

ISTELIEN

The Game of Knowledge

Introduction

Istelien L for LOTRO is a quiz engine with an advanced automation for answer validation and game flow, allowing the host to play with others through the game chat using many optional features, some of which are:

- Automated or manual game flow.
- Play games by time, number of questions or target points.
- Select one or several different quiz packages for the same game.
- Team play.
- Hints.
- Different scoring modes, including customization and option for secondary winners.
- Advanced Answer Matching System with customizable options capable of filtering special diacritics and accepting approximate entries.
- Custom commands allowing players to interact with the engine.
- Save, resume and log games.
- Companion tools for importing question packages easily.
- Multilanguage support, dependent on LOTRO client localization.

Quiz games using Istelien L will happen exclusively through the LOTRO's integrated chat, in the selected chat channel. Players don't need any special implement; only the game host needs the plugin.

Note: All actions and names in this manual refer to the terms that correspond to the English localization.

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Interface

When loading Istelien L for the first time, a window with some important information will be shown, and a new icon will appear in the center of the screen:



The position of this icon, and the rest of windows, is shared account wide. I took this decision in regards on how data is stored by LOTRO and how it would affect the simplicity of usage and potential troubleshooting of some elements. This may or may not be changed in future versions.

You can drag it anywhere in the screen with the left mouse button, and right click on it to open Istelien's Main Window.



You can also use the command `/Istelien show`, `/Istelien hide` or the **X** button in the corner will close it.

The Main Window has access to all the options, which will be described in the next section. The question mark icon opens the same initial notice shown when the plugin was loaded for the first time. It would ultimately guide you here.

Options

General Settings

Play in channel: this is the chat channel that Istelien L will monitor during a game, and where questions, answers and scoring will be published. Be responsible choosing a channel to not spam where people don't want a game to be played. It's advisable to create a custom channel and play there, and I encourage you to use the **Istelien** channel by typing the command `/joinchannel Istelien` in the game chat. When joining a channel by name, you will be told which user channel number it is for you (as it may differ from other people), with a message like **You joined room 'Istelien' (UserChat1)**. You can check the list of custom channels you have joined by using the command `/listchannels` in the game chat. You could also create a fellowship or raid and play there or in your kinship's channel.

Game goal and Target: these options set the duration of a game. The kind of *Target* you must reach changes depending on the *Game Goal* you choose. The available options are:

- *Number of Questions*: the game will ask a set number of questions defined in *Target*. The winner will be the one who has the highest score after all questions have finished.
- *Elapsed Time*: the game will ask questions until the time (minutes) set in *Target* passes. The winner will be the one with the highest score after the last question finishes.
- *Player Points*: the game will ask questions until some player reaches the score set in *Target*. The winner will be the one with the highest score when that happens (the *Reward Simultaneous Answer* option can make possible that more than one player reach the target score).
- *Team Points* (only if *Enable Team Play* is active): the game will ask questions until some team reaches the score set in *Target*. The winner will be the one with the highest score when that happens (again, the *Reward Simultaneous Answer* option can make possible that more than one team reach the target score).

Answer validation: regardless of what's chosen here, the game will monitor answers and react to them. However, the options here change how the game flow will be managed and points earned:

- *Semiautomatic*: in this mode, questions will run nonstop one after the other with points automatically assigned. The aspiration of this plugin was to be a fully automated quiz engine. However, LOTRO does not allow unattended chat input. I've designed the *Semiautomatic* mode for *Answer validation* to require the minimum management possible during the game, which can be restricted to a couple of clicks with no mouse movement; this will be shown in the *Usage* section. I have also developed an external tool to convert *Semiautomatic* to *Automatic*, which is described in the *Companion Tools* section.
- *Manual*: after each question, the host will assign points to each player following the game's suggestion or its own judgement.

Time per question: regardless of the game goal, you need to set how much time players have got to answer the question. It is expressed in seconds.

Hint at: if you set this option in less seconds than *Time per question*, a hint can be sent to chat to help players after the specified time. The hint is the answer with all its characters masked, except the initial of each word and punctuation signs. For example, **The Last Homely House** will be turned into **T-- L--- H----- H----**.

Log game: if checked, the development of the game will be saved to a file.

Select Quiz button: open the *Quiz Library* to choose a single quiz or combine several ones for playing. Check the *Customizable Options* at the end of this section for details.

Team Settings

Enable Team play: this will allow players to group in teams. Any point a player earns while being member of a team will be added to that team too, but both counts will be independent (there will be *Player Standings* and *Team Standings*).

Lock teams: while this is not enabled, team changes will be possible, even during a game. If a player changes team, the points earned from that moment will be added to the new team, but the previous points will stay with the previous team.

Manage Teams button: this will open a new window, allowing the host to set teams and members before the game, or during the game if teams are not locked. Check the *Customizable Options* at the end of this section for details. Players can also create teams and join them using custom commands, which are explained as part of the *Usage (as player)* section.

Difficulty Settings

By default, a player would have to provide an exact match for the answer the game is looking for. Checking any of the following options lowers the difficulty by making the Answer Matching System allow some kind of discrepancy.

Ignore case: there won't be difference between upper case and lower case.

Indulgent spelling: diacritics and other non-English letters will be ignored if players use the most resembling English character (for example, **e** would match **ë** or **c** would match **ç**)

Approximate answers: this would allow typing errors or other kind of inaccuracies to match with the real answer (for example, it may accept **Fingwë** for **Finwë**). The specified value marks how close the candidate answer needs to be to the real answer to be considered correct. This option does not override the other two, rather being an addition if they are enabled.

Scoring Settings

Question points: this sets how answers are ranked to assign their reward points. The possible values are:

- *Fixed*: each question grants one point.
- *Incremental*: each question grants one point for every word the answer has.
- *Custom*: it uses the scoring you set up.

Customize button: when *Question points* is set to *Custom*, you can use this to set how many points a question grants depending on the number of words of its answer. Check the *Customizable Options* at the end of this section for details.

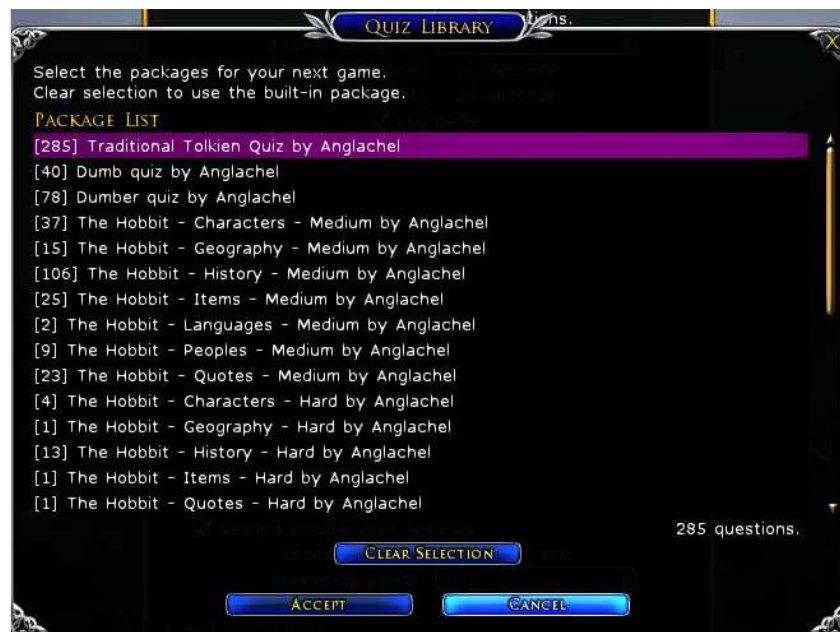
Reward simultaneous answers: use this function to accept several right answers if they come close together. This way you reward several people that knew the answer. It can be adjusted with two parameters:

- *Speed threshold*: it's a measure of writing speed to prevent people copying an answer after someone else has sent it. The time to wait for additional answers after the first correct entry will be calculated with this value and the length of the answer.
- *Runner-up points*: only the first correct answer will earn the totality of points the given question grants. However, the diminished amount for secondary entries changes with this option:
 - *Fixed*: all those answers will grant the same number of points, which is the nominal value divided between the total number of secondary entries.
 - *Decreasing*: each new answer will receive a smaller fraction than the previous one, by applying the same formula but each time with a higher divisor, matching the answer's order.

Customizable Options

Quiz Library

It is accessed by using the *Select Quiz* button in the Main Window. Istelien L comes with a series of Tolkien-themed packages to be used right out of the box. However, the library can be expanded with the help of the included *Companion Tools* as explained in their section, through the edition one of the plugin's Saved Data files. If at any point this file is deleted, Istelien L will recreate it with a copy of the default library. The interface for quiz selection for any game is very simple:



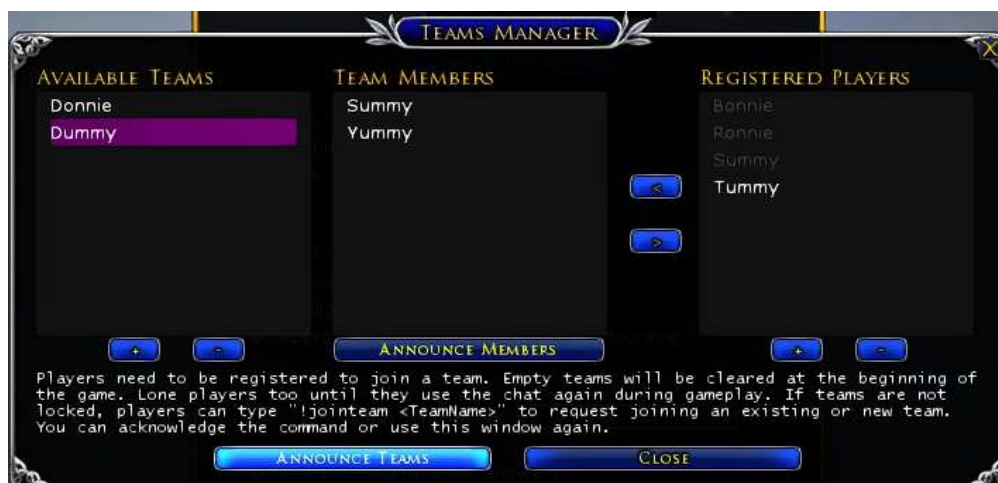
The Package List shows each individual Quiz Package included in the library, and each one shows its number of questions and can show its title, subtitle or category, and author if this data is available. Clicking on each one will select it or deselect it. You can select a single package or select several ones, allowing you to combine them and mix them in any fashion. This way you can, for example, make a base package and expansions, or divide a theme into categories and only use the ones that interest you for a given game. A counter below the list shows the total number of questions the selection will have. The **Clear Selection** button will deselect everything.

Use the **Accept** button to set the current selection or **Cancel** to discard any changes you have made to the selection. If you Accept an empty selection, the plugin will automatically select the first package of the list, whichever it is. The selection you set will be saved and used for any new game until you next change the selection, the Quiz Library is reset to default, or some problem is detected and settings are automatically cleared.

It's important to know that, as of now and in favor of making the edition of the Quiz Library as easy as it can be for the user, the saved settings reference Quiz Packages by their index in the file, so if you modify it (again, check the *Companion Tools* section for that), particularly if you change the order of the packages or delete some, you should review your selection right after your editions.

Teams Manager

By using the **Manage Teams** button (when settings allow it) you can preset teams before a game or alter them.



The leftmost list shows the available teams, and the rightmost list shows the available players' names. The players are shown white if they are not part of any team, and grey if they are. By clicking on any available team, its members will be shown in the middle list. To add or remove a player to a team, you must select the team, the player, and use the arrow buttons to move them into the team (<), or out of the team (>); the lists will be updated accordingly. To add or remove a team or player, use the + and – buttons of the corresponding list and type the desired name. All changes have immediate effect.

For the sake of cleanness, any player not in a team when starting a new game will be deleted from the list maintained here. This has no other implications, as anyone interacting with the monitored chat channel will be automatically registered as a player without a team. However, any empty team will also be deleted, which will force to create it again later if it's wanted. If you want to save some micromanagement, there are some tips you can use:

- To add players to the list without typing each name yourself, start a new game and make each participant type something in chat. Then, before starting the next game (which would delete them), add them to the desired teams.
- To prevent the deletion of an empty team, add a fictitious player to it. Players and teams without points won't be shown in the chat messages, so they won't disturb your game.
- To prevent deletion of players that may play in a different occasion, add them to a fictitious team.
- Let the players create teams and join them by themselves. You only need to acknowledge their commands and review the results later if you want. Player commands are explained later, in the *Usage (as player)* section.

Use the **Announce Teams** button to list the existing teams in the configured chat channel for everyone to see. If you have a team selected, you the **Announce Members** button will share the team members with everybody. The **Close** or **X** button can be used to leave the Teams Manager.

Edit Scoring

The **Customize** button in the *Scoring Settings* leads you to the following configuration window:

words	points	points.
1 word:	1	point.
2 words:	1	point.
3 words:	1	point.
4 words:	2	points.
5 words:	2	points.
6 words:	2	points.
7 words:	3	points.
8 words:	3	points.
9 words:	3	points.
More:	5	points.

Below the table are buttons: +, -, ACCEPT, and CANCEL.

The main space is designed to show the points that each answer length will have as nominal score. They will be ordered by the number of words. The + and – buttons will add a new line for the next word count value or remove the line corresponding with the highest one. The last line presented will always be the want that is meant for answers with longer length than the ones present in the list. While the common sense would be to increment the scoring with the length of the answer, this function actually allows to shuffle them if you fancy it.

Changes take effect only after you click the **Accept** button. If you use the **Cancel** or **X** button they will be discarded.

Usage (as host)

When you have established the desired settings for your game, use the *Game Controls* to run it. When there is no game running, you can use the **Start Game** button to play a new one or the **Load Game** button to continue a game where you left it.

Running a Game

1. Click on the **Start Game** button to start a new game. Several things will happen:
 - The start of the game will be announced in the selected chat channel. It will show everybody the main information about the game you are hosting.
 - The game counter will start. The game will run until the *Target* is reached and the running question ends (if there is still one).
 - The Main Window will extend itself to accommodate new buttons, some of which will be visible right away, while others will only be visible and usable in certain moments. Some buttons will also change function depending on the game or question phase you are in, and some are colored in red to indicate that they're reacting to some event:



- The **Start Game** button will be turned into **Pause Game**. After that, when you use it the game will pause after the current question cycle is finished and the button will change again to **Resume Game**. While the game is paused, if the *Game Goal* is set to *Elapsed Time* the countdown will stop, and it will also let you save the progress of the game.
- The **End Game** button will be enabled. It will let you finish the game before the set *Target* is achieved, but as with **Pause Game**, it will happen after the current question cycle is finished.
- The **Load Game** button will be turned into **Save Game**, but it will be disabled. You will be able to use that button while the game is paused. This will be explained later in *Loading and Saving Games*.
- On the bottom right corner, you will have a new button. This is the essential button for game management and in many occasions might even be the only one you need to click. The **Ask Question** button sends a new question to the selected chat channel and disappears. If *Answer validation* is set to *Semiautomatic* the button will be red, and when there's a valid answer or the time to answer is exhausted, it will appear again as the **Wrap Question** button (also red). Clicking again will assign the earned points – if there has been any – and announce the result in the selected chat channel. If *Answer validation* is set to *Manual* the button will be blue, and instead of the **Wrap Question**, the Master Scorer window will appear for you to set the desired points. After the question has been wrapped – through the **Wrap Question** button or the Master Scorer window – the **Ask Question** button will be there again for a new question cycle.
- The **End Question** button will be in the bottom left corner, and it will be enabled when a question has been asked and the time for answer it is still running. You can use it to finish the question before the set time.
- Right above the **Ask Question / Wrap Question** button, there's a space where the **Provide Hint** button will appear when the time for the *Hint at* setting is reached. Click it to send the hint to the selected chat channel.
- When some player has sent an allowed command, the **Ack Command** button will appear. Click on it to let the plugin perform it. Player commands are explained later in the *Usage (as player)* section.

- The **Announce Scores** button will appear. At any time, it allows you to check the current Player Standings and Team Standings (if the option is enabled) in a new window. This new window has a **Publish** button to share them in the selected chat channel.
- The **Point Gift** button will be available during the game to let you add points to a single person or team. In the Point Gift window, select players or teams, and the number of points to add.



Use the **Set Points** button to configure the addition and the **Accept** button to make it effective and announce it in the selected chat channel. The **Cancel** or **X** button will discard this action.

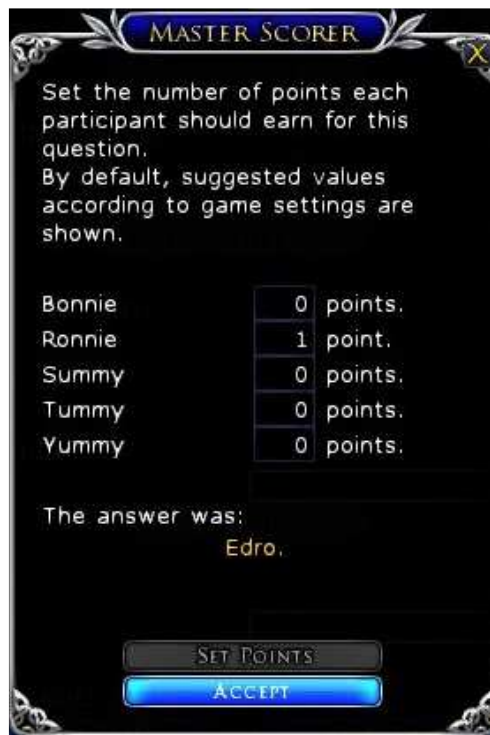
- If *Answer validation* is set to *Manual*, when a question is ended, you'll be engaged by the Master Scorer window. If you close it by mistake before setting the points for each player, the **Master Scorer** button will be enabled to let you open the window again.
 - The game host will have control over the game through the described buttons, the most important being the **Ask Question / Wrap Question** button, the **Provide Hint** button, and marginally the **Ack Command** button (that's why they are all red if *Answer validation* is set to *Semiautomatic*). The other buttons can be used occasionally as per the host's will, but a normal game will consist in the next steps.
2. Click the **Ask Question** button. A random question will be sent to the selected chat channel, along with some accompanying information if it has it (category, author).



3. When someone types the right answer in chat (the game host can play too, there's no difference on that), or the time for answer expires, click the **Wrap Question** button if *Answer validation* is set to *Semiautomatic*.



If it's set to *Manual*, use the Master Scorer window to give points to each player.



The Master Scorer window shows all registered players and automatically assign a score for each one according to the game settings. The game host can accept this suggestion or change any value following its own judgement. Click the *Set Points* button to immediately update the scoring of all players with the specified values, and then use the *Accept* button to publish the results of the question in the selected chat channel and wrap the question. Remember: if you close the window by mistake, the *Master Scorer* button will be there to reopen the window.

4. Repeat steps 2 and 3 until the game is finished by any mean.
5. When the game is finished, two things will happen:
 - A window will appear with the final results. Click the **Publish** button to announce the end of the game share the final standings in the selected chat channel.



- The Main Window will go back to normal and all the additional buttons will disappear.



Loading and Saving Games

You can save a running game to continue it later while the game is paused. By saving you will preserve the progress of the game, which includes the game log, all settings, scores, registered players, and teams. All those elements will replace the current ones when you load the game back. Saving a game is a simple process:

1. Use the **Pause Game** button.
2. Click the **Save Game** button. The Saved Games window will appear.



It has ten savegame slots to store your games. You can choose any of those and use an empty slot or overwrite a previous save. You can also use the **Delete Game** button any time in this window after selecting a slot to clear it without saving anything in it.

3. Click on the slot you wish to use for your save to select it.
4. Use the **Save Game** button. A new window will ask you for a name for the game you wish to save.



5. Enter the desired name and click the **Save** button. A message should appear in the Saved Games window to tell you if the game was saved successfully, and if it was, your game will be now in the specified slot.
6. You can now use the **Close** or **X** button to leave the Saved Games window. At this point you can end the game or use the **Resume Game** button to continue. The purpose of the saved game is up to you.

To load a saved game you also use the Saved Games window:

1. Click in the **Load Game** button. This is only possible if no game is already running, so you should end any current game. The Saved Games window will show the ten slots. Saved games will have their chosen name and the time the save was done.

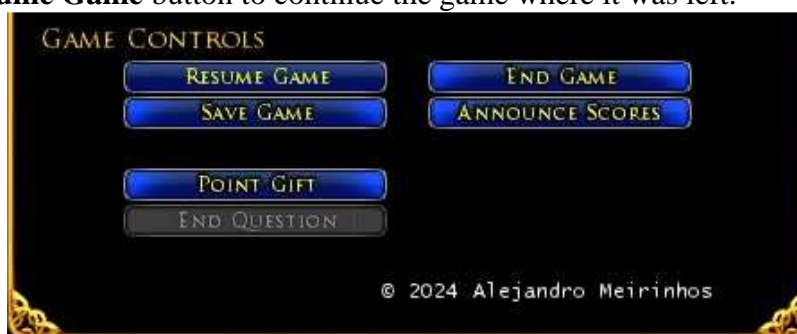


2. Select the slot of the game you want to load and click the **Load Game** button. A message should appear in the Saved Games window to tell you if the game was loaded successfully.



If the game could be loaded, the Main Window will be extended, and you'll see the buttons that correspond to a paused game. Be aware that any previous settings or teams will have been replaced by what was on the savegame. This doesn't mean that new people can't play; as always anybody typing in the selected chat channel will be taken into account, and can join or create teams if it's allowed.

3. Use the **Close** or **X** button to leave the Saved Games window.
4. Click the **Resume Game** button to continue the game where it was left.



Important note: as introduced when the Quiz Library was explained, currently quiz packages have no unique IDs; the saved games reference them by their index in the Quiz Library file. So, if you alter the order of the contents of the Quiz Library, you may load a different quiz than the one you were using when the game was saved. At this stage of development, I haven't come with any good idea to prevent this without overcomplicating things to people that want to import additional packages or create new ones. Any person, regardless of technical background, should be able to add new content to play and should be able to do it as easy as possible. I wouldn't like to cripple this feature with little to gain.

Usage (as player)

Players interact with Istelien L through LOTRO's chat, but they do it in two fashions: the obvious one is writing answers for the presented questions, but there's also the possibility of sending commands to the engine.

Playing a Game

Quiz games hosted with Istelien L will happen exclusively through the LOTRO's integrated chat, in the selected chat channel. Players don't need any special implement; only the game host needs the plugin.

The beginning of a game will be announced through a message in the selected chat channel, regardless of being a new game or a resumed saved game. The pausing and resuming of a game by the game host – if it happens - will also be shown on chat for everyone to know. The STARTING GAME message will be accompanied by the game duration and the scoring type configured, as well as a reminder that commands are available for players.

```
[To Fellowship] -=[ISTELIEN]=- STARTING GAME - Game duration: 20 questions. Custom scoring.Type !help for your available commands.
```

From that moment, there will be a succession of questions until the game target is reached or the host stops it. Along with the question itself and its count, some information about the Quiz Package and the question will be shown if present, like category and authorship.

```
[To Fellowship] -=[ISTELIEN]=- Dumb quiz by Anglachel. Question #1 - Category: Comedy. Author: Curufin.  
What color was Curufin's white horse?
```

Players can then submit their answers while the question is active. To prevent excessive attention from the game host, no immediate indication exists about exhausting the *Time per question*, only its final resolution (so there will surely be a small gap between the end of answer monitoring and the moment the game host wraps the question). There is no limit to the number of attempts any person may try: LOTRO has its own systems to prevent chat flooding and, if the chat usage by someone is not massively exaggerated, there should be no issue. Also, if the value at the *Hint at* option is lower than *Time per question*, a hint may be sent to the chat after the specified time to help players provide the right answer.

```
[To Fellowship] A Hint: l---- w--- l---- p---- d---
```

When the Answer Matching System regards a chat message as a correct answer, the question is considered done. If the *Reward simultaneous answers* option is enabled, there will be an extra time (small but variable depending on the answer length) to accept other correct answers. The first correct answer received is considered the winner, while the others will get a reduced score as configured in the *Runner-up points* option. The question will also be considered done if the *Time per question* is exhausted.

If *Answer validation* is set to *Semiautomatic*, points will be assigned automatically. If it's set to *Manual*, the game host will do it. In any case, when the game host wraps the question, the chat will show the expected answer, the players that got it right or if nobody did it, and the points earned (if any).

```
[To Fellowship] Bonnie got it: "1014 noldor".  
Player score for Question #1:  
2 points for Bonnie. 1 point for Ronnie.  
Team score for Question #1:  
3 points for Donnie.
```

The game host can also reward any player or team with points at any moment during a game. Since these points can be given for any reason – or none at all – they are not technically recorded as being assigned to any particular question.

```
[To Fellowship] CORRUPTION!!! The Game Master has added 2 points to Bonnie.
```

At the game end, and at any other time when the game host chooses it, the scores will be shown publicly.

```
[To Fellowship] -=[ISTELIEN]=- END GAME
Final Results
Player standings:
Bonnie: 2 points.
Ronnie: 1 point.
Team standings:
Donnie: 3 points.
```

They can also be requested and received through private message using one of the player commands, detailed next.

Player Commands

There are a few implemented commands that a player can send to Istelien L to receive certain information or perform some small action. These commands, when written in the monitored chat channel, need to be acknowledged by the game host to be executed. The game host has a single button for this, so only the latest command will be able to be attended (if more than one player send a command in rapid succession, it's possible that some may be missed). When the commands are for receiving information, it will be sent through a private message to prevent spamming the chat channel where the game is taking place. All commands start with the **!** sign and some have parameters. The list follows:

- **!help**: get the list of available commands.
- **!results**: get the current standings.
- **!jointeam <TeamName>**: join the specified team and leave the current one if applicable. If the team does not exist, it will be automatically created.
- **!leaveteam**: leave the current team.
- **!listteams**: get a list of available teams.
- **!listplayers**: get a list of registered players.
- **!listplayers <TeamName>**: get a list of members from the specified team.

Saved Data

All the data of Istelien L is saved account wide. This means that several files will be created in LOTRO's PluginData folder independently of server or character. Although it may have small drawbacks, this decision has been made to simplify file management by preventing the existence of files with different scopes in several different folders; it should also make customization and troubleshooting easier. The default folder for the configuration is **Documents\The Lord of the Rings Online\PluginData\<AccountName>\AllServers** and all filenames start by **Istelien**. The list of files and contents follows:

- **Istelien_config.plugindata**: it holds all settings you can set using the plugin, and also the character substitutions used by the *Indulgent spelling* option.
- **Istelien_gamelog.plugindata**: this file contains the full history of the latest game played with the *Log game* option enabled.
- **Istelien_gui.plugindata**: it stores the references to the custom graphics and the positions of the plugin windows, to preserve them between sessions. It's also indispensable to convert the *Semiautomatic Answer validation* mode into *Automatic*. Refer to the *Companion Tools* section for more information.
- **Istelien_participants.plugindata**: players and teams will be listed and cross-referenced in this file. Their scores are also attached to them in this file during a game.
- **Istelien_quizLib.plugindata**: this is the Quiz Library file. It contains all the quiz packages, which are sets of questions and their information, in a structured way. This file can be edited to add more questions to a package or add whole new quizzes. I've included some programs for this last thing, which are covered in the *Companion Tools* section.
- **Istelien_savegameLib.plugindata**: it contains all saved games in a structured way. Each save has all the data needed for each game, so it's pretty much a compendium of the kind of information stored in most other files.

Examples of some of these files are included among the plugin's files. They can be found in **Istelien\Resources\DataExamples**.

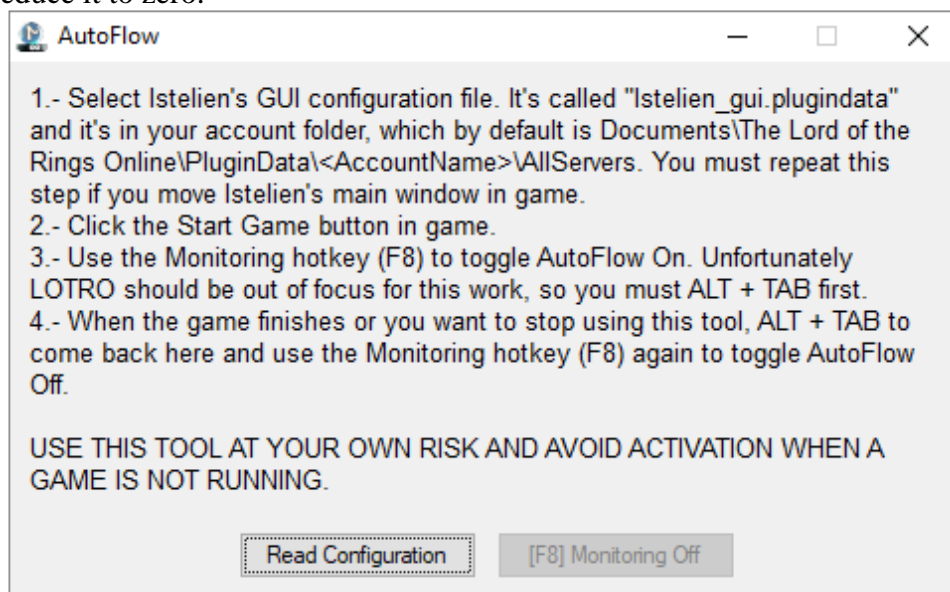
In case of some unknown problem, you can probably get rid of it by deleting the file that covers the related part. In an extreme case, deleting all these files from the folder would reset the plugin to its original status. In that scenario, your most priceless file is obviously the Quiz Library, and you may want to back it up to see if it can be spared or parts of it can be salvaged. I encourage you to report any problem that arises so that it can be patched.

Companion Tools

The tools shown here are external utilities I've made to provide some assistance on things that are not part of the plugin but still have their role in the whole purpose of its existence, which is playing quiz games. As such, they are not needed for Istelien L to work and are introduced here only briefly. You should resort to their README files for a deeper understanding. They can be found in [Istelien\Resources\Tools](#) and as their source code is also provided.

AutoFlow

Its purpose is to automatically click action buttons (red buttons) during a game when *Answer validation* is set to *Semiautomatic*, effectively turning it *Automatic*. It's technically impossible to send automated messages to LOTRO's chat because it's used also for in-game commands and that could be exploited for cheating. So Istelien L is built to require the minimum interaction necessary, but this tool would reduce it to zero.



It reads the coordinates of the plugin's main window from [Istelien_gui.plugindata](#) and tries to detect the red colors of the key buttons you're supposed to click yourself. Be sure to only use it while a quiz game is running, and heed the following **warning**:

The use of this tool may be interpreted as a breach on LOTRO's Terms of Use, as it will be an automated interaction from an external program. If you decide to use it, do it at your own risk.

ImportQuizCSV

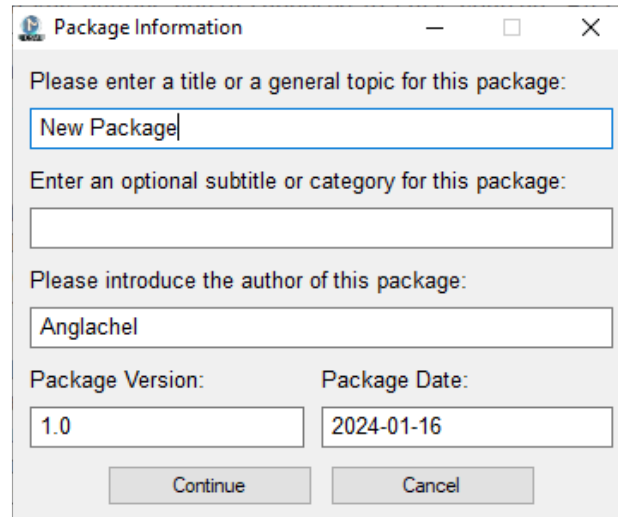
This tool allows to create a new quiz package from a file made in [standard CSV format](#). It's the one I've used to convert my own quizzes. A CSV file is a plain text file in which every line is a record, with their fields separated by commas. It's so simple that can be built from a simple text editor, or more comfortably saving a table you could have done through your favorite spreadsheet or database program. As standard is expected that all their fields are enclosed in double quotes (and if the values themselves have that character, it must be duplicated to be properly parsed), but any program that can save or export CSV files should be able to take care of the details for you.

To run a quiz game, you only need a set of questions with their corresponding answers, so a table with a *Question* column and an *Answer* column will suffice once you save it as a [standard CSV](#). However, Istelien L also supports an *Author* field for the person that originally wrote the question, and a *Category* to classify it. As optional fields, it doesn't matter if they're not present or if they exist but are empty, but for the best-looking result you should try to have them.

```
"Category","Author","Question","Answer","Useless field"
"Characters","The same dumb guy","What color was Glorfindel's white horse?","White","1..
"Characters","A different dumb guy","Whät colôr was Glorfindel's white horse?","Lilac w
```

```
"This would make it to the target file but will be ignored by Istelien"  
with red polka dots", "Since the field is declared in the header, it must have a value"
```

The order they have in the file does not matter, and any extra field will be ignored but still need to be present in every line for the CSV to be correct. The program will analyze the fields, do some checks and warn you if needed, show you a preview so that you see for yourself that the file is properly read, and will ask you to fill in the information for the new Quiz Package. This information will let you identify it in game and keep track of its evolution.



The 'Package Information' dialog box is a standard Windows-style window with a title bar containing a minimize button, a maximize button, and a close button. The main content area has a light gray background. It contains the following elements:

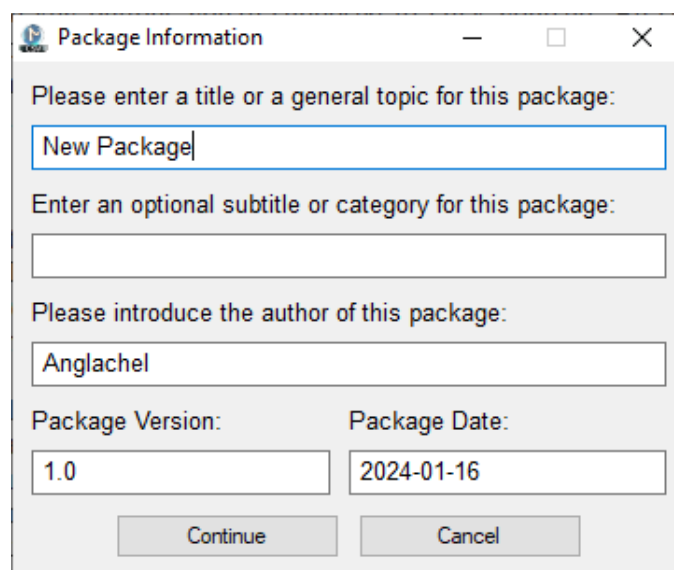
- A label: "Please enter a title or a general topic for this package:"
- A text input field containing "New Package".
- A label: "Enter an optional subtitle or category for this package:"
- An empty text input field.
- A label: "Please introduce the author of this package:"
- A text input field containing "Anglachel".
- Two labels side-by-side: "Package Version:" and "Package Date:".
- Two text input fields side-by-side: the first contains "1.0" and the second contains "2024-01-16".
- Two buttons at the bottom: "Continue" and "Cancel".

After saving it you'll have a file with the Quiz Package already in the proper format. You can replace the plugin's Quiz Library to have it on its own, or merge both by following the instructions included with the tool.

ImportQuizLT

If you're into quiz games, you are probably aware that a plugin called LOTRivia exists. It's very different as it's totally manual, doesn't have the plethora of options Istelien L has, and you can't host and play at the same time (at least fairly). However, it has been around for years, and you may have already managed to use it with different sets of questions and would like to have them now in Istelien L.

This tool easily converts sets of questions prepared for LOTRivia into a Quiz Package you can use. Open the tool, look for desired **questions.lua** from LOTRivia and fill in the information for the new Quiz Package.



This is an identical screenshot of the 'Package Information' dialog box described in the previous block. It shows the same fields and values: title 'New Package', author 'Anglachel', version '1.0', and date '2024-01-16'.

After saving it you'll have a file with the Quiz Package already in the proper format. You can replace the plugin's Quiz Library to have it on its own, or merge both following the instructions included with the tool.

To-Do List

- Translations for the other localizations supported by LOTRO.
- Integrated log viewer or additional companion tool that lets you review a logged game as it happened, in a clean and comfortable view.
- Be able to retain more than one game log.
- Add more player commands, if found convenient.

Known Issues

- When removing Quiz Packages or changing their order in the Quiz Library, the quiz selection in the *Game Settings* or saved games may be rendered incorrect.