



# Welcome to the Onyx Card Editor!

In this manual, you will find:

Introduction .....	Page 2
System Requirements .....	Page 2
Installing The Card Editor .....	Page 3
Changing the Deck Author/Title .....	Page 4
Adding and Editing Cards .....	Page 5
Understanding and Using Tokens .....	Page 10
Multiple Players for One Card .....	Page 11
How Onyx Draws Cards .....	Page 12
Finding and Editing Cards .....	Page 13
Loading, Saving, and Merging Decks .....	Page 13
Getting Statistics for Decks .....	Page 14
Limitations on Cards .....	Page 15
Version History .....	Page 16

# Introduction

---

## What Is the Card Editor?

The Card Editor is the program which is used to create the card deck files for Onyx, the game of sexual exploration. Onyx keeps all of its actions stored in five external card deck files: an Action deck, a Fate deck, a Center Stage deck, a Torture Chamber deck, and a Get Naked deck. These cards are drawn during play, and describe actions the players will perform, as well as other things which will influence game play.

**IMPORTANT:** Card decks that you create with this version of the Card Editor can only be used with registered copies of Onyx!

**IMPORTANT:** This version of the Card Editor can read card decks that were originally shipped with version 1.0b3 and later of the beta test version of Onyx. However, if you save a card deck file, it can no longer be used with the beta test version of Onyx. It will work with the Version 1.0 release of Onyx.

**NOTE:** Sometimes, when you open an old card deck in Card Editor 1.6, you may see a notice that certain card inconsistencies have been found and fixed. This is because an obscure bug in earlier versions would on rare occasion not write a card's header information properly; that card would never be drawn by Onyx in play. This bug has been fixed in Card Editor 1.6, and affected decks are automatically fixed by Card Editor 1.6.

## System Requirements

---

### WINDOWS

The Card Editor requires a Windows PC running Windows 95 or later, with at least 4MB of free RAM and hard disk space. Systems running Windows 95 must also have Microsoft DirectX installed as well (DirectX is a part of Windows 98 and later).

DirectX is available from Microsoft's Web site at [www.microsoft.com](http://www.microsoft.com).

### MACINTOSH

The Card Editor requires a Macintosh running System 7.0.1 or later. It is 100% System 8/9 compatible and Kaleidoscope-friendly. The Card Editor requires at least 4 MB of free RAM, and works with virtual memory.

### MAC OS X

The Card Editor for OS X requires a Macintosh G3 or G4 system or better, with 128MB of RAM, OS X 10.0 or later, and 4MB of free hard disk space.

# Installing the Card Editor

---

## MACINTOSH

The Card Editor is distributed as an archived Stuffit file. To decompress the file, you will need the free Stuffit Expander, included with your computer and available free from [www.aladdinsys.com](http://www.aladdinsys.com). Uncompress the Card Editor archive onto your hard disk.

To uninstall the Card Editor, just drag its folder to the Trash.

## WINDOWS

The Card Editor is distributed as single EXE file called CARDEDIT.EXE. To install the Card Editor, double-click on this file and follow the on-screen instructions. The installer will create a program group for the Card Editor and set up the application's icons. It will also install an uninstaller program.

To uninstall the Card Editor, run the uninstaller.

# Using the Card Editor

---

To start the program, double-click on the Card Editor icon, or (Windows) select it from the Start menu. The program will launch. If this is the first time you've run the Card Editor, you will be asked to register the program by entering your name and serial number. The serial number for the Card Editor is the same as the serial number for your registered copy of Onyx.

Each "card" you create or edit with the Card Editor contains a single action that a player (or players) will perform. There are five different kinds of "cards" you can edit with the Card Editor; these different types of cards are used at different points in the game.

The first and most basic kind of card is an **Action card**. This is the kind of card you see in Onyx when one person must work off the debt to another person. The Action cards describe fun "actions" done for the benefit of the person who is owed the debt.

The second kind of card is the **Fate card**. A Fate card is drawn whenever a player lands on the Fate square. These cards usually describe some kind of event such as a player gaining or losing money, or moving to a different square, or gaining or losing Opt Outs. Think of the Fate square as a "pot luck" square; something happens which influences the game.

The third kind of card is the **Center Stage card**. A Center Stage card is drawn whenever a player lands on the Center Stage square. A player on Center Stage is on display, and must do something for the amusement or entertainment of the other players, or allow the other players to do something to him or her.

The fourth type of card is the **Torture Chamber card**. This kind of card is drawn when someone lands on the Torture Chamber square, and it describes an action that will be done to tease, frustrate, or torture the hapless player.

The last type of card is the **Get Naked card**. This card is played when the first player gets completely undressed. It describes the method by which all the other players will get naked.

One card deck file can only contain one kind of card. For example, if you create an Action deck, you can only put Action cards in that deck. You cannot change an Action deck into, for example, a Torture deck; the type of deck is set when the deck is created.

When you start the Card Editor, you have two options: you can create a new card deck, or you can open an existing card deck. To create a card deck, choose “New” under the “File” menu. To open an existing deck, choose “Open” under the “File” menu.

If you choose to edit an existing deck, the Card Editor will load the card deck into memory. When it’s finished, you will see the Edit window and the Card Preview window appear. At this point, you can choose to edit a card, add a new card, change the deck information, or append another card deck.

If you choose to create a new card deck, you will be presented with a dialog box that asks you what kind of deck you are creating. Select the type of deck from the pop-up menu. You will also be asked to enter a title and an author for this deck. This is optional. If you enter a title and an author, Onyx will display this information when it loads your deck. (You can change the title and author information later, if you wish, by selecting “Edit Info...” from the Deck menu.) At this point, the Card Editor will automatically begin adding a new card.

**IMPORTANT:** This version of Card Edit will only create files that the registered version of Onyx can use. If you create a new deck, only registered Onyx users can use that deck. If you edit the shareware decks, **once you save your changes, only registered users can use that deck!**

## **Changing the Deck Author and Title**

---

Usually, you will enter the deck title and deck author when you create a new deck by choosing New from the File menu. You can change this information later, if you want to. To change this information, use the “Edit Info...” command in the Deck menu. The Card Editor will display the current deck title and author and allow you to change them.

## Adding and Editing Cards

---

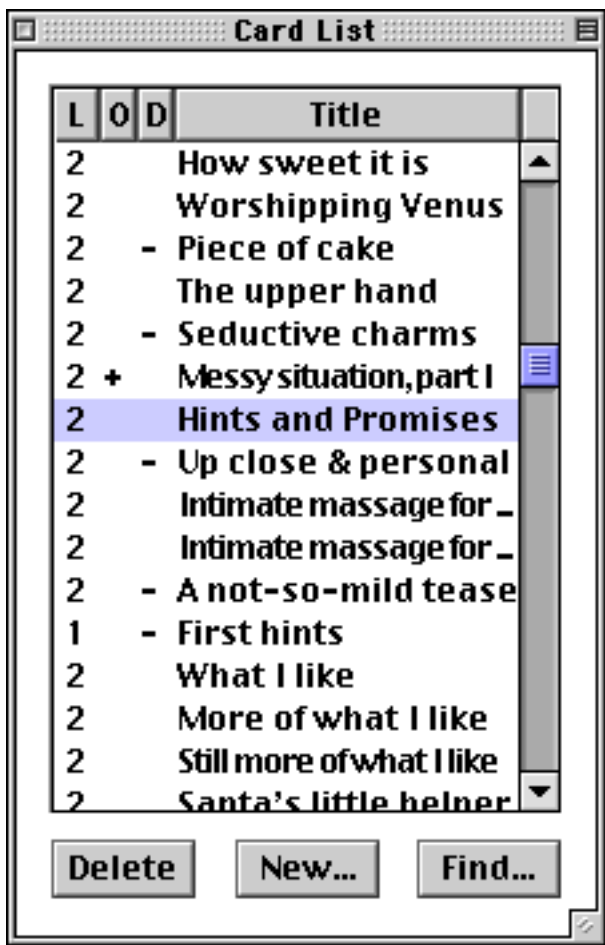
Once you have loaded a card deck or created a new one, it's time to start writing cards!

To add cards to the deck, press the “Add” button in the Edit window. (The Card Editor will do this automatically if you have just created a new card deck). At this point, you'll see the Edit Card window, the Card List window, and Preview window.

The screenshot shows a window titled "Action deck: Deck1.ocd". At the top left, there is a card counter "53/169" with up and down arrows. To its right is a "Title:" label followed by a text box containing "Hints and Promises". Below the title, there is a "Target Sex:" section with three radio buttons: "Male", "Female", and "Either" (which is selected). To the right of these buttons is a "Help" button. Below that is a "Spice Level:" section with five radio buttons; the second one from the left is selected. Underneath the spice level, the text "Basic, plain-vanilla sex." is displayed. At the bottom of the window, there are two tabs: "Card Properties" and "Card Text". The "Card Text" tab is active, showing two text boxes. The first text box contains the text: "%player1%, let's see how imaginative you are. While your hands roam the exposed parts of %target%'s body, explain to %ts%, in detail, precisely what you would like to do to %ts% once". The second text box contains: "You may kiss, nibble, and fondle whatever unclothed parts of %target%'s body you wish while you do this. Keep it up for %d90% seconds. Time starts when you hit 'Do it.'". Both text boxes have vertical scrollbars on their right sides.

Main Window

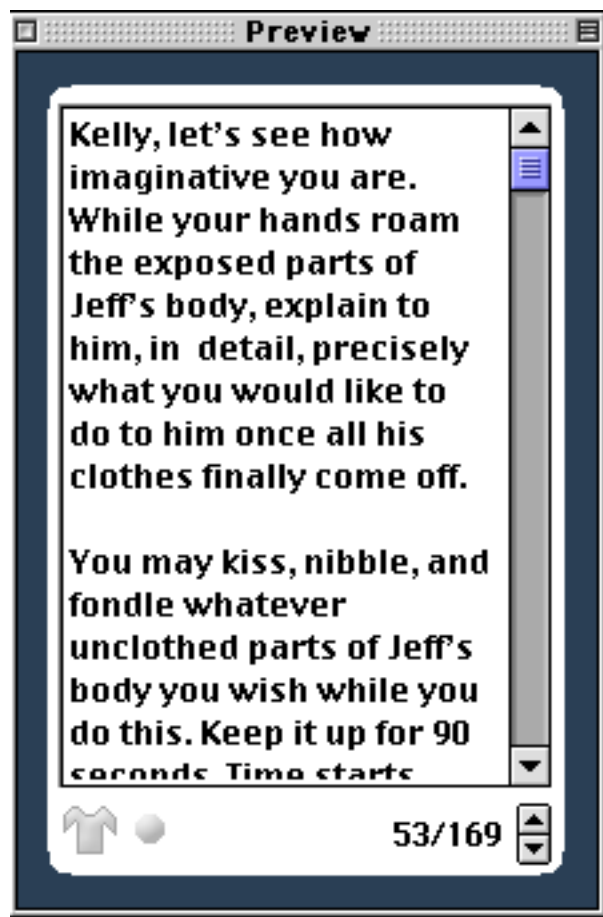
The **Card List Window** shows you a list of all the cards in the file, by title. From this window, you can go to a particular card by double-clicking on its title in the Card List Window. You can delete a card by highlighting its title in the Card List Window and clicking the “Delete” button. You can begin entering a new card by clicking on the “New...” button. You can also bring up the Find dialog by clicking on the “Find...” button.



**Card List Window**

The **Preview Window** shows you a preview of how your card will look when it is displayed in Onyx. The Preview window will fill in all the Tokens (discussed in the next section) the same way Onyx fills them in, so you can check to make sure everything is displaying the way you intend it to.

It also displays a series of icons below the text; these icons will light up to tell you if this card causes a player to remove clothing, reach orgasm, gain or lose money, change position on the board, or gain or lose an Opt Out token.



**Preview Window**

The Preview window changes automatically as you type your text in the Main Window. Tokens are filled in automatically, using a list of generic player names in the Card Editor. The Preview window will pay attention to the target sex you specify in the Main Window and fill in the players' information accordingly.

You can close or open the Card List window and the Preview window by using the menu commands under the View menu. By default, both windows are displayed when you run the Card Editor.

*Note: You cannot begin adding a new card until you are finished with the card you're currently editing.*

*Note: You cannot delete a card if it is the only card in the deck.*

**CAUTION:** You will not get a confirmation dialog. The card you're working on will be deleted immediately. There is no Undo. Be careful when you're deleting cards!

The “L” column in the List Window displays the card's spice level. A “+” in the “O” column indicates a card that causes orgasm. A “-” in the “D” column indicates a card that involves removing clothing.

The Main Window is where you will enter all the information about the particular card you're writing. Here's what the various controls and buttons do.

## NAVIGATION

You move around in the deck by using the Card List window. Double-clicking on a card's title in the Card List window will take you to that card, and you can begin editing it. The information for that card will be placed in the Main Window, and the card's text will appear in the Preview Window. You can also step backward and forward through the deck by using the small arrows in the Main Window or the Preview Window.

## CARD HEADER INFORMATION



The screenshot shows a window titled "Action deck: Deck1.ocd". Inside, there is a card editor interface. At the top left, there is a small up/down arrow icon next to the text "1/169". To the right of this is a text field labeled "Title:" containing the text "Sweet Lies". Below the title field, there is a section labeled "Target Sex:" with three radio buttons: "Male", "Female", and "Either". The "Either" radio button is selected. To the right of these radio buttons is a "Help" button. Below the "Target Sex:" section, there is a section labeled "Spice Level:" with five radio buttons. The first radio button is selected. Below the "Spice Level:" section, there is a text area containing the text "Heavy petting; harmless fun. An elaborate game of 'Spin the Bottle.'".

**Title:** Enter the title of the card here. The title will appear on the top of the card when this card is drawn. You should try to make all your cards' titles unique.

**Help Button:** Click the  to bring up the online help.

**Target Sex:** Use this control to tell Onyx what sex the target of this card should be. Onyx will not draw a card for a target of the inappropriate sex. Important: This control only tells Onyx what sex the *target* of your card should be. It does *not* tell Onyx what sex the other players should be. The "target" of the card is not necessarily the current player; the target is the player upon whom the card will be played. The "target" of an Action card is the person who *owns the property*, *not* the person who is working off the debt!! The target of a Get Naked card is the first person who reaches Dress Level 5. The target of all other cards is the person who lands on the square for that card (the person who lands on a Torture square, for example).

**Spice Level Buttons and Indicator:** This is where you specify what spice level this card is. As you click on the radio buttons, the indicator will change to give you a brief description of what that spice level means.

## CARD PROPERTIES TAB

**Card Properties**   **Card Text**

**Participants:**  (0 means All)

**Dress:**  (-# means 1-#)

**Δ Position:**  ☒ Can Opt Out

**Δ Money:**  ☒ Lose Clothing

**Δ Opt Out:**  ☐ Orgasm

**Can Opt Out checkbox:** Put a check here if a player can Opt Out of this card. Action cards always have this checked; Get Naked cards never have this checked. Check it for other cards (such as Fate cards) only if it's appropriate. For example, a Fate card which causes the player to lose \$100 should not have the Opt Out checked; a Fate card which tells the player to wear a blindfold for the next 5 turns should.

***NOTE:** This control is grayed out for Action and Get Undressed cards. For Action cards, players must always be able to Opt Out. Players can never Opt Out of Get Naked cards.*

**Lose Clothing checkbox:** Put a check in this box if the action on this card describes a way for the target to lose some item of clothing. Make sure that the action you describe goes with the Dress Level for this card! For example, if your card says "Player 1 is to remove the Target's shoes and socks," the Dress Level should be 1 (you don't want Onyx to draw this card if the target has already lost his or her shoes and socks), and put a check in the Lose Level check box. If the players do not Opt Out of this card, Onyx will reduce the Target's Dress Level by one when the card is played.

***NOTE:** When the Lose Clothing checkbox is checked, the Lose Clothing token lights up in the Card Preview window. If it is unchecked, the Lose Clothing icon is dim. Clicking on the Lose Clothing icon in the Preview window will check or uncheck this box.*

**Causes Orgasm check box:** If this card describes an action which will bring the target (and possibly other players) to orgasm, put a check in this box. Onyx will draw these cards infrequently (see the Onyx documentation for a complete description of when Onyx will draw orgasm cards), and never before the players have lost all their clothing; these cards should make up a small percentage of the deck.

***NOTE:** When the Causes Orgasm checkbox is checked, the Causes Orgasm token lights up in the Card Preview window. If it is unchecked, the Causes Orgasm icon is dim. Clicking on the Causes Orgasm icon in the Preview window will check or uncheck this box.*

**Participants:** Here you tell Onyx how many players will be involved in this action. For an Action card, this number is always 2 (the property owner, or target, and the person who is working off the debt); for other cards, such as Center Stage cards, this number can change. If you put a zero in this field, that means every player who is sexually compatible with the target should be involved. An Action card must always have exactly two participants.

**Dress:** This is where you tell Onyx what level of dress the target should be at. If you specify 3, for example, Onyx will draw this card only if the target has lost his or her shoes, socks, and shirt. Again, this specifies only the dress level of the target, not the other players involved. If you specify Dress Level 5, you can assume that everybody is



naked. If you put a negative number here, Onyx will draw this card for a target who is at any dress level between 1 and the number you put here. For example, if you put -3, Onyx will draw this card for a target who is at Dress Level 1, Dress Level 2, or Dress Level 3. If you put -5, Onyx will draw this card for a target at any level of dress.

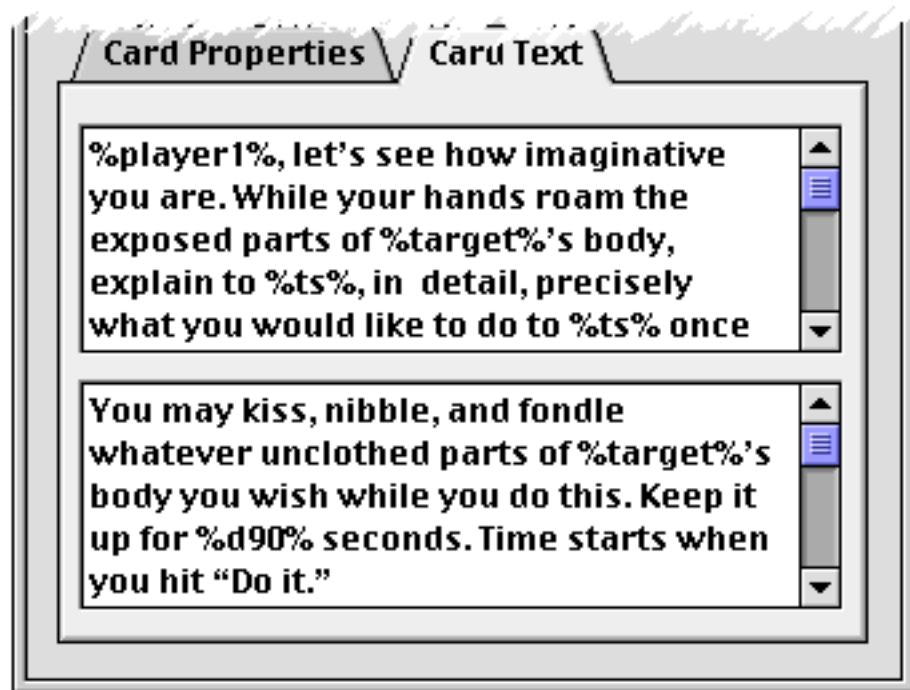
**Delta Position:** A card can move a player's token on the board. If you want this card to move a player's token, put a number here. When this card is drawn, that player will move the number of squares you put here. (If you specify 4, for example, the target will move 4 squares from his or her current square.) If you want to move the player to a certain square—for example, to the Center Stage square—put the number of the square you want the target to move to, preceded by a “-” sign. The square numbers start at 1 for the Start square and are numbered clockwise around the board. Prison is square 21. So, for example, if you want to move the target to the Start square, put -1 in this field.

Important: This is not really appropriate for Action cards. It will move the target; since the target for an Action card is the owner of the property, it will move the property owner, not the current player! It also is not appropriate for Get Naked cards. In general, you should use this field for Fate cards.

**Delta Money:** If you put a number in this field, the target will gain that much money (if the number is positive) or lose that much money (if the number is negative). Usually appropriate only for Fate cards.

**Delta Opt Out:** If you put a number in this field, the target will gain that many Opt Outs (if the number is positive) or lose that many Opt Outs (if the number is negative). Usually appropriate only for Fate cards. Do not put more than 1 or -1 in this field. If the target already has 3 Opt Outs, Onyx will not draw any cards that increase Opt Outs (since you can't have more than 3). If the target doesn't have any Opt Outs, Onyx will not draw any cards that cause the target to lose Opt Outs.

## CARD TEXT TAB



**Card text:** This is the text that is displayed when the card is drawn.

### Editing Card Text

The body of a card is the text that gets displayed when the card is drawn during a game. The body consists of one or two paragraphs; each paragraph can be up to 255 characters long, including spaces and punctuation.

When you enter the card text, you can include “tokens” in the text. The tokens are processed by Onyx when the card is drawn, and will be replaced by different things, such as the names of the players

or the proper sex pronouns for the players. You can also enter tokens which will cause Onyx to display a countdown timer when the card is drawn, if the players don't Opt Out. As you enter text, the Preview window will update to show you what the card would look like if it were drawn in play. The Preview window will “fill in” the tokens as you type them, so you can make sure you're using the right tokens.

# Understanding and Using Tokens

---

When you enter the text of a card in the Card Editor, you can use “tokens,” which are special codes which will be filled in while a game is being played.

The simplest token is a code for the name of a player. For example, if you type “%target%” into an Action card (without the quotes), then when the card is drawn, Onyx will fill in the name of the person who owns the property. So a line reading “%target%, please lie on your back” might be displayed during a game as “Kelly, please lie on your back” if the person who owned a property when this card was drawn is named Kelly.

Tokens can also cause events to occur during a game. For example, if your card contains the token %m#%, where # is a number, then when the players click the “Do It!” button during a game, a timer will run for that number of minutes. The token %m1% will be displayed as 1, and will cause a timer to run for one minute.

Tokens must be typed exactly! %target% and %Target% are not the same. Using the token %Target% will not work.

You can get a complete list of the tokens you can use by clicking the Help button while you’re working on a card. This will show you all the tokens supported by this version of the Card Editor and Onyx. Tokens are always begin and end with “%”. Some special notes about some of the tokens:

%target%: As already discussed, this will be replaced by the name of the target—the owner of a property for an Action card, the first person undressed for a Get Naked card, or the current player for any other card.

%player1%: This will be replaced by the name of the first player involved in an action. In the case of an Action card, %player1% is the player who is working off the debt.

%player2% %player3% %player4% %player5%: These tokens will fill in the name of the second, third, fourth, and fifth players involved in an action with the target. They are never used for Action cards, since Action cards only allow 2 players. Do not use these tokens if your card does not call for that many players, or the results will be unpredictable! See “How Onyx chooses players for an action” below.

%mX% and %dX%: Use these tokens to tell Onyx to start a timer if the players choose not to Opt Out of this card. X is replaced by a number; do not put a space between the %d or the %m and the number. %mX% means that X is a number of minutes; %dX% means that X is a number of seconds. Example: %m3% runs a timer for 3 minutes; %d30% runs a timer for 30 seconds.

## **Multiple Players for One Card**

---

In most cases, the cards you write will involve only two players: the owner of a property, and the person working off a debt. In some cases, for example in Center Stage or Torture cards, the cards you write may involve more than two players.

When you create a card that calls for more than two players (for example, if you create a Center Stage card that calls for three players), Onyx will check to see if the target has that number of sexually compatible partners. If not, Onyx won't draw the card. If so, Onyx will make a list of all the players who are sexually compatible with the target, then put that list in a random order, and then finally hand the list to the card. So, when you write cards that call for many players, you don't know in advance who will be assigned to the target.

For example, let's consider a game with three straight men (Albert, Bob, and Cory) and three straight women (Denise, Ellen, and Francine). Ellen has just landed on Center Stage, and Onyx has drawn a card that calls for 3 players.

In this case, Ellen is the Target. Onyx will check to see if there are two partners who are sexually compatible with Ellen. There are; Ellen has 3 partners (Albert, Bob, and Cory). So Onyx first builds a list of Ellen's partners, then puts the list in random order. The list now reads Bob, Cory, Albert. The card calls for a total of 3 players, and Ellen counts as one of those players, so Ellen's partners are Bob and Cory. Onyx will now go through the card, replace %target% with "Ellen," replace %player1% with "Bob," and replace "%player2" with "Cory."

As you can tell, the other players involved in an action will always be compatible with the target, but they may not be compatible with each other. You can specify the sex of the target, but that doesn't necessarily mean you know what sex the other players are! In the example above, suppose Ellen were bisexual, and Denise were bisexual as well. Now Ellen has 4 potential players: Albert, Bob, Cory, and Denise. Onyx will shuffle the list of names (Denise, Albert, Cory, Bob) and then pass the proper number of players to the card. Now %target% is Ellen, %player1% is Denise, and %player2% is Albert. Don't make any assumptions about what sex anyone except the target is!

If you specify "0" in the number of players, Onyx will interpret that to mean "everyone who is compatible with the target." You do not necessarily have any way of knowing how many players this will be. In a game with only 2 players, there will be only two people involved; in a game with 6 players, it's possible that all 6 will be involved! In the first example above, if Ellen draws a card which calls for 0 players, there will be 4 people involved: Ellen, Albert, Bob, and Cory. In the second example, there will be 5 participants: Ellen, Albert, Bob, Cory, and Denise. Don't make any assumptions about the number of players involved if you specify 0 participants, and don't use tokens like %player2%, %player3%, etc. Instead, use phrases like "all the other appropriate players."

## How Onyx Draws Cards

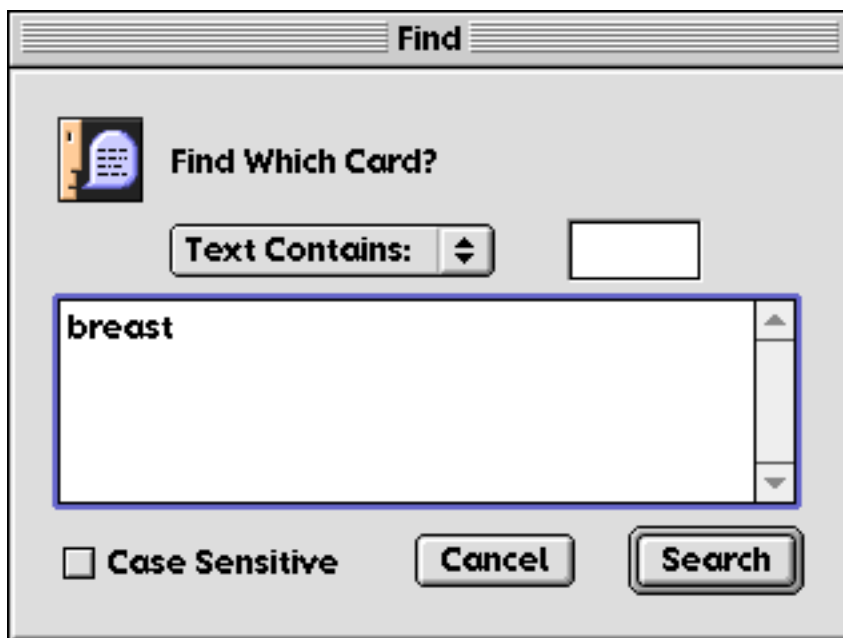
---

Many programs that use a “card deck” metaphor choose a random number between one and the number of cards in the deck and display that card. This is not the best way to draw cards; by using this system, it’s possible that some cards will be drawn twice in a row, and if the random number generator being used isn’t very good then some cards will get drawn more often than others. Onyx uses a more realistic system. All the cards in the deck are “shuffled” to put them in a random order; then Onyx draws a card off the top of the deck, plays it if it can be used in the current situation, then discards it. When no more cards are left in the deck, Onyx reshuffles all the discarded cards and starts again.

## Finding and Editing Cards

---

If you want to edit a card you’ve already written, choose “Find Card...” from the Deck menu, or click the “Find...” button in the Card List window. The Card Editor will present the following dialog:



If you know the number of the card you want to edit, you can enter its number in the Card Number field and go straight to that card. Otherwise, you can search for a particular piece of text in the card’s title or body.

By default, a search is not case sensitive—that is, if you search for the phrase “MORE FUN,” the card editor will find a card containing “More Fun.” If you want to make the search find only phrases with the exact same capitalization, check the box labelled “Case Sensitive.”

After you have used “Find” to search for a card, you can use “Find Again” to locate the next card in the deck that matches the search criteria.

On the Mac, pressing the Return key on the numeric keypad or clicking the Search button performs the search. On the PC, pressing Control-Enter or clicking the Search button performs the search.

When the Card Editor finds the card you've told it to look for, it will display the card's information exactly the same way it does when you add a new card. You can flip through the deck using the Previous or Next buttons just like when you're adding cards. If you flip to another card, any change you've made to the card you were working on takes effect.

To find the next card with a particular criterion (for example, to find the next card which contains the word "Body" after you have searched for cards containing the word "Body"), use the Find Again command under the Deck menu.

## **Loading, Saving, and Merging Decks**

---

To load a deck, choose "Open" from the File menu.

To save a deck, use "Save" from the File menu. To save a card deck with a different name, choose "Save As." The Card Editor encrypts the card deck as it saves the deck to disk; attempting to examine the card deck with a disk editor or by other means won't work.

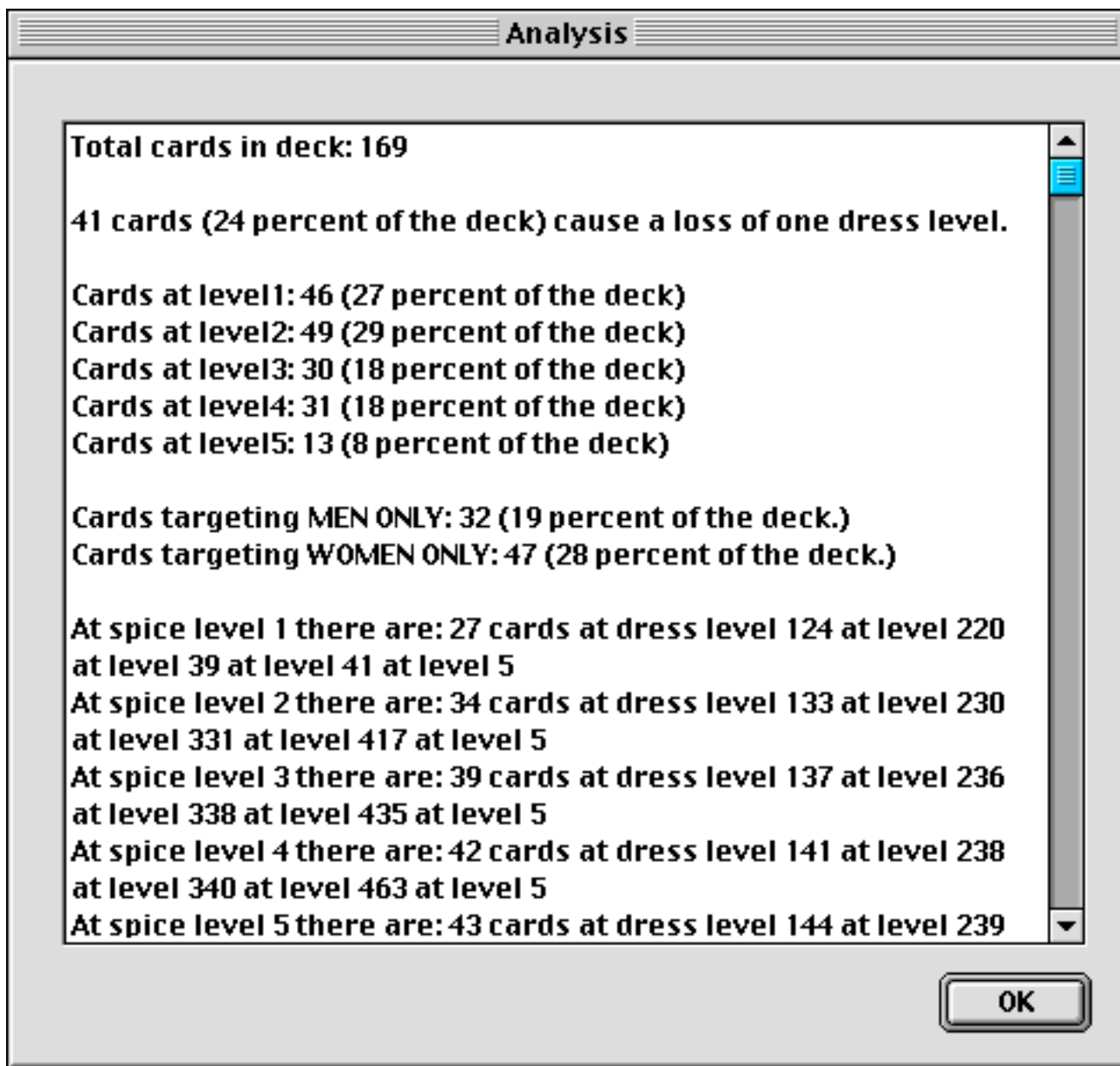
**IMPORTANT:** This copy of the Card Editor creates card decks that only work with the registered version of Onyx. They will not work with the shareware version.

To merge card decks together, use the "Append" command under the File menu. Append will take a file on disk and add its cards to the card deck in memory, as long as the card deck in memory is the same kind as the card deck on disk (if they aren't the same type, you will receive an error message).

## Getting Statistics for a Deck

---

The Card Editor provides a way for you to collect information about the makeup of a card deck. To display statistics about a deck, choose the “Analyze Deck” command from the Deck menu. The Card Editor will compile a list of statistics and then display the results. A sample analysis is shown below:



These fields are pretty self-explanatory. To see additional information, scroll down in the window.

The first part of the window shows the total number of cards in the deck, and how many of them have the “Lose Level” box checked. (The more Lose Level cards you have, the faster the players will, on average, get undressed.) Playtesting on the beta version of Onyx suggests that you should keep the number of “lose level” cards at roughly a quarter of the deck. The window then breaks down the number of cards at each spice level, and the number of cards which can only be played on men or only be played on women.

The next part of the analysis tells you how many cards from this deck can be used at each spice level. Remember that when players choose a particular spice level, Onyx will play cards at or below that spice level; for example, at Spice Level 3, Onyx will play Level 3, Level 2, and Level 1 cards. This part of the analysis also shows you how many cards are available at each dress level. If the number of cards available at a certain dress level and spice level is less than 6, it will be displayed in red, because that means that in some games there may not be enough cards to go around. For example, suppose that at Spice Level 5 there are only 2 cards at Dress Level 2. That means that if six players are playing the game, Onyx will probably end up drawing those two cards over and over again. (At Spice Level 1, players will never reach Dress Level 5, so don't worry about how many cards are available there.)

The next two sections are displayed only for Action decks, and are there to help you find problems which could prevent the players who are using your deck from getting undressed.

The statistics window will show you first an analysis of how far players can undress if they use this deck. For example, let's suppose that you created a deck which had no "Lose Level" cards for Dress Level 4 at Spice Level 2. That would mean that players at Spice Level 2 could never get undressed; there aren't any cards telling them to remove their underwear! This section of the statistics window will tell you about problems like that.

Finally, the statistics window will display a chart showing how many cards are available at each spice level which will cause the players to lose a dress level. Again, there should be at least 6 available cards at each dress level and spice level; otherwise, players playing at that spice level might not all lose clothing past that dress level (at least not until someone gets completely undressed).

## **Limitations on Cards**

---

The card deck system as it is currently implemented does have some limitations that you should keep in mind. These limitations are:

1. Cards can only contain 255 characters of text in each paragraph, and can be only 2 paragraphs long. The 255 character limit applies to card text after it has been processed by Onyx; if several players have very long names, a card that looks OK in the Card Editor may overrun this limitation during play. Try not to use all 255 characters in each paragraph. Keep your directions brief.
2. Cards can specify the sex of the target, but not necessarily the sex of the other participants. Don't make assumptions about the sexes of all the players. (See the section on "How Onyx assigns players" above for more information.)
3. Cards can't specify any arbitrary range of dress level. You can specify that a card can be used at any dress level between 1 and a certain number (for example, between 1 and 3), but not between any two dress levels (for example, between 3 and 4). If you want to create a card that is playable at Dress Level 3, 4, or 5, for example, you should write 3 cards: one at Dress Level 3, one at Dress Level 4, and one at Dress Level 5.
4. The Card Editor will allow you to put more than one command to start a timer in a card. You could put a command like %m3% in one paragraph (telling Onyx to run a timer for 3 minutes) and %m2% in the second paragraph (which will tell Onyx to run a timer for 2 minutes). I have no idea what will happen if you actually do this. It will probably cause all sorts of problems. Don't do it.

# Version History

---

Card Editor 2.0b6: Fixed several minor bugs, and completely changed the user interface. Added the tabbed interface to the main window, added the columns to the card list box, added the icons and controls to the preview window. Fixed a bug where the user could create Get Naked cards that didn't change anyone's dress level.

Card Editor 2.0b5: Fixed several minor OS X cosmetic issues. Not widely released.

Card Editor 2.0b2: Finished the functionality missing in 2.0b1. Implemented the save-changes-on-close dialog, completely revised the user interface, and fixed several bugs.

Card Editor 2.0b1: First public beta of a Windows-Mac cross-platform Card Editor. This version is still rough; not all the functionality has been implemented. For example, the Append... command does not work.

For this version, the Help system uses an external file, cardedit.hlp. This file must reside in the same folder as the Card Editor application itself.

Card Editor 1.6: Removed the "Add Card" item from the Deck menu. It didn't work properly; its functionality had been replaced by the "Add Card" button in the main window.

Fixed a problem where the text in the Preview window would jump around while the user typed the text of a card.

By default, the preview window now appears right next to the main window, instead of on the other side of the screen. This makes proofreading easier.

Fixed a problem where sometimes the last card's title wouldn't be saved when a deck was saved to disk.

Fixed a problem where sometimes some of the header information wouldn't be saved properly when a card deck was saved to disk. Created a routine that automatically fixes this problem in card deck files as they are opened, if the files are affected by the problem.

Fixed a problem where previous versions of the Card Editor would allow the user to enter "0" as a dress level. Dress Level 0 is undefined; such cards will never be drawn during play.

Card Editor 1.5: Complete interface rewrite. All editing is now modeless; card previews update on the fly; card analysis is better. Did away with the clumsy method for entering card text. Fixed several bugs relating to opening decks by double-clicking on them. Card Editor 1.5 now warns to save changes before closing a deck that has been modified.

Card Editor 1.1.1: Added support for loading a card deck by double-clicking on it from the Finder. Fixed the broken search functions.

Card Editor 1.1 (not released): Added several new Search functions, including the ability to make searches case-insensitive. Fixed a couple of minor bugs in Version 1.0, including one bug that could occasionally make certain Dress Level 5 cards never be played in Onyx. Implemented new functionality to restrict use of the Card Editor to registered-only card decks. Implemented new, slightly faster, more robust load and save routines. This version was never released because just prior to its release a serious bug in the Find Card routines was discovered.

Card Editor 1.0: First public release. Backward compatible with Onyx Beta Release 3 and later card decks; does not support original Onyx Beta Release 1 card deck formats.