

look

look

The Celestial Cavern

You enter a dark, thermal cave. A map of the stars is being projected onto the ceiling. You can barely make out the shape of a book at the far end of the cave. It is a brand new copy of Stephen Hawking's "A Brief History of Time." A sign rests on the floor that reads: Grammar Does Not Count Here. You notice that one of the corners of the cave is cluttered by piles of paper, books, and writing utensils. A fuzzy bat hovers in the deeper recesses of the cavern. It mumbles in its deep sleep. You are welcome to HOLDING

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come in, lie down, and contemplate the mysteries of the universe.
Obvious exits: up to The Wub, west to FourthWorld, and trap_door to Fraxter's Underground Suite
You see poetry generator, a great big ugly puddle of lag, and Onadai Cyberdeck here.
Midnight_Sun, Otyer, and GreenDog are here.
look poetry generator

look poetry generator

This machine will generate truly random poetry in an anarchist-dadaist-schizo-mental-paranoid way. Just type in 'activate generator' to switch it on.
activate generator

activate generator

Guest activates the poetry generator.

The poetry generator says in a somewhat metallic, yet beautifully rounded voice:
she loves calculating
resounding over telephone
believes postmodern
jupiter desert deserted herself
I me gateway calculating
rightful lonely
themselves door
phones altruistic calls
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the benevolent department
words himself
activate generator

activate generator

Guest activates the poetry generator.

The poetry generator says in a somewhat metallic, yet beautifully rounded voice:

it capitalizes deep
resounding under dog
words smiling
beauty imagery doomed their
mine mine gateway deep
touching structuralist
his dust
gets somnabulent pats
the sunny gold
pokes itself
look

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You notice that one of the corners of the cave is cluttered by piles of paper, books, and writing utensils. A fuzzy bat hovers in the deeper recesses of the cavern. It mumbles in its deep sleep. You are welcome to come in, lie down, and contemplate the mysteries of the universe. Obvious exits: up to The Wub, west to FourthWorld, and trap_door to Fraxter's Underground Suite

You see poetry generator, a great big ugly puddle of lag, and Onadai Cyberdeck here.

Midnight_Sun, Otyer, and GreenDog are here.

look onadai cyberdeck

look onadai cyberdeck

Congratulations on your new TV! Now you will be able to watch MMTV shows

broadcast from the mediaMOO TV station. You may also view tapes from the tape library whenever you choose. Type 'schedule <tvname>' to see the broadcast schedule and the tapes available for viewing. If you own a vcr you can also hook that up to your new tv and view cdr/format tapes. Your tv must be located in a room, set to an appropriate channel(3 for broadcasts, 11 for tapes), and turned on (don't forget!) to function. If you have any problems don't hesitate to contact cdr or paulB at the MMTV TV Studio(#994). Enjoy!
It's turned on and tuned to channel #11.

Rush comes home.

schedule

Rush has disconnected.

HilusTV

schedule HilusTV

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I don't understand that.

schedule TVHilus

schedule TVHilus

I don't understand that.

look Ono

look Ono

I see no "Ono" here.

look

look

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You enter a dark, thermal cave. A map of the stars is being projected onto the ceiling. You can barely make out the shape of a book at the far end of the cave. It is a brand new copy of Stephen Hawking's "A Brief History of Time." A sign rests on the floor that reads: Grammar Does Not Count Here. You notice that one of the corners of the cave is cluttered by piles of paper, books, and writing utensils. A fuzzy bat hovers in the deeper recesses of the cavern. It mumbles in its deep sleep. You are welcome to come in, lie down, and contemplate the mysteries of the universe. Obvious exits: up to The Wub, west to FourthWorld, and trap_door to Fraxter's Underground Suite
You see poetry generator, a great big ugly puddle of lag, and Onadai Cyberdeck here.
Midnight_Sun, Otyer, GreenDog, and Rush (laggin') are here.
look Onadai Cyberdeck

look Onadai Cyberdeck

Congratulations on your new TV! Now you will be able to watch MMTV shows

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It's turned on and tuned to channel #11.
schedule HILUS

schedule HILUS

I don't understand that.
schedule <tvname>

schedule <tvname>

I don't understand that.
schedula

schedula

I don't understand that.

schedule

schedule

I don't understand that.
out

out

I don't understand that.
look

look

The Celestial Cavern

You enter a dark, thermal cave. A map of the stars is being projected onto the ceiling. You can barely make out the shape of a book at the far end of HOLDING

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the cave. It is a brand new copy of Stephen Hawking's "A Brief History of Time." A sign rests on the floor that reads: Grammar Does Not Count Here. You notice that one of the corners of the cave is cluttered by piles of paper, books, and writing utensils. A fuzzy bat hovers in the deeper recesses of the cavern. It mumbles in its deep sleep. You are welcome to come in, lie down, and contemplate the mysteries of the universe. Obvious exits: up to The Wub, west to FourthWorld, and trap_door to Fraxter's Underground Suite
You see poetry generator, a great big ugly puddle of lag, and Onadai Cyberdeck here.
Midnight_Sun, Otyer, GreenDog, and Rush (laggin') are here.
wes

west

FourthWorld

A space filled with partial objects that recombine because you are looking at them. Here, there are no beginnings and no endings; time is an unordered set of vectors.
Be a little careful, unthings here respond to your dreams because they don't yet have essences of their own.

Relax, have a cigar, make yerself at home...
Obvious exits: East to The Celestial Cavern and South to Maine Woods
You see Strange Odour and TSphere-1000 here.
Panic is here.
look TSphere-1000

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look TSphere-1000

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look TSphere-1000
look TSphere-1000
A wobbly globule of something that might have been water - if Somebody hadn't
persuaded it to stick together.

A wobbly globule of something that might have been water - if Somebody hadn't
persuaded it to stick together.
down

down

You can't go that way.
look

look

FourthWorld

A space filled with partial objects that recombine because you are looking at
them. Here, there are no beginnings and no endings; time is an unordered set
of vectors.
Be a little careful, unthings here respond to your dreams because they don't
yet have essences of their own.
Relax, have a cigar, make yerself at home...
Obvious exits: East to The Celestial Cavern and South to Maine Woods
You see Strange Odour and TSphere-1000 here.
Panic is here.
south

south

Maine Woods

A very scenic forest with pine needles strewn underfoot. It is a beautiful
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day in June, and the air smells fresh and pure. There is a nice moss-covered log here and a rock, both of which would be nice to sit on and rest. Obvious exits: up to Flame's Pyramid, down to The Wildcat Den, south to Terrapin Station, east to The Train Tunnel, and north to FourthWorld east

east

The Train Tunnel

This is an old, abandoned train tunnel which once ran under Providence. This end of the tunnel is covered with graffiti and the remnants of old bonfires litter the floor.

Obvious exits: west to Maine Woods and east to Inside the Train Tunnel
You see Tunnel Wall here.

look tunnelw

wall

look tunnel wall

An old, marked-up brick tunnel wall. There's a lot of graffiti here. Why

don't you add some?

The moo Metaverse where speech is magic, creation of the code-you make it magic
Ninja_Librarian was here.

I think I just dropped my toothbrush.

MediaMOO needs me for a wizard!

There is a thin blue line between reality and insanity..

My minds been going places without me lately.

Eek!

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Where ever you go, there you are...

I wuz here

No you weren't!!!

Where's my registration?

James Joyce was here

"Jesus saves postage stamps!

This is graffiti.

No toad sexing

In Cyberspace, you are what you type

Only complete idiots write graffiti

Pain is for the living! Use it! Sac.

Love is about bodies. Without emotional inertia, obsessive relationships are inevitable.

by Stat

east

east

You go deeper into the tunnel. Be careful!

Inside the Train Tunnel

Here it is very dark, and the tunnel is partly flooded. To stay dry, you have to walk along the rails of the tunnel. The occasional drips and drops of water add to the atmosphere of creepiness and decay. There is a box and a tire here you can sit on to rest for a bit. The echoes in here are amazing. It would be easy to get very confused.

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Obvious exits: east to End of the Tunnel, west to The Train Tunnel, through a crack to Utter Confusion, and north to House of Float

You see Big Metal Drum here.

look crack

look crack

You see nothing special.

through crack

through crack

I don't understand that.

go through crack to utter confusion

go through crack to utter confusion

I don't understand that.

Try this instead: go
go

go

You need to specify a direction.
go trough crack

go trough crack

You can't go that way (trough).
go crack

go crack

Don't be surprised if this room makes you feel like you've gone insane

Vitruvius_Playhouse

A room which is need of a description. It emits an event whenever something happens -- type "help events" for more information.

#1:look_self (this == #6199), line 3: Task ran out of seconds

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```
... called from #3:look_self (this == #6199), line 3
... called from #4226:look_self, line 5
... called from #3:enterfunc (this == #4226), line 4
... called from #4560:enterfunc (this == #4226), line 3
... called from #1:moveto (this == #113), line 2
... called from #6:moveto (this == #113), line 6
... called from #7:move (this == #2206), line 15
... called from #7:invoke (this == #2206), line 1
... called from #3:go (this == #1942), line 5
```

(End of traceback)

help events

help events

EVENT-REPORTING ROOMS

The default room has been replaced with the event-reporting room. Whenever something "interesting" happens in such a room, messages get sent to objects (in the room or not) which are interested in such events. This sort of system makes it very simple to program, for example, a dog that barks every time someone enters a room, or a security system that beeps every time someone leaves the jail.

DEFAULT EVENTS

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There are four events which have been built into the generic event-reporting room: enter, exit, connect and disconnect. Whenever someone or something performs any of these actions, the room will notify any interested objects. For information about how to signify interest in these events and how to program objects to respond, see the section below entitled, "EVENT-AWARE OBJECTS".

It is worth noting that dropping an object in a room and entering a room are both equivalent, since in both cases something is "entering" the room. Correspondingly, the "enter" event will be triggered in both cases, and it is up to the programmer to distinguish between them.

CUSTOM EVENTS

If you wish to add or remove additional events on an event room, use the commands:

```
addevent <event name> to <room>
```

```
rmevent <event name> from <room>
```

The effect of these commands is to modify the `.event_list` property on

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the room and the list of listeners. Essentially, adding an event to a room signifies that you anticipate the event happening in that room. However, event-reporting rooms can handle events of any name -- they just happen to be much more efficient when handling expected events.

EVENT-AWARE OBJECTS

Creating event-aware objects is simple. To have an object respond to "enter" events, create a verb on the object named `on_enter` (this none this). The `:on_enter` verb will be called every time something enters. Similarly, verbs named `:on_exit`, `:on_con`, `:on_dis`, or even `:on_bark` may be added to ordinary object to make them event-aware. In fact, any verb beginning with "on_" will act as an event-handling verb.

The event-reporting room will usually call the :on_* verbs with one argument: args:1: is a list of objects which are affected by the event. By default, args:1::1: is the "direct object," or what object triggered the event and args:1::2: is the "indirect object," or what object was affected by the event. For "enter" and "exit" events, args:1::1: will be the player that did the moving, and args:1::2: will be the room moved to/from. For "con" and "dis" events, args:1::1: will be the player doing the (dis)connecting, and HOLDING

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args:1::2: will be the room in which it happened. Using the value of args:1: is more accurate than trying to use "dobj" or "iobj," since they will probably be undefined for some events. The args list is (by default) guaranteed to contain relevant information.

EVENT REGISTRATION

The event-reporting room keeps a list of objects interested in each event (in the .event_listeners property). When objects enter the room (or, equivalently, are dropped in the room), they are registered for any events they are interested in. This is done by checking for :on_* verbs and registering the object for the corresponding events. For example, if a "security box" had an :on_enter verb, it would be registered for "enter" events. If a "front gate" had :on_enter and :on_exit verbs, it would be registered for both "enter" and "exit" events. If an object has :on_* verbs which aren't in the list of events recognized by the room, they are ignored (if any of those custom events are triggered, though, the :on_* verb WILL be called). When an object leaves the room or is picked up, it is automatically unregistered for events in that room.

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EXPLICIT EVENT REGISTRATION

If you wish to have an object explicitly registered for events in a certain room, use these commands:

```
register <object> in <room>
unregister <object> in <room>
```

Explicitly registering an object for events in a room prevents it from being automatically registered and unregistered if it moves into/out of the room. This allows for remote objects to be aware of events in the room. An example of this would be a centralized security system that keeps track of all the rooms in a house, or a counter that

tallies the number of people entering a given room.

EVENT AWARENESS

There are situations where it becomes desirable to turn off event-awareness for certain objects. This may occur if there are too many people walking through the room, or more importantly, if the event-handling verb is causing errors and distracting innocent bystanders. If the object is a descendent of the generic event-aware HOLDING

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thing, the command to toggle event-awareness is:

```
toggle <thing>
```

If the object is NOT a descendent of the generic event-aware thing, then it suffices to create and set the .events_off property to 1 and to do:

```
update <room>
```

which updates the event_listeners list. Note that if there is no .events_off property, the object is assumed to be event-aware.

To toggle event-reporting in a room, the command is:

```
toggle <room>
```

When events are turned off for an entire room, no events will be reported at all.

EVENT ERRORS

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The event code does its best to trap errors. However, it cannot catch errors made by other programers, in their :on_* verbs. If the :on_enter on a dog in the E&L Garden is broken, for example, it is going to spew error messages at everyone that enters. Needless to say, this can become distracting and annoying; it is always a good idea to test out your event verbs privately before dropping your object in a public area. If the event code happens to successfully catch an error, the owner of the object will be paged (if online) or MOOmailed about the error. The object will also be deregistered for events in the given room.

MORE DETAILS

Generic Event-Reporting Room (#4560)

verbs:

```
update <room> update listenersr
```

```
reg*ister <what> in <room> explicitly register something
```

```
unreg*ister <what> in <room> explicitly unregister something
```

```
toggle*events <thing> toggle event-awareness
```

addevent <what> to <room> add custom event to room
rmevent <what> from <room> remove event from room
stat <room> info on room
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properties:
event_list supported events
event_listeners listening objects
event_listeners_explicit explicitly registered objects
event_active
reporting events?
Generic Event-Aware Thing (#4575)
verbs:
toggle*events <thing> toggle event-awareness
properties:
events_off ignoring events?

NO CARRIER
gone