Introduction

Gaslight is a client to client, portable, Java driven online gaming client backed by a wiki and forum. Running Gaslight isn't about chatting, its about **gaming**. In particular, *gaming roleplaying games* which harness the power of modern technology. When you run Gaslight, you'll be loading a game, and signing onto a network. As we are merely at the beginning of this awesome tool, only one game and a few networks exist. As more games and networks are introduced, you'll find information about them here.

Features

Gaslight is backed by many features, all of which allow the user to envelope themselves into an online gaming experience like never before. Here is a summary of each.

- Rich, wonderful skins. The game client changes its look to fit the mood of the game, and even the moment within the game as configured.
- Chained game tables, called science!. These allow the client to create random outcomes of the most complex types.
- Live wiki-accessible game stats and information, pipeworks. As you play the game in the client, the wiki reflects the changes.
- Automated records. Game events, ooc conversation, and general logging just happens automagically.
- Highly interconnected clients supply presence information. You have live updates of the other player's actions, such as typing, messaging, or editing.

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