Discord Simming 101

Rockstar:

Welcome to the 2022 Babel Conference

I am Rockstar, and I shall be talking about the Discord based Simming

Charles Star:

I'm very interested in this one.

Rockstar:

So, We all have seen mostly seen sims which are based off nova or other things

but discord based simming has been a very new frontier, not only in star-trek simming

but in other sims as well.

So, my small presentation will cover all about Discord sim, how to set them up and how

to run them.

Bear Waifu:

This is something I've been very curious about.

Mike | Maho Takahashi:

Me, too.

[?10:09 AM]?

Rockstar:

Alright. So, since we have a huge nova-based sims but running them on nova are mostly

very straight forward. You make a post and then other members of the crew respond

But on discord-based sims, this is an issue

since there is not a single post region and you as an RPer have to be very attentive

where the action is ongoing.

so, a Question, who here is a Nova simmer and can anyone form the audience can explain how usually a scene is set up in the Nova

Mike | Maho Takahashi:
Sure; I'll go, since I sim in Nova

Rockstar:
Please do.

Mike | Maho Takahashi:
In Nova, usually posts are set up to begin with some sort of description, sometimes to hint at what's about to happen, or in some cases supposed to happen

Rockstar:
Right. how do usually situation develop on such an occasion

Mike | Maho Takahashi:
Usually, the situations develop through players tagging in, which is why I mentioned supposed to happen, because players can derail the direction a post was meant to head in

Rockstar:
Alright. Thanks, Maho, for that. Let's see how a situation in Discord sim usually goes.
https://discord.gg/SJ4EHY4z4T
So, I run two discord sims in the fleet I represent, USS-New Delhi, a Janeway Class set in 3190 and USS Hermes, a Crossfield Class set in 2752. (edited)?
in a discord base sim, the whole ship is divided into decks, where we use categories for divide them, and each deck has regions which are channels within that category.
I'll recommend all those interested to see how a discord sim run to join USS New Delhi, where I Shall be running a small scene for you all to see

Charles Star:

How do the decks interact with each other?

Rockstar:

Well, I am doing a small run RP in my ship if you want to see?

but in short, all characters if they want to communicate, they either are in the same room or they can use combadges

Charles Star:

wow, that's intricate! And while it seems obvious after looking it, it's still quite novel of an idea. I see how you could really sim in discord beyond what would have been possible in the older days of chat and chat rooms?

Rockstar:

Yes.

Yuuki:

You're running it like it's a MUSH/MUX/MOO/MUD?

Charles Star:

For away missions and other places, I guess you create more rooms?

Yuuki:

I actually did that for a Spelljammer campaign ship?

Rockstar:

Sorry, @Yuuki I'm unaware of what that means

Mike | Maho Takahashi:

That could actually be quite intense, having to flip through multiple channels to understand the plot?

@Charles Star - For away missions and other places, I guess you create more rooms??[?10:25 AM]?

Rockstar:

Yeah, we create a category

Amanda Rose:

Doesn't this, however, cause people to be left out because of speed? How does one manage plot?

Charles Star:

I've never been into chat simming, but I must say that you've piqued my interest with what you've set up.?

Yuuki:

It's an old text-based RP server where there were different rooms you went to, think a text-based MMO where you went to different rooms (that are like discord channels) in zones (that are like discord categories) to RP "in that location" instead of walking your avatar across space in the mmo

mid 90's-mid 00's were their times

@Amanda Rose - Doesn't this, however, cause people to be left out because of speed? How does one manage plot?

Rockstar:

That is an issue yes, I usually have a summary posted as each episode ends so that who didn't come due to any reason what is going on

Juniper:

Another question... with so much going on in so many different locations, I find that it would be difficult to react to what is going on elsewhere

Rockstar:

Ah I see @Yuuki Yes that is true

@Juniper - Another question... with so much going on in so many different locations, I find that it would be difficult to react to what is going on elsewhere

Yuuki:

it makes information propagation IC

Bear Waifu:

I did something like this with forums like 15 years ago
it makes sense

@Juniper - Another question... with so much going on in so many different locations, I find that it would be difficult to react to what is going on elsewhere

Rockstar:

I usually try to keep the location where action is going less so that players can catch up on what's going on

Yuuki:

It really works when you're in a depth-vs-breadth situation and all your RP is real-time-when the ship and what happens on it is your main setting and "other places" are events?

Rockstar:

Oh, for all those Interested, I usually on my discord sims follow a T.V Show format with each mission being 1 or 2 episode long

Juniper:

I understand the desire to disseminate information In Character, but the problem is that, as a moderator for a sim, I would have to have multiple displays to keep tabs on all that is going on

@Juniper - I understand the desire to disseminate information In Character, but the problem is that, as a moderator for a sim, I would have to have multiple displays to keep tabs on all that is going on

Yuuki:

it's definitely a looser thing

Rockstar:

at least with my Star Trek thing

Yuuki:

that relies on feedback rather than being proactive

Rockstar:

I usually have more game mods

to assist me where there are multiple plotlines brewing

but New Delhi has just started, and Most of my crew is NPC

Yuuki:

Our individual plotlines often have their own discords, only moderation are that plot's GMs, except when it's brought back to the main repository of RP (the forums)

Rockstar:

@Juniper?

@Rockstar - but New Delhi has just started, and Most of my crew is NPC

Yuuki:

this is common in our plots too?

we're also quite large (hundreds)

so local moderation is already essential?

Rockstar:

I see. I wasn't aware of this, Yuuki.

Juniper:

I'm a part of two servers, both are pretty small

Yuuki:

pretty much all our GMs kinda do it differently

Rockstar:

Well, folks now that you all have seem how a discord sim is run, now you all must ask, how do you set it up and what all you must keep in mind

Yuuki:

my real problem with discord RP has been editing it for export to the main site

otherwise, I like it better than publishing pads

Bear Waifu:

so, you still handle character sheets through an external nova site as well? what about final posts?

Yuuki:

we used YIM in the dark ages

and IRC maybe at one point

@Bear Waifu - so you still handle character sheets through an external nova site as well? what about final posts?

Rockstar:

I am going to cover that now

Bear Waifu:

thank you

@Yuuki - my real problem with discord RP has been editing it for export to the main site

Rockstar:

Yeah, that is a problem, exporting everything what happened to the Nova is very hard for us

Right. Now to the last part of my short presentation. Setup

Now, the first thing you must determine when you are planning to set up your discord sim is like any other sim, The Lore and the storyline

Once that is set you can start setting up the discord server where you put this information in for those who join to know what they can expect in RP

the next part is knowing your ship. its configuration and stuff. I usually take help form online repositories where you can find deck composition, or use my imagination where You can't

For example, New Delhi I Could not find the deck-by deck configuration for Janeway class so I usually

make my own idea or base it off its original design, Enterprise class

Once you set up the ship, you are ready to receive players

now something I think

@Bear Waifu was asking about character regirstations. There are two ways you can do it either if you are part of a fleet ask you Fleet Admiral to set one Nova site for it
Or we use these character templates for the same.
https://docs.google.com/document/d/1KIpc46ove6_y_5yn9bImkJMovHL4YN8P2uWERg jGdSA/edit?usp=sharing??Google Docs?Lt. Cmdr Anderson Carlson?Name: Anderson

Rockstar:
Where we ask very detailed things in the charecter sheet in order for us to accept or request alterations.
Any Questions ??
Alright, seeing no one?
Yes, @Bear Waifu?

Bear Waifu:
you said that exporting posts from nova is a pain - can you elaborate on how that's done currently

Rockstar:
Since as I said, our RP is scattered it's hard to put all RP posts into one and them export them into Nova, I Usually make summaries of the RP and break them into part and then upload them into the Nova
https://hermes.sim-station.net
You can see my Hermes Website for the same

Bear Waifu:

so, if you had a bot that scraped the discord server every 24 hours, arranged the posts in chronological order, formatted them in script format with just names and text with the DTG hidden and dumped that in a text file for you... that might be helpful? (edited)

Rockstar:

Right, once u have your crew. you can, always then start by doing your first missions

@Bear Waifu - so if you had a bot that scraped the discord server every 24 hours, arranged the posts in chronological order, formatted them in script format with just names and text with the DTG hidden and dumped that in a text file for you... that might be helpful

Rockstar: Oh, Do you have any Bots in Mind. It will be Indeed Helpful

Bear Waifu:

I might know someone that can create such a bot

I'll make some inquiries

Rockstar:

Well, I folks now let me come to the last part, Challenges in running a Discord sim.

@Bear Waifu - so if you had a bot that scraped the discord server every 24 hours, arranged the posts in chronological order, formatted them in script format with just names and text with the DTG hidden and dumped that in a text file for you... that might be helpful

Yuuki:

it wouldn't be too bad really. Getting the history when the bot connects/is activated, then adding to the text when a post happens while the bot is active in a channel/dm it is monitoring is the better way to do it because of the way discord api message caching works

@Bear Waifu - I'll make some inquiries

Rockstar:

I'll be Grateful. I'll DM you after this

Yuuki:

they already come in chunks in timeline order

Bear Waifu:

server wide

Yuuki:

I've built quite a few bots. I don't have the bandwidth to do it but I answer questions

any channel the bot is in is a separate stream you have to do it for

also, channels can be cached or not on top of that

there's a bot called "in character" that is kind of neat

Rockstar:

Now what are the challenges which one faces while running a discord sim ? First and foremost is keeping your crew invested, it's very important that you have something going on for your crew to respond. thus, u may wanna sit and hash out some missions form each character's perspective in order for them to be interested

Bear Waifu:

I have a server with bandwidth

Yuuki:

no, I mean time bandwidth

mental bandwidth lol

Bear Waifu:

ah

Wes:

What I want is a bot that you can say "take the discussion from this time to that time in this channel and post it as a post on my forum"

Yuuki:

Oh, another way we use discord in one of our plot/faction side servers: We have a channel that is an IC instant messaging service

Yuuki:

like the characters in the channel are in group chats ICly

Bear Waifu:

let's let Rockstar finish his presentation for now and we can chat bots after ^_^

Rockstar:

The next issue is that if your sim dies out and you don't know what to do ? Well, many times all players have to take a LOA and then your sim kinda dies out what do you do ? especially if you are RP locked with them ? we usually try to make sure that doesn't happen, if it does, I usually make an NPC bot on the same obviously with the permission of the OC that we can use the bot in case an OC is away for a long time

Also, another challenge is keeping crew. this is a big issue on Discord sims that people come, join the crew and then just drop out. I have faced this issue a lot and trust me, It gets hella annoying after a while, especially if they have joined in the story. you then have to either find a way in RP to remove them or ask them or rather beg them to come back. which sometimes makes it very hard for us CO's or GMs to manage

Well, Guys that's All from my side.

We have about 7 minutes so if you all have any questions, you can fire away :)_

@Rockstar - The next issue is that if your sim dies out and you don't know what to do ? Well, many times all players have to take a LOA and then your sim kinda dies out what do you do ? especially if you are RP locked with them. we usually try to make sure that doesn't happen, if it does, I usually make an NPC bot on the same obviously with the permission of the OC that we can use the bot in case an OC is away for a long time

Yuuki:

the In Character bot I mentioned does that. Your account is associated with a "character" and the bot replaces your posts with a post coming from that "character". you change characters with a command

Rockstar:

I usually use Tupper Bot for that @Yuuki

Yuuki:

the thing about Discord is Discord Bots are often the answers to Discord Problems

Rockstar:

It's a Pain yeah

We can't do anything about it

Well Folks!

Bear Waifu:

thank you ^_^

Rockstar:

I really hope you enjoyed this presentation and learned a lot about discord sims.

Mike | Maho Takahashi:

Very informative

Rockstar:

Here are my Two sims if any of you want to join in

https://discord.gg/V6UFz5XbkM

https://discord.gg/ze9y8E2HvP

Yuuki:

I like using it as a platform though because it's for gaming. if you're doing like a D&D style campaign, Discord was built with that in mind. The only real serious problems relate to integrating it with other sites like exporting for a forum or whatever, and that's literally what bots are for. just about every forum and wiki and what have you has an API, as does stuff like google docs, which means you can write software to bridge that gap

Rockstar:

Also Special Thanks to @Kathryn Burke for giving me the platform and the courage to do this presentation. Yes, My sims are in Theta fleet. I was trying to not plug in my fleet but Honestly and really, I will soon finish my 1 year with Theta in February. When I joined, in I had no idea if this idea will work or not. But she did guide me and encourage me so all thanks go to her.

So, Since Mama Duck did pop in, I had to give her a shoutout???????

Rockstar:

Alright guys

this has been a blast

goodnight and see you all in bacon'23

Bear Waifu:

if you ever need any support from Split Worlds, just let me know ^_^