

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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