ReckCo! DeusFilius Testerr-Playerr Notes

At ReckCo! we are dedicated to providing tools dedicated to Propositional Reckoning such as our flagship product, DeusFilius, which allows Playerr-Medium communication to facilitate Medium practice of chronomancy, granting the Playerr the chance to help direct the Medium, as the Playerr remains fully aware of any changes made.

But we don't just want you to direct the Medium— We'd like you to direct us! We greatly value Playerr feedback and have several features built into DeusFilius around gathering and recieving Playerr feedback so that our Ontological Developers can direct their energies in a way that makes our Playerrs happy, our Mediums happy, and thus us happy.

Please read on for how you can use these directives to become what we like to call a Testerr-Playerr, always on the lookout for strange interactions between you and the Medium caused by insufficient Ontological Development.

The TRANSCRIPT Directives

In close consultation with our Ontological Developers, they have found transcripts of the dialogue between Playerr and Medium to be most useful for noticing and understanding issues. By issuing the TRANSCRIPT ON directive, DeusFilius will begin to take a transcript of your commands as well as the Medium's responses. This transcript will be taken until you issue the corresponding TRANSCRIPT OFF directive.

Whether you are interacting with the Medium through an offline interpreter or through the premium experience of the DeusFilius web portal changes how a local copy of the transcript can be made available to the Playerr. In the case of an offline interpreter, when issuing the TRANSCRIPT ON directive, a file dialog box will prompt for a location to save the transcript. In the web portal, after issuing the TRANSCRIPT OFF directive, a link to download the transcript to your local file system will be shown.

The United Code of Interdimensional Gadgeteers and Technomages prohibts the ability for DeusFilius to handle sending transcripts on its own. Instead, Testerr-Playerrs are asked to e-mail any transcripts to our [Ontological Developers](#) directly or to file an issue on our issue tracking repository (see below). We regret the inconvenience.

Playerr Feedback

While transcripts are helpful, even more helpful are comments within the transcript explaining what the Playerr was thinking or attempting to do as they directed the Medium. Luckily, any command input that starts with punctuation such as "?" or "!" will not be sent to the Medium, but instead will be logged as Playerr Feedback. A Playerr could for example leave feedback such as "? I do not know what I should Command the medium to do here" or "! I greatly enjoy the Playerr-Medium connection provided by ReckCo! DeusFilius".

Note that once again, due to the United Code, such feedback is not sent directly to ReckCo!, but instead included within transcripts as described above. But your feedback is greatly valued, so please do include Playerr Feedback in your transcripts!

Public Issues Tracking

While the nature of interdimensional communication requires some degree of separation, we at ReckCo! value being as open and transparent about the development of our products, to encourage everyone, Playerr and Developer alike to be aware of developments. As such issues in DeusFilus are tracked at [this public GitHub repository](#). Tester-Playerrs are encouraged to file issues to bring to the notice of our friendly and eager-to-please Ontological Developers. We only ask that you also check that your issue has not already been filed and that you treat our Ontological Developers and any fellow Testerr-Playerrs with respect.

Conclusion

That concludes these notes, and now it's up to your own skills as a Testerr-Playerr to help guide the development of DeusFilius! If you can do it it with the Medium, you can do it with us! Thank you for using ReckCo! DeusFilius!