka in a different house, anywhere else on the globe) you need to enable “Hole punching”.

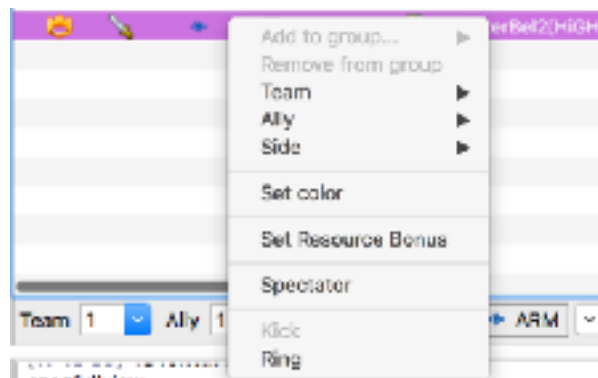
I will give a brief overview of ranks: the first four (the chevron ranks) are typically considered to be “noob” ranks. That is, the player probably won’t have enough experience to be particularly skilled. This starts changing between the next two (silver badge and the golden badge) and by the time a player has reached the silver and gold star, they’re *probably* going to be some of the best players in the game. Now this is not prescriptive: there’s nothing to stop an experienced player from creating a new account which will have the lowest rank, and it’s possible that a player achieves a very high rank while still being highly incompetent. Some players just pick up the game particularly fast.

Moving on to the actual battleroom of hosting (you have to press “Host” to get there)...



I've hosted a battle above, and want to highlight 4 key areas.

1: Select a player in this table and right click to bring up these options:



Because you're the host, you can set any players' options for them - team, ally, side, colour, resource bonus and whether they're a spectator. Only the host can do this to other players.

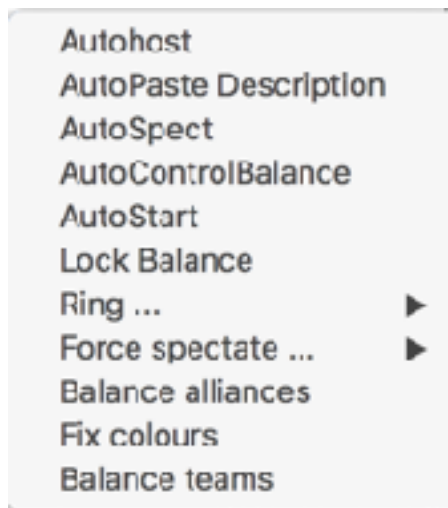
2: These are your options.

"Autolock on start" -> no player can join while you're ingame.

"Locked" -> whether or not the battle is locked

"Start" -> starts the battle (you can even do this when not everyone is ready)

"Player Management" -> brings up the following options:



Autohost sets up something like what a normal autohost is. You've still got your normal powers as host, though. Typing “!help” into the chat bar will bring up all commands.

```
[12:00:06] * MasterBe2[HIGH] The following commands are available (<- = mandatory value, [] = optional value ):
[12:00:06] * MasterBe2[HIGH] !addbox <topx> <copy> <bottomx> <bottomy> {allynumber}: adds a <allynumber> start restriction to the given coordinates, coordinates range from 0 to 200.
[12:00:07] * MasterBe2[HIGH] !balance {number}: tries to put players into allyteams by how many start boxes there are, uses {number} allyteams if present.
[12:00:07] * MasterBe2[HIGH] !cbalance {number}: see !balance but tries to put clanmates together first.
[12:00:07] * MasterBe2[HIGH] !fixcolors: changes players duplicate colours so they are unique.
[12:00:07] * MasterBe2[HIGH] !fixids {number}: tries to put players into control teams by number, if number is omitted it assigns as different controlteam per player.
[12:00:07] * MasterBe2[HIGH] !cfixids {number}: see !fixids but tries to put clanmates together first.
[12:00:07] * MasterBe2[HIGH] !help: this guide.
[12:00:07] * MasterBe2[HIGH] !listprofiles: lists the available battle profiles.
[12:00:07] * MasterBe2[HIGH] !loadprofile profilename: loads an available battle profile.
[12:00:07] * MasterBe2[HIGH] !lock: prevents more people to join.
[12:00:07] * MasterBe2[HIGH] !map <name>: switches to <name>.
[12:00:07] * MasterBe2[HIGH] !removebox <allynumber>: deletes <allynumber> start restriction's box.
[12:00:07] * MasterBe2[HIGH] !ring {name}: rings players that are not ready or {name} if specified.
[12:00:08] * MasterBe2[HIGH] !set <optionname> <value>: sets battle option <optionname> to <value>.
[12:00:08] * MasterBe2[HIGH] !spectunsynced: sets all players with unsynced status to be spectators.
[12:00:08] * MasterBe2[HIGH] !start: starts the battle.
[12:00:08] * MasterBe2[HIGH] !unlock: opens the battle again.
```

Autohost's ability depends on whether the “Auto[Something]” options are enabled

“**AutoPaste Description**” again determines whether or not the lobby sends the description to chat when a player joins the battle.

“**AutoSpect**” automatically spectates players after a certain amount of time.

“**AutoControlBalance**” automatically controls the balance, according to “**Balance Alliances**” (covered later)

“**AutoStart**” automatically starts the game when everyone's ready

“**Lock Balance**” prevents the teams from changing.

“**Ring...**” and “**Force spectate...**” are self-explanatory

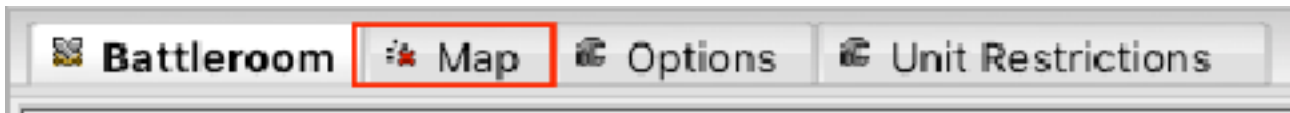
“**Balance Alliances**” balances the alliances (with options)

“**Fix Colors**” tries to make sure that no colours are too similar.

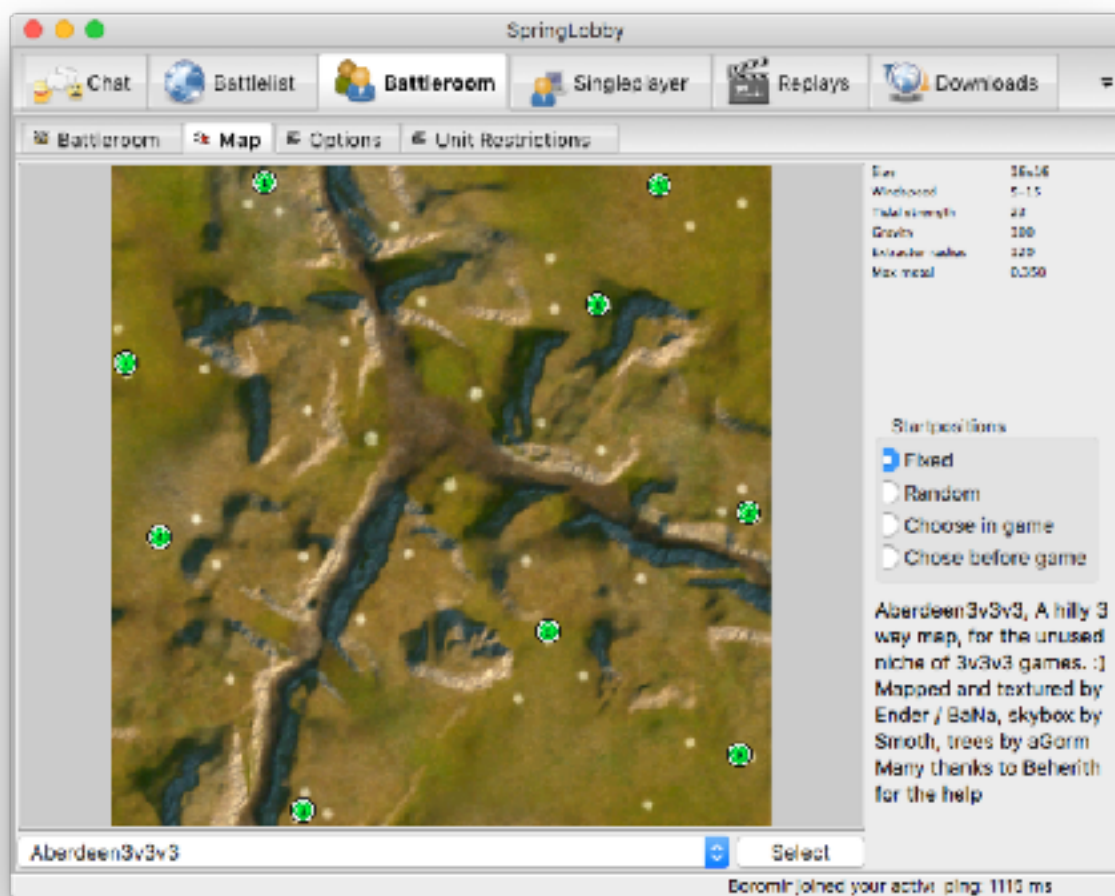
“**Balance Teams**” -> I don't know what this does.

Back to the image of the battleroom...

3: This is where you set the map, either from the dropdown menu, or the window opened by the button. You can also work out whether the distribution mode is “choose in game”, “choose before game”, “fixed” or “random”. If there are start boxes or if it’s just the map, it’s “choose in game” (positions chosen by player in game). If there are player icons on the map, it’s “choose before game” (positions chosen by host). If there are dots with numbers, it’s “Fixed” (position chosen by order joined the battle). If there are just dots, it’s “Random” (position chosen randomly as one of the dots). To dictate which distribution mode will be used, head to the “map” subpanel:

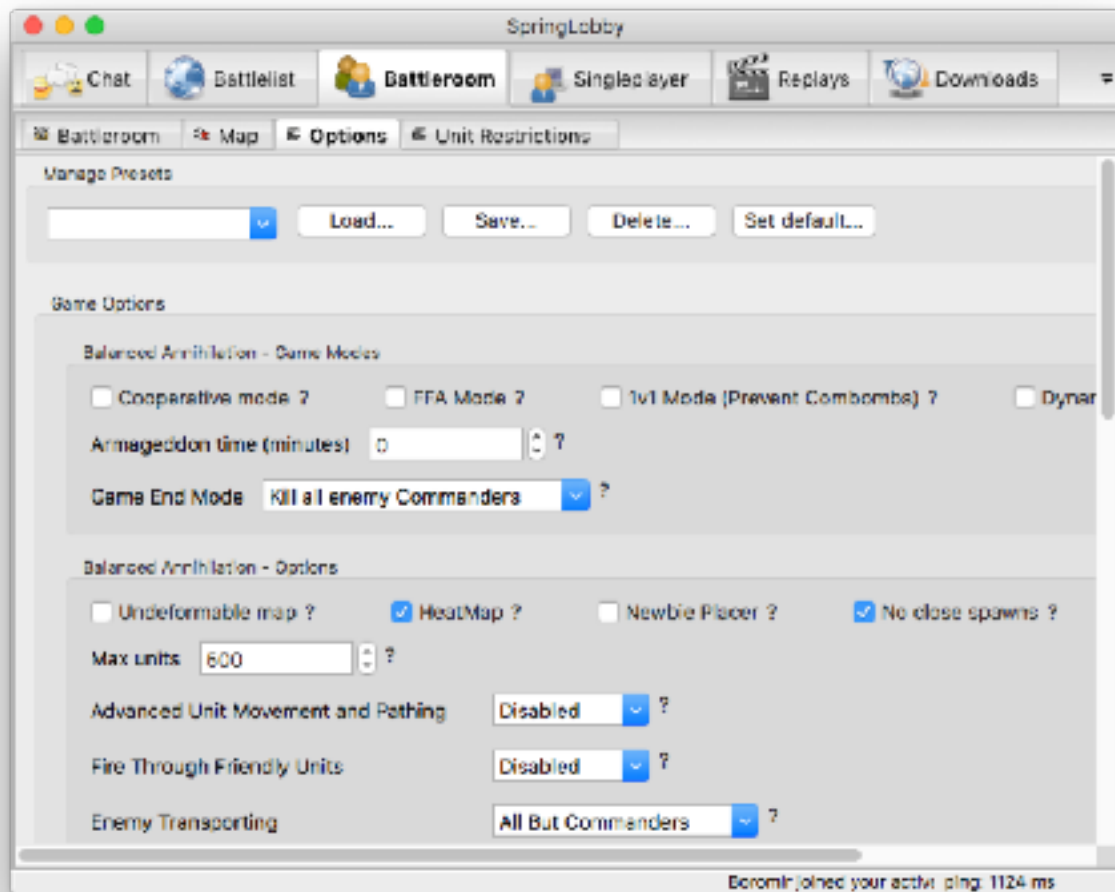


You may have seen it before:



For “Choose before game”, there will be icons that you can drag around the map. For “Choose in game” you can click and drag on the map to set startboxes, which will be numbered to show which alliance it restricts start positions for. Any alliance that does not have a startbox can start anywhere.

4: These are the game options. I won’t go into them as most are specific per game. I will however say that you can double-click most options to open up an dialogue box for changing them. Or you could head over to the “Options” subpanel and change them there:



Finally, the “Unit Restrictions” subpanel is the only thing I haven’t mentioned yet. Why? I don’t know how it works.

Autohosts

Autohosts host most of the public games, because it ensures that the host is the fastest computer possible (not always, but frequently). It also allows users to vote for wanted settings, maps, and to mute, kick, or even ban players that they deem to be trolls or equally offensive and troublesome players.

There are a range of autohosts online at any one time. Typically they consist of FFA (more than two teams), duel (1v1) hosts, Small team hosts (3v3, 4v4, 5v5), and large team hosts (8+v8+). Some also have a specific range of maps that determine what kind of games are played there. The main hosts (8+v8+) do not have restrictions. Take note of the description column so you know what to expect.

There are a number of commands that most autohost use, and that it would be useful to know:

`!start` -> Starts a game if teams are even and everyone is ready

`!forstart` -> Calls a vote to start the game if teams are uneven and everyone is

`!vote y`, `!vote 1`, `!y` -> Votes Yes

`!vote n`, `!vote 2`, `!n` -> Votes No

`!vote b`, `!b` -> Votes I don't Care

`!help` -> list of commands to be sent in PM

`!map <map>` -> Calls vote for desired map

Note: You can change your vote by voting again with a different vote!

There are more that can be found using the `!help` command. If you type this in a private message to the autohost or in the autohost's battleroom they will respond with a Private Message containing a full list of commands.

Manually Downloading Content

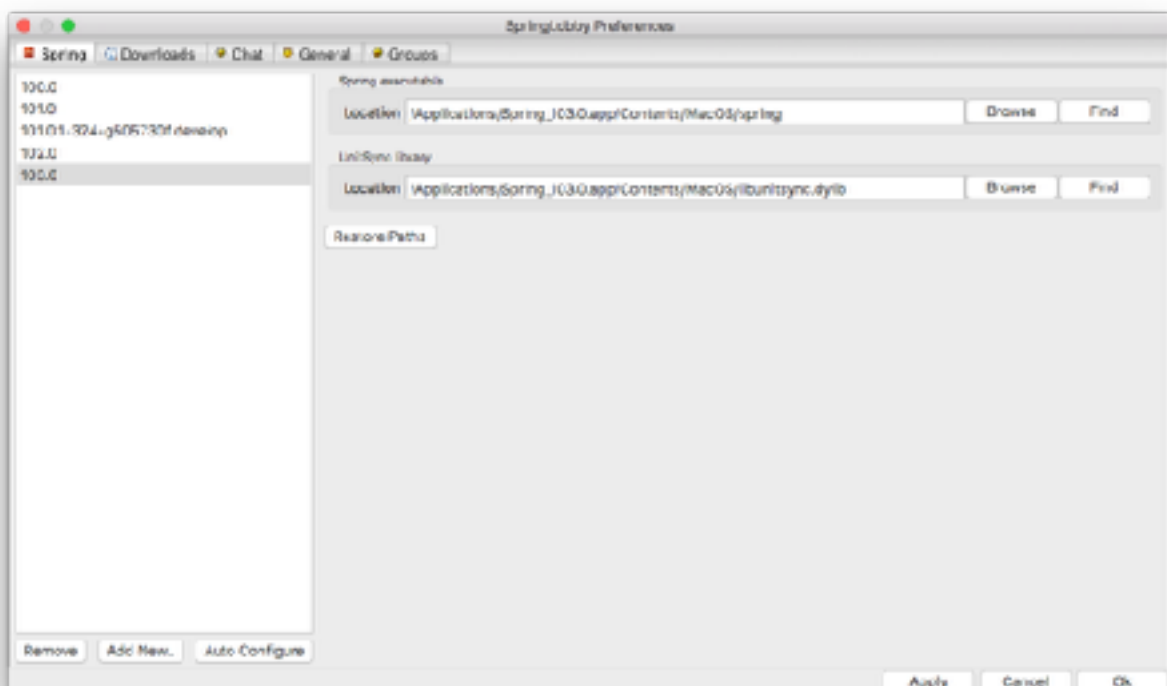
Manually downloading the Engine

For Windows/Linux users, your link is <https://springrts.com/wiki/Download>. For Mac users, go here: <https://springrts.com/phpbb/viewtopic.php?f=65&t=32970>. This is the best I can offer you.

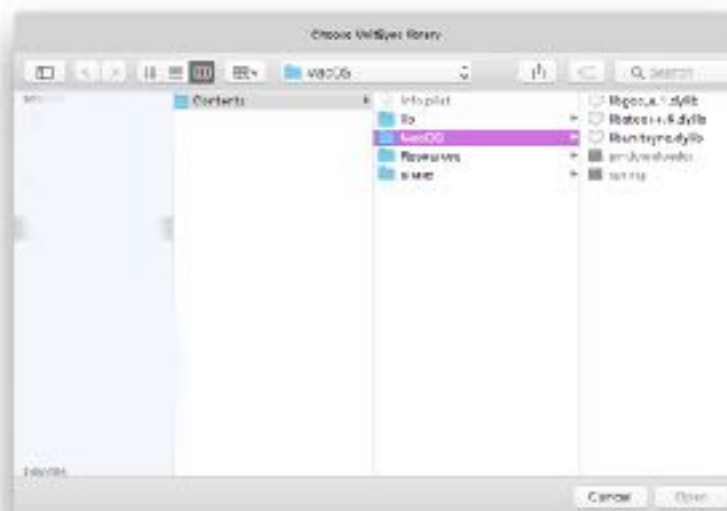
Downloading itself should be pretty self-explanatory.

Once downloaded, extract the file, and place it somewhere, like the desktop or (for mac users) Applications folder. Remember where it is for the next step.

Once manually downloading spring, you will need to tell Spring Lobby where it is. Go to Edit > Preferences, which should open up to the 'Spring' tab.



The box on the left should show a list of already specified engine versions (if any). The only thing that really matters to you ever is the 'Add New...' button and the 'Ok' button. For now, click 'Add New...'. It should open this window (or the windows equivalent of a file browser):



Navigate to where you placed the downloaded version of the Spring Engine, and then select it, and click 'Open'. The file browser should disappear and, and the new version of Spring should be listed in the box on the left. If that's the case, click 'OK', and you should be fine to go.

Manually Downloading Maps

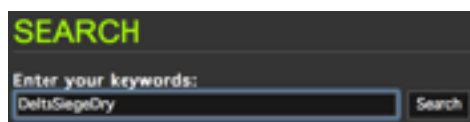
Sometimes the lobby throws an error instead of downloading maps. This is ok. Most autohosts will provide a maplink. Example:

```
[07:11:39] ** Boromir joined the battle.
[07:11:40] * BlackHoleHost1 * Hi Boromir (Newbie), welcome to BlackHoleHost1 (SPADS 0.11.39, automated host).
[07:11:40] * BlackHoleHost1 * For help, say "Ihelp". Map link: http://spring.jobjol.nl/search_result.php?search=DeltaSiegeDry&select=select_all
[07:12:01] <Boromir> !maplink
[07:12:02] * BlackHoleHost1 * Map link: http://spring.jobjol.nl/search_result.php?search=DeltaSiegeDry&select=select_all
[07:12:15] <Boromir> !map DeltaSiegeDry
[07:12:16] * BlackHoleHost1 * Map changed by Boromir: DeltaSiegeDry
[07:12:20] <Boromir> !maplink
[07:12:20] * BlackHoleHost1 * Map link: http://spring.jobjol.nl/search_result.php?search=DeltaSiegeDry&select=select_all
```

However, this won't necessarily take you to the map you want. If it doesn't, type into your browser "<http://springfiles.com>". This will take you here:

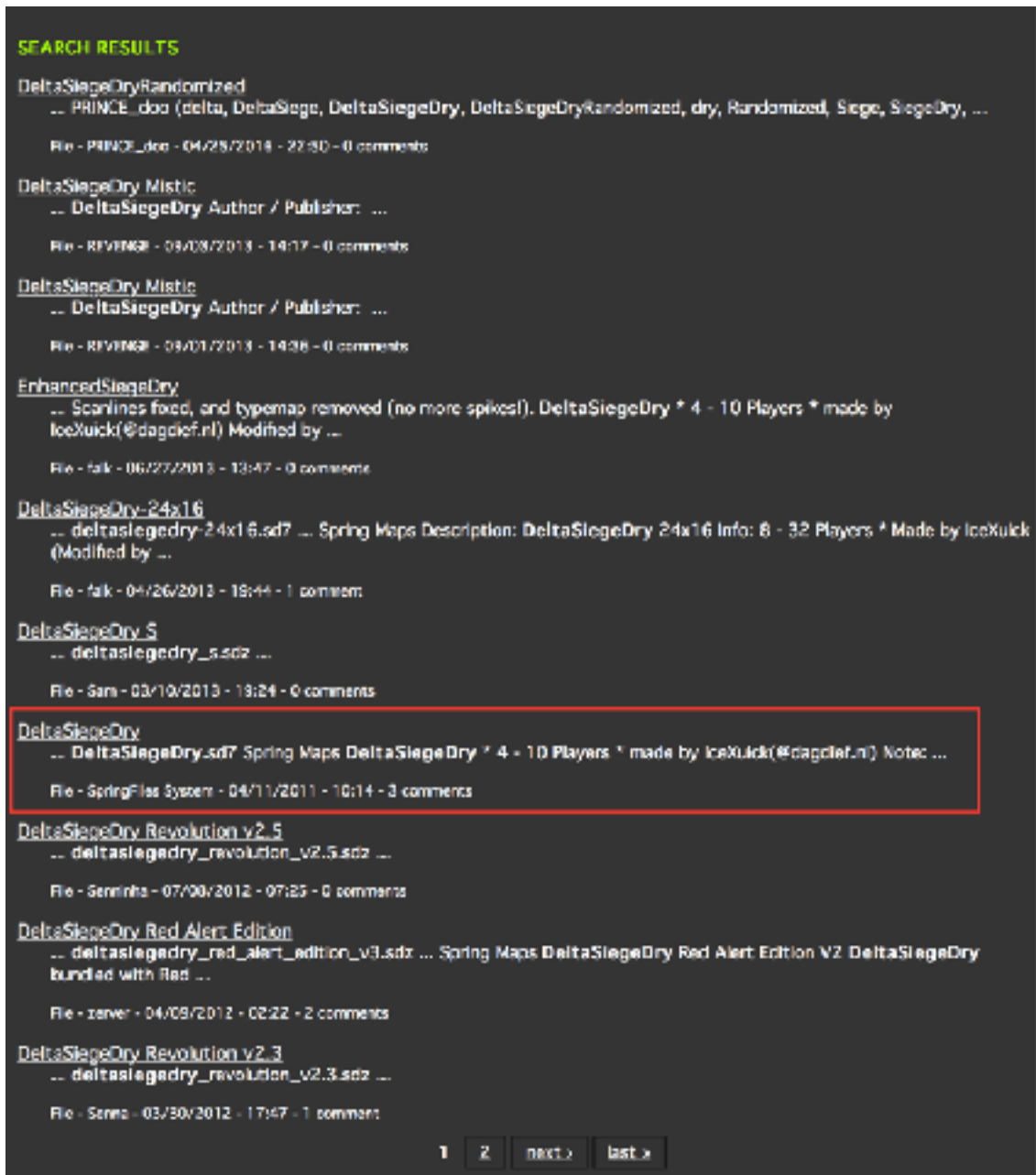


The "Search" button is highlighted. Click on it. In the field provided, enter the name of the map. For example:



Case doesn't matter here.

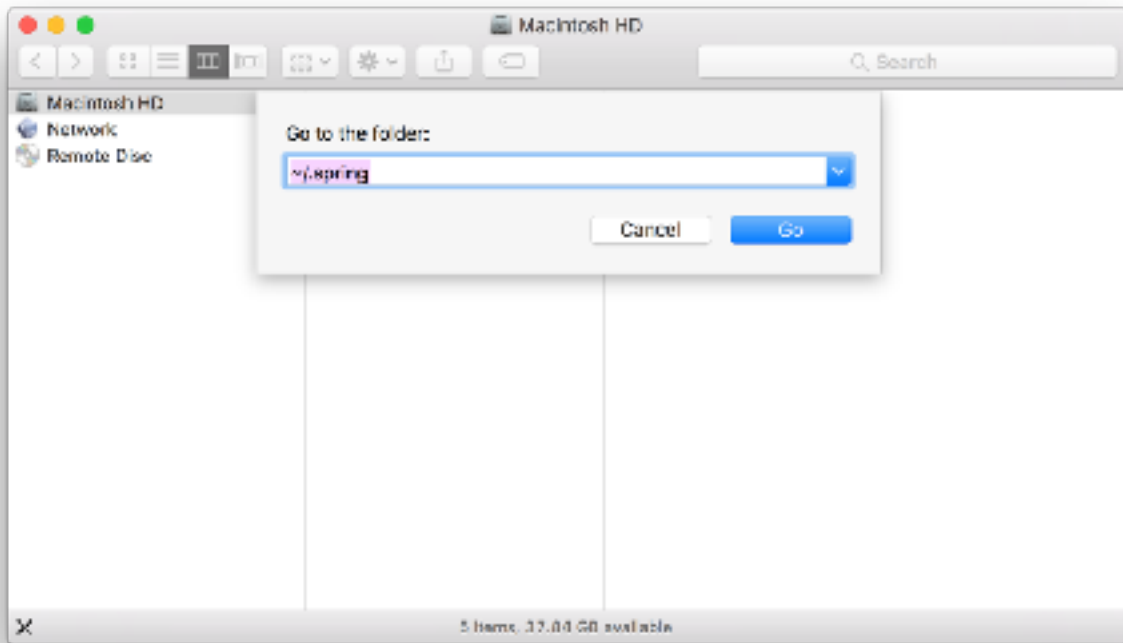
Look for the exact map, else it won't work:



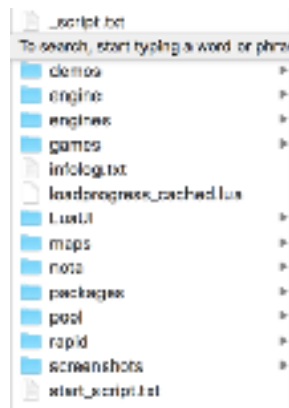
And clicking on the name will take you here:



Downloading the file now should be pretty self-explanatory. Once downloaded, move the file to the directory shown below (mac/linux): On mac, cmd-shift-G brings up this window.



In the spring directory there should be (some) these files/folders (I also have NOTA lobby installed, so some files are from that):



The map needs to be pasted into the “maps” folder. Once this is done, you have the map you want. However, Spring Lobby doesn’t know it’s there yet. Use the menu option Tools > Reload Maps/ Games, and Spring Lobby should find it.

Note: You can also browse SpringFiles if you’re looking for a new map to play. Being a website, I guess that’s something you know how to do.

Manually Downloading Games

This process is very similar to downloading maps. Simply type the name of the game into the SpringFiles search bar, and instead of putting the game in the “maps” folder, place it in the games folder.

Note: You can also browse SpringFiles if you’re looking for a new game to play. Being a website, I guess that’s something you know how to do.

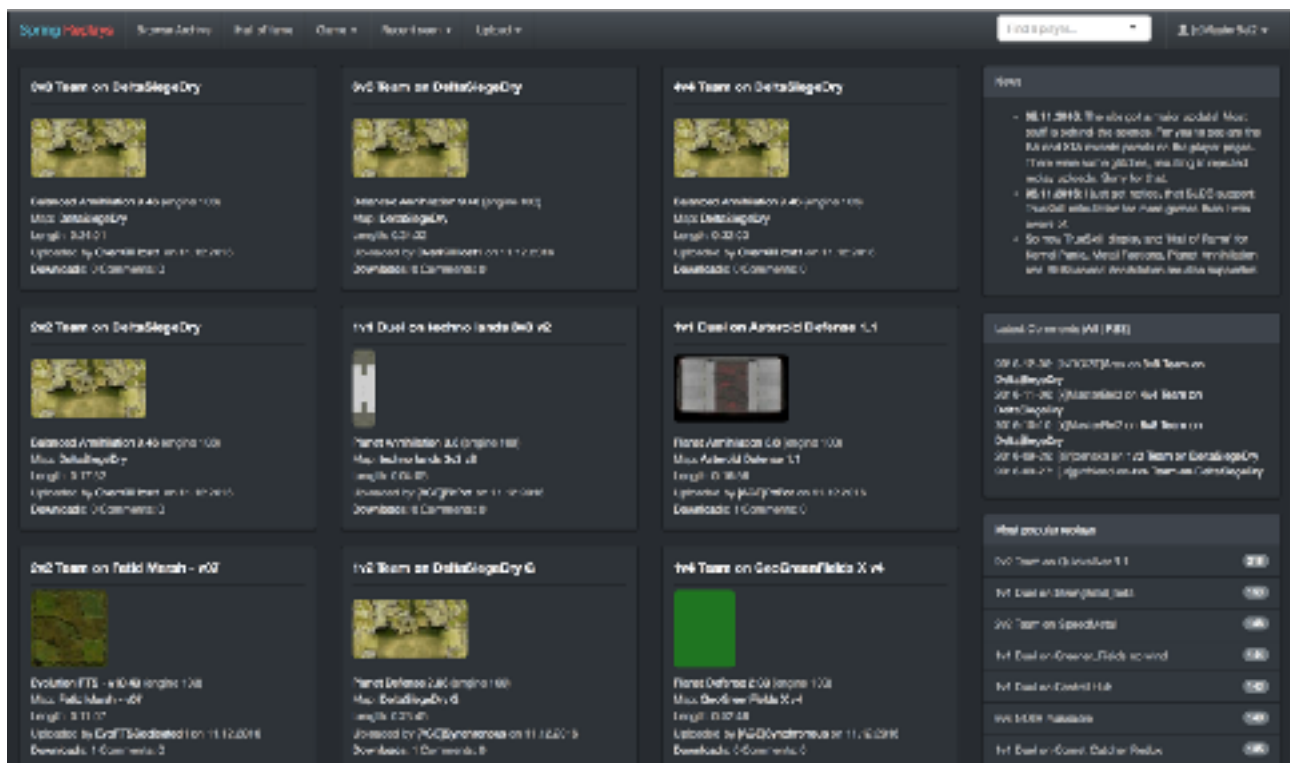
Manually Downloading Widgets

If you don’t know already, widgets are your build options, your resource bars... pretty much every UI feature in Spring (as in, in game). These also can be found on the SpringFiles site, and can be searched for, but typically you’re going to be browsing instead of searching specifically.

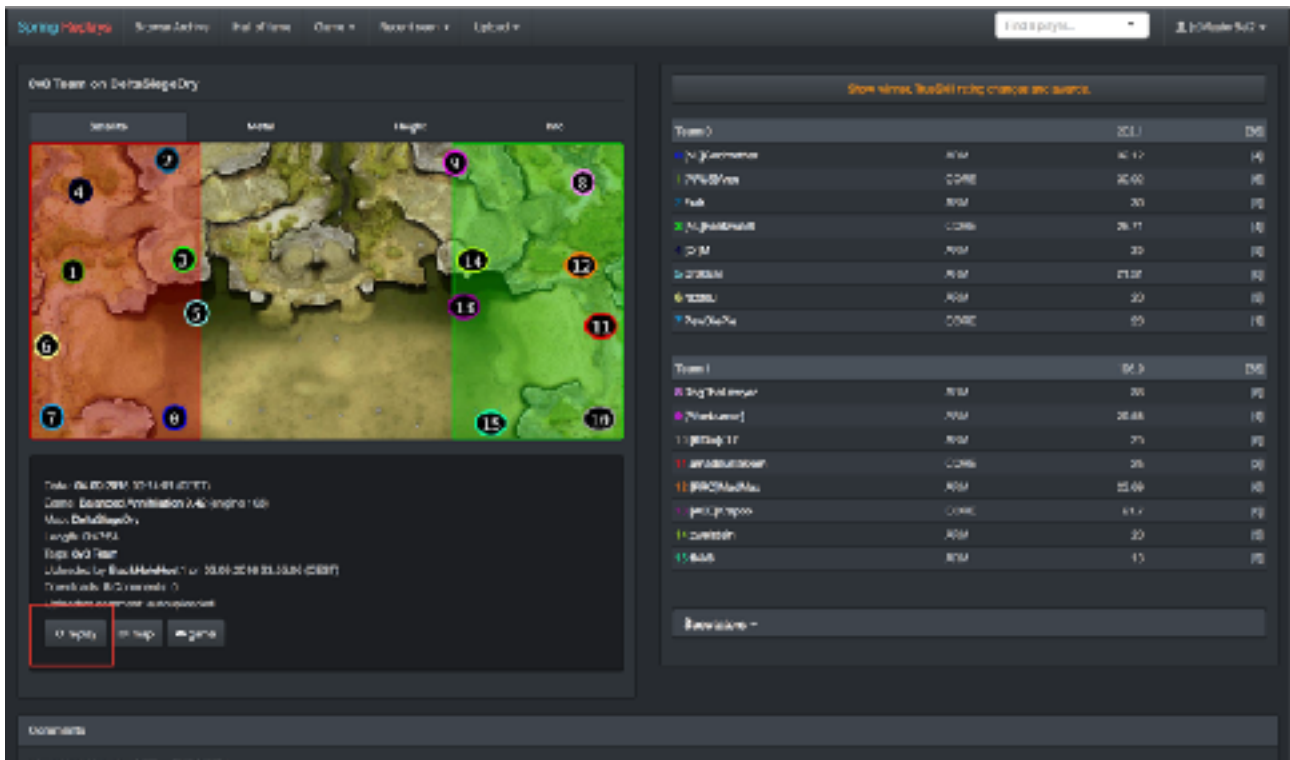
As with maps and games, download them, but these go in spring/LuaUI/Widgets. (~/.config/spring/LuaUI/Widgets for mac)

Manually Downloading Replays

Replays are to be found here: (<http://replays.springrts.com>)

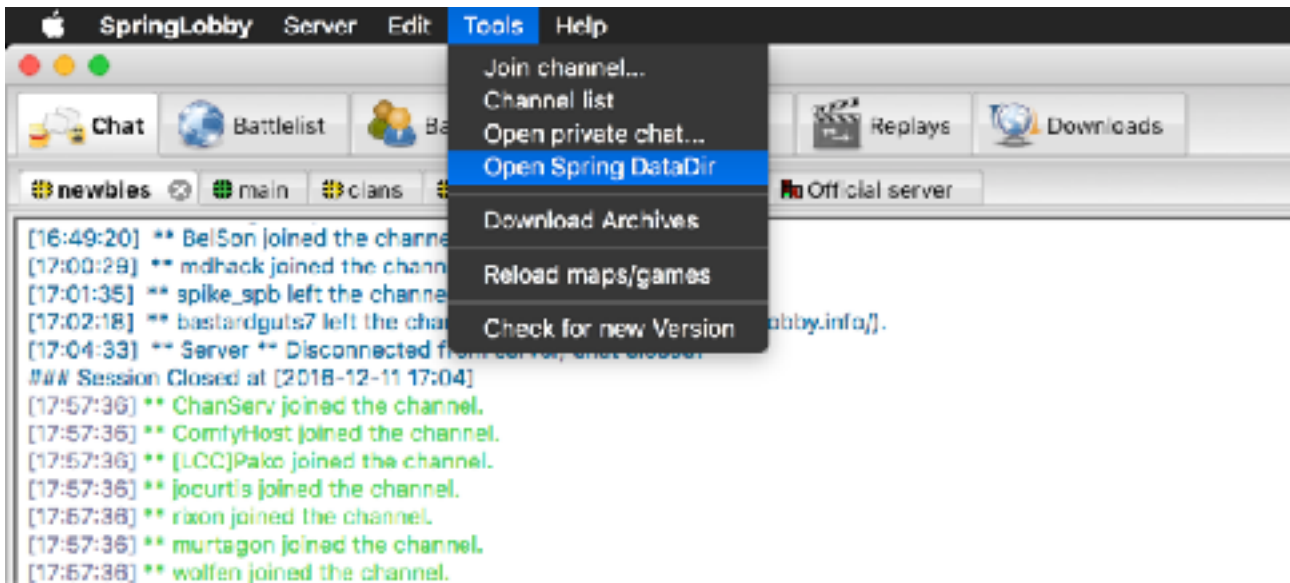


They can also be sourced from other locations, for example the forums. Click on the name of a replay to get to this (next page):

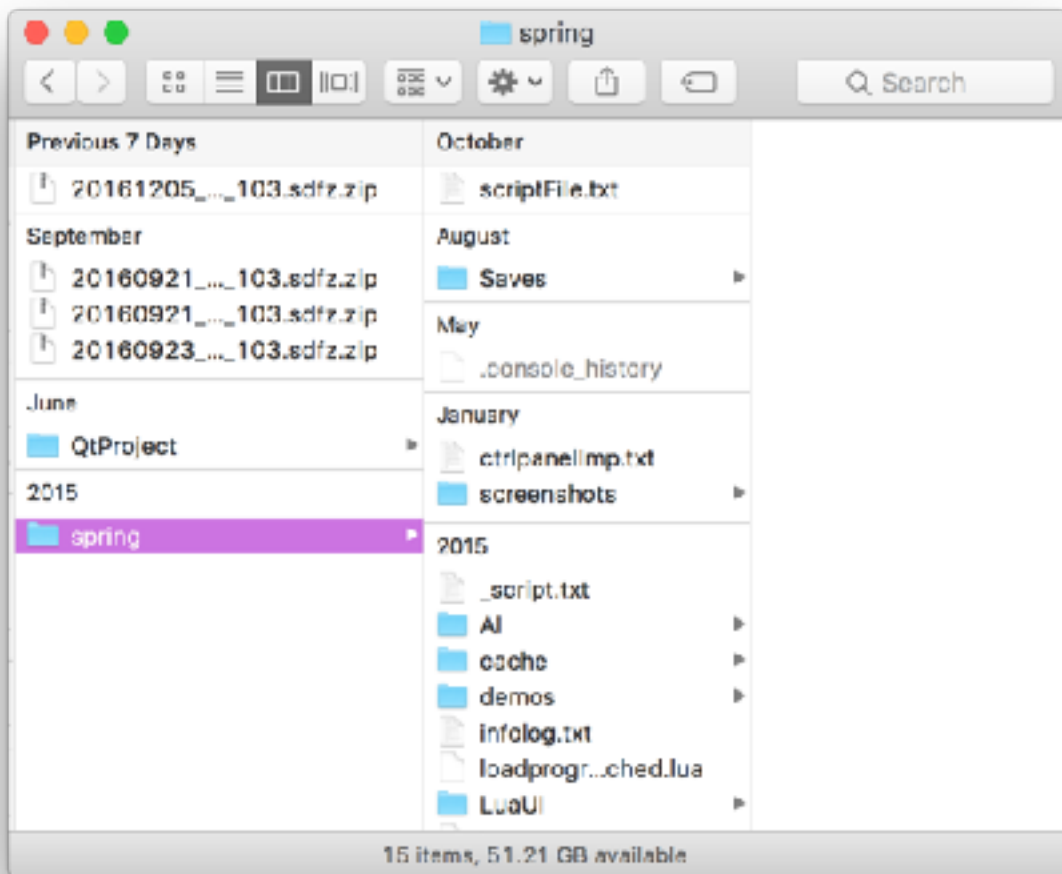


You can see down the bottom left of the screen that where I've put a red box around the 'replay' button. Click this to download the replay.

Of course, you have to put it in a specific folder for it to be found by SpringLobby. Open up SpringLobby, go to Tools > Open Spring DataDir



This will open to the following directory (possibly different on windows, next page):



Place your downloaded replay in the “demos” folder. Like with maps and games, SpringLobby won’t know it’s there until you re-scan for it. Use the menu option Tools > Reload Maps/Games to do this.

Afternotes

Is there a forum?

Yes there is! Register an account at (<https://springrts.com/phpbb/>) if you want to join in the conversation!!!