

# ELF x WINSOCK

If you are used to play MUDs, you'll like ELF!

ELF helps you playing, giving you **MACROS**, **TRIGGERS**, **ALIASES**, **VARIABLES**, **TOOLBARS** and **AUTOMATIC TICK RECOGNITION**.

All of this, combined with ELF's **programmability**, gives you great control over every situation!

You can automatically log in, eat when you are hungry, drink when you are thirsty, stand when you are thrown to the ground, **play a sound** when you kill your favourite mob, change the **colors** and the **visual appearance of the messages**, select different actions depending on the sender of a message or anything else you like.

**Advanced programming** lets you implement complex behaviours, like walking following a choice of directions waiting for you group on every step and automatically going back if somebody gets in trouble.

With the speed of a single key you can select what to automatically take from a corpse (potions, money, everything, nothing, or whatever you like).

To give you an idea of the flexibility of the whole thing, you can even define special messages that cause ELF to execute local commands, so you can go to the bathroom while a friend uses remotely your PC :-))

You can **monitorise** whichever **variable you defined**.

**Horizontal and vertical toolbars**, easily and powerfully redefinible, let you get the most out of your mouse.

And much, much more!

An example of unique function? **ELF is able to estimate the duration of the TICK!**

What? You know nothing about a TICK?

Well... The way the MUD operates makes it so that the time doesn't (in MUD's world) pass in a continual way. Every some seconds, an hour or something like that expires (in MUD's time, of course) and so the computer recalculates some variables and makes other computations.

That's the interesting part of the TICK: every some seconds, the MUD gives you back HPs, MANA and MOVement points.

How many times, after heavy fights, have you been sleeping to refuel yourself?

It is not necessary to sleep during ALL the duration of the TICK. It is simply necessary to sleep when the TICK expires.

**ELF informs you on when the tick will expire**, so you can move, talk and do whatever you like, because you know when to sleep to get the best out of your time :-)

Try it out and you won't stand to play MUDs again without it :-)

Alright, I bet this is enough for you.

Try ELF for a small **TRIAL PERIOD** (two or three weeks look reasonable) and then **decide if you like it or not**.

## ELF is NOT FREEWARE!

## ELF is SHAREWARE!

**ELF is the result of several months of playing, programming and testing, so I think it is honest for me to ask for a reward :-)**

REGISTRATION FEE: **30 US DOLLARS**

By registering to

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EMAIL: MC3078@MCLINK.IT

**you will be entitled to use ELF x WINSOCK forever** and all BONUS functions will be available.

There is only a special case: if I will ever make a heavily different version, you will have to pay a small UPGRADE FEE (that will be something like 10 US DOLLARS) to be free to use the new release. Just as an example, going from the DOS version to the WINDOWS version would be considered as major new release, therefore requiring some new financial contribution :-)

Anyhow, this part of the contract (the upgrade fee) is here only to protect myself from the need of renaming the program when I'll write a totally new version :-)

Anyhow (part II), well knowing all the efforts needed to write this version, I can assure you that a completely new version is very very far in my future, so, don't worry :-)))

Ah, I was forgetting an interesting thing (for you).

**ELF's UNREGISTERED version is  
FULLY FUNCTIONAL.  
Anyhow, REGISTERED users will get  
BONUS FEATURES.  
(see online documentation for more infos)**

**ELF x WINSOCK is NOT CRIPPLED OR LIMITED in any other way  
:-)**

This is my policy. This is the way I like to try out shareware programs, and I think it's the same for you.  
Help this way of delivering software: REGISTER :-)))

Thanx!

*Alfredo Milani-Comparetti (Elfred)*