



Description



JSW:O Alert is an add-on designed for Mozilla Firefox (v3.0 or better), Mozilla Thunderbird (v2.0 or better), and SeaMonkey (v2.0 or better) that allows you to receive regular updates on the status of *Jet Set Willy: Online* game servers.



Popup alerts will tell you when a game begins or ends, when a server starts up or shuts down, or when players join and leave. In addition, a handy status bar tooltip will list full details for all currently running servers.



It works by contacting the Ovine server (<http://jsw.ovine.net/>) at specified intervals and retrieves the game server list, in pretty much the same way as *JSW:O* itself does, and notifies you of any changes.

The main advantage with *JSW:O Alert* is that you don't need to keep manually refreshing the server list in either the game itself or via Ovine's website to stay up to date (especially since, these days, a web browser or email client is pretty much the first thing anyone opens after booting up).

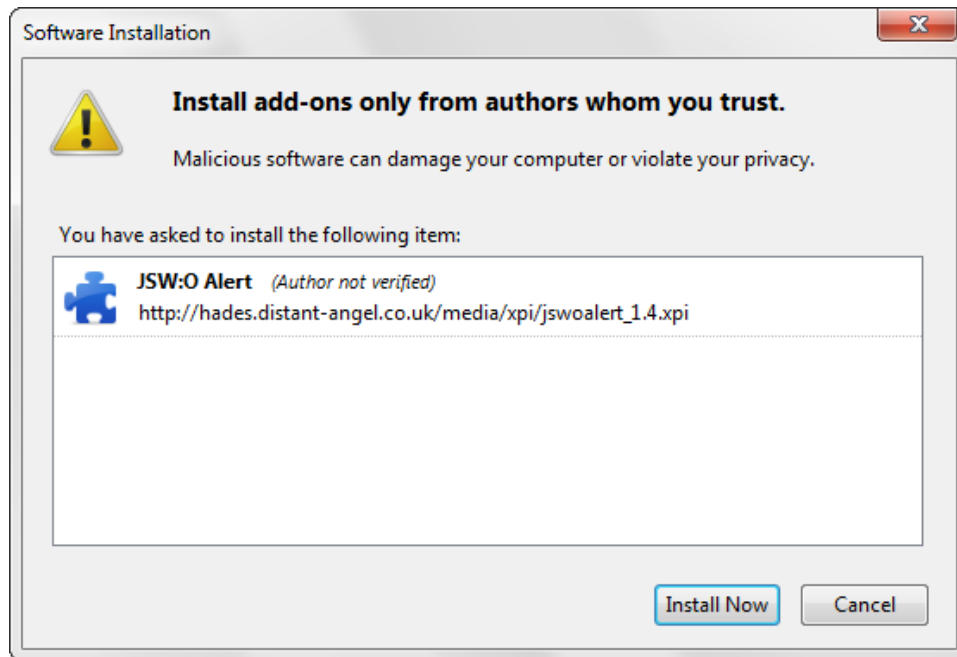
Installing JSW:O Alert



It couldn't be simpler ... first, go to the *JSW:O Alert* page of the "Entrance to Hades" website (<http://hades.distant-angel.co.uk/>).

Firefox / SeaMonkey: Click the "Install Now" link to download and install the add-on.

Thunderbird: Click the "Download" link to save the file to your computer. Select "Add Ons" from the Tools menu in Thunderbird, then click the "Install" button. Locate the file you downloaded and click "OK".



The application requires a single click of the "Install Now" button to confirm that it's okay to proceed with the installation.

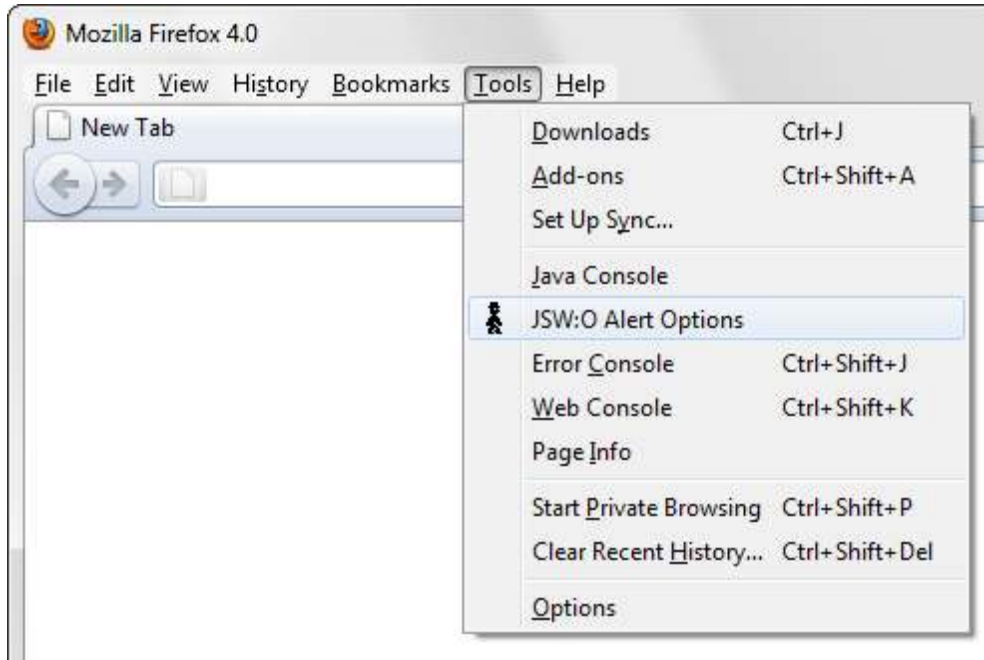


After that, restart the application and you're done. The whole process should take barely 30 seconds.

Configuring JSW:O Alert

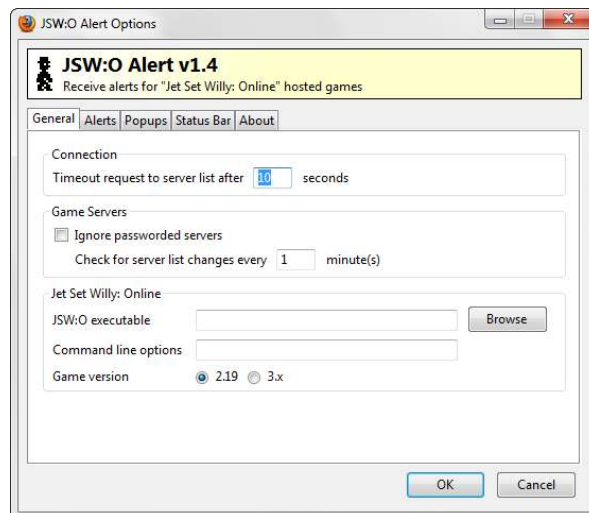


Once installed, you can access the *JSW:O Alert* preferences from the application Tools menu, either by going to Add-ons (“Add-on Manager” in SeaMonkey) and clicking the Options button for the *JSW:O Alert* entry, or by simply selecting *JSW:O Alert Options*.



The *JSW:O Alert* preferences pane consists of five tabs; **General**, **Alerts**, **Popups**, **Status Bar**, and **About**.

The **General** tab contains settings for connection, game servers, and *Jet Set Willy: Online*.



- **Connection**
 - *Timeout request to server list after x seconds*
Sets the length of time (in seconds) to wait for a response from Ovine’s server before assuming it’s all broken and giving up. Increase this if you’re having connection difficulties. The default (and minimum) value is 10, maximum is 120.

- **Game Servers**

- *Ignore passworded servers*
If checked, this option prevents passworded servers from generating alerts, and excludes them from the status bar tooltip. The default setting is unchecked.
- *Check for changes every x minutes*
Sets how often (in minutes) the add-on should contact Ovine's server to get game server information. The default (and minimum) value is 1, maximum is 60.

- **Jet Set Willy: Online**

- *JSW:O executable*
Use the "Browse" button to specify the location of your *Jet Set Willy: Online* executable (*jsw.exe*). This is required in order to launch the application. If you have updated the add-on from v1.1, you should edit this option as it replaces the previous *JSW:O folder* setting.
- *Command line options*
Allows you to set the options used when starting *JSW:O* (eg. fullscreen, no music etc.). See the *JSW:O* manual for more details. This option is empty by default.
- *JSW:O game version*
Specifies which version of *JSW:O* you are currently running (defaults to 2.19). This has been included to enable the add-on to continue working for those users who have not yet upgraded to version 3.x of *JSW:O*.

The second tab on the preference pane is **Alerts**, which allows you to set what events generate popup alerts. Be sensible here, as you could conceivably end up with a lot of alerts!



- **Show Alerts**

- *When a server ...*
 - *Starts* (default value is checked).
 - *Shuts down* (default value is checked).
 - *Reaches x players* (default value is unchecked). This event fires when a server is running that has at least the specified number of players (the maximum value is 16).

- *When a game ...*
 - *Starts* (default value is checked). This event fires if a server is running a game where previously it was “In Lobby”.
 - *Ends* (default value is checked). This event fires if a server is “In Lobby” where previously it was running a game.
- *When players ... join/leave*
Here you can set a list of players whose joining or leaving a game generates an alert, ideal for being told when friends are online.

When players Join/leave

Player	Alert on

Player Alert on

To add a player, ensure that the checkbox is selected, then enter the player’s name (case is irrelevant). Now select whether you want to be informed when the player joins, leaves, or both, and click “Add”.

When players Join/leave

Player	Alert on
Fragile	Both

Player Alert on

To remove a player, select a player in the list and click “Remove”.

When players Join/leave

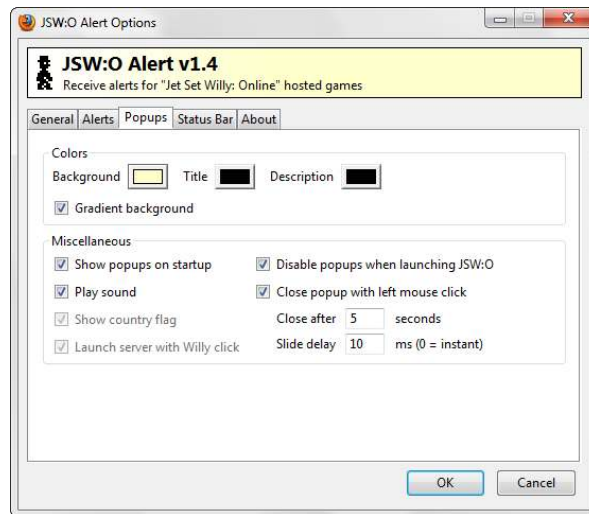
Player	Alert on
Fragile	Both

Player Alert on

To change the alert criteria for a player in the list, follow the steps for adding a player. Clicking “Add” will simply replace the existing entry with the new one.

You can add as many players to the list as you'd like, but don't go overboard; for every player you add, a separate alert will be displayed when that player joins or leaves a game, which could potentially lead to a lot of alerts!

The third tab on the preference pane is **Popups**, which allows you to set a number of options for the display of popup alerts.



- **Colours**

These don't really need much of an explanation, to be fair, as they simply allow you to specify the colouring for popup alerts.

 - *Background*
 - *Title*
Message title
 - *Description*
Server description and game type
 - *Gradient background*
- **Miscellaneous**
 - *Show popups on startup*
Fairly obvious, this one, it sets whether or not alerts are displayed when the application starts. If unchecked, alerts will not be displayed until the next time it contacts the Ovine server. The default setting is checked.
 - *Play sound*
Check to play the system notification sound when an alert is displayed. Default setting is checked.
 - *Show country flag (JSW:O v3.x only)*
When checked, alerts will show the flag appropriate to the country identified as the location of the server. This option is disabled when JSW:O version 2.19 is selected in the *General* tab, but is checked by default for version 3.x.
 - *Launch server with Willy click (JSW:O v3.x only)*
When checked, clicking the Willy icon in an alert popup will launch JSW:O and select that server. This option is disabled when JSW:O version 2.19 is selected in the *General* tab, but is checked by default for version 3.x.

- *Disable popups when launching JSW:O*
Check to disable the display of popup alerts whenever launching *JSW:O* from within the application. Default setting is checked.
- *Close popup with left mouse click*
Check to enable alert popups to be closed by clicking on them (left unchecked an alert will simply ignore the click). Default setting is checked.
- *Close after x seconds*
Sets the length of time (in seconds) to keep alerts on screen before closing. The default value is 5, minimum is 2, maximum is 60.
- *Slide delay*
This sets the time (in milliseconds) between each successive slide increment of an alert popup during opening and closing. Higher values will cause the alert to appear more slowly; lower values cause it to appear more quickly (with 0 resulting in an instant open/close). Default value is 10, minimum is 0, maximum is 100.

The fourth tab on the preference pane is **Status Bar**, which allows you to set a number of options for the display and functionality of the status bar.



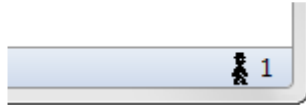
- **Tooltip**
Some of these don't really need much of an explanation, to be fair, as they simply allow you to specify the colouring for the tooltip.
 - *Title*
Message title
 - *Description*
Server description and game type
 - *Player list*
 - *Gradient background*
 - *Show player list*
When checked, the list of players currently connected to the server is displayed in the tooltip. Default value is checked.
 - *Show country flag (JSW:O v3.x only)*
When checked, the tooltip will show the flag appropriate to the country identified

as the location of the server. This option is disabled when *JSW:O* version 2.19 is selected in the *General* tab, but is checked by default for version 3.x.

- **Status Text and Willy Icon**

- *Show short text*

When checked, the status bar text will only display the actual *number* of servers running (i.e., “1” instead of “1 server running”). Default is unchecked.



- *Show tooltip*

When checked, the server list tooltip will be displayed when the mouse is over the text in the status bar. Default value is checked.

- *Flash Willy on alert*

When checked, the Willy icon in the status bar will flash whenever an alert occurs (clicking Willy with the mouse will stop the flashing). Default value is unchecked.

- *On Willy click*

Allows you to specify what happens when you click either mouse button on the Willy icon in the status bar. The available actions are: “Enable/disable popups” (click to switch alert popups on and off, default for left click); “Show menu” (open the *JSW:O Alert* menu); and “Ignore” (do nothing, default for right/cmd click).

The final tab on the preference pane is **About**, which displays version information about the add-on, and contact details for comments, bug reports, and suggestions.

Using JSW:O Alert



This part is even easier than installing or configuring the add-on since you don't have to do anything but wait for alerts to pop up! However, here's one or two useful bits of info.

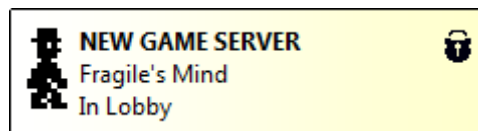


The status bar will display one of four different messages (when the *Show short text* option is checked in *JSW:O Alert* preferences, the text in square brackets [] will be displayed instead).

- **Contacting Server**
The add-on is busy contacting Ovine's server and will update the info shortly. During this, the Willy icon in the status bar will be animated. With *Show short text* enabled, this will simply show the current number of running servers.
- **No game servers [0]**
Either there are no servers running, or the add-on cannot contact the server (this could be due either to a problem with Ovine's server or with your internet connection).
- **x game servers [x]**
You're in luck, and there is at least 1 game server running. Hover over the status bar to see full server details in the tooltip.
- **Network Error [?]**
A problem has occurred while contacting Ovine's server, and the info cannot be retrieved. The cause of this error could be with your internet connection, Ovine's server, or anything in between. Until the problem is resolved, the Willy icon in the status bar is replaced by an animated antenna, and the tooltip will appear faded.



Popup alerts display up to five pieces of information, and there will be an alert displayed for each event that has occurred.



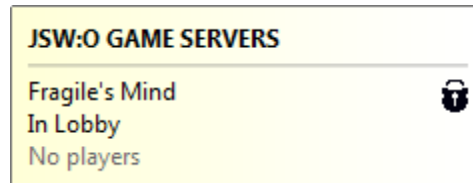
- Message
- Server Name (or IP address if no server name is provided)
- Description ("In Lobby" or the game currently running)
- Passworded (the lock icon)
- Country flag indicating server location (*JSW:O v3.x only*)

Popups will automatically close after a few seconds (this can be set in preferences) although, if *Close popup with left mouse click* is checked, popups can be closed immediately by clicking on them.

Users of *JSW:O v3.x* have the additional luxury of clicking the large Willy icon, which will launch the server in *JSW:O* (as long as the *Launch server with Willy click* option is selected).

The display of popups (everything from colour to when and how they appear etc.) can be configured in *JSW:O Alert* preferences.

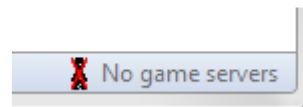
The tooltip displays similar information to the alert popups, but it does so for all currently running servers.



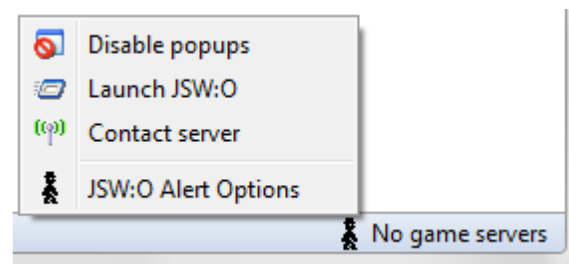
- Server Name (or IP address if no server name is provided)
- Description (“In Lobby” or the game currently running)
- List of players (or “No players” if there aren’t any)
- Passworded (the lock icon)
- Country flag indicating server location (*JSW:O v3.x only*)

There will be one of these blocks of information for each currently running server.

The display of the tooltip (including the option to disable it completely) can be configured in *JSW:O Alert* preferences.

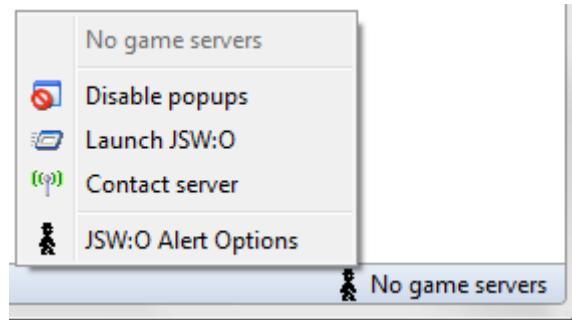


Depending on how you have configured the *On Willy click* option in *JSW:O Alert* preferences, you can enable or disable the display of popups with a simple click (left or right/cmd) on the Willy icon.

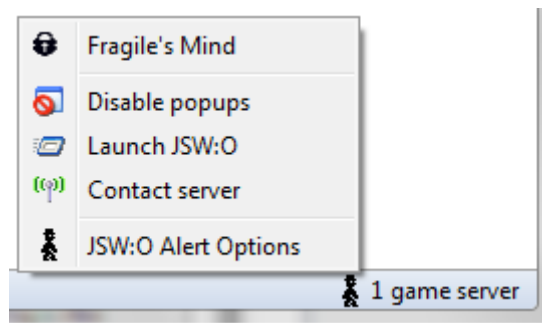


You can also configure *On Willy click* to show the *JSW:O Alert* menu which contains a number of fairly useful, although somewhat, self-explanatory items on it.

Options include the ability to disable alert popups (or enable them if they're already disabled), launch *JSW:O*, contact the server (to update game server info), or go to the *JSW:O Alert* preferences.



Another extra treat for users of *JSW:O v3.x* is a list of running servers at the top of the menu. Selecting one of these will launch the server in *JSW:O*.



Be aware! The application does not provide any mechanism for the *JSW:O Alert* add-on to ascertain whether or not *Jet Set Willy: Online* is already running on your system. It is therefore quite possible to open multiple instances of *JSW:O* without realising.

About



JSW:O Alert was written by Kris King (aka Fragile)

Inspired by and designed for “*Jet Set Willy: Online*” versions 2.19 and 3.x by Ovine.

Thanks To

The guys at Ovine for JSW:O, Matthew Smith (and Software Projects) for the original, and to all the Willies who make this online haven of 8-bit nostalgia so fun and frantic.

“Entrance To Hades” Website

<http://hades.distant-angel.co.uk/> (follow [@entrancetohades](https://twitter.com/entrancetohades) on Twitter)

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