

```
*****
** Welcome to MediaMOO! **
*****
```

Type:

```
'connect <character-name> <password>' to connect to your character,
'connect Guest'      to connect to a guest character,
'help create'        for information on how to get your own character,
'@who'               just to see who's logged in right now,
'@quit'              to disconnect, either now or later.
```

```
connect guest
*** Connected ***
```

The LEGO Closet

It's dark in here, and there are little crunchy plastic things under your feet! Groping around, you discover what feels like a doorknob on one wall.

Obvious exits: out to The E&L Garden

Don't forget to take a look at the newspaper. Type 'news' to see it.

There is new activity on the following lists:

```
*Questions          2 new messages
*Ideas              6 new messages
*projects           8 new messages
*democracy          1 new message
*Social Issues      2 new messages
```

@who

Player name	Connected	Idle time	Location
Guest (#113)	9 seconds	a second	The LEGO Closet
Hazel_Guest (#690)	18 minutes	a second	Forum
ThinkTankMOO (#5042)	7 hours	5 seconds	Glass Bell Jar
Butoh (#890)	13 minutes	20 seconds	Forum
Max (#894)	13 minutes	25 seconds	Forum
Holo (#4126)	57 seconds	39 seconds	FCGopher Hole
Indigo (#5075)	36 minutes	2 minutes	The LEGO Closet
Puff (#4837)	23 hours	38 minutes	Holo's Fractal Freespace
Kilik (#562)	4 hours	an hour	The Collaborative Toolbox
Bob (#882)	3 hours	3 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 12 players, 7 of whom have been active recently.

Indigo disappears suddenly for parts unknown.

@go Forum

Forum

You are in the HILUS/UNITn Forum where the online symposiums take place. There is a chair for the main speaker and many places to sit on the floor atop comfortable looking rugs.

Obvious exits: south to UnitN

Hazel_Guest is on the sofa. Max is standing here.

#6:linesplit (this == #113), line 5: Task ran out of ticks

... called from #6:notify (this == #113), line 56

```

... called from #1:tell (this == #113), line 1
... called from #6:tell (this == #113), line 18
... called from #1137:look_self (this == #1264), line 55
... called from #3:enterfunc (this == #1264), line 4
... called from #4560:enterfunc (this == #1264), line 1
... called from #1:moveto (this == #113), line 2
... called from #6:moveto (this == #113), line 6
... called from #6:@go (this == #113), line 24
(End of traceback)

```

Max disappears suddenly for parts unknown.
Hazel_Guest stands up from the sofa.
Hazel_Guest disappears suddenly for parts unknown.
say hi pat ,nebel ,xav, wini und hubert sind da!
You say, "hi pat ,nebel ,xav, wini und hubert sind da!"

@who

Player name	Connected	Idle time	Location
Guest (#113)	2 minutes	0 seconds	Forum
Indigo (#5075)	39 minutes	3 seconds	the tek center
Butoh (#890)	16 minutes	9 seconds	Summer Conference Room
Blue_Guest (#106)	16 seconds	10 seconds	The LEGO Closet
Max (#894)	15 minutes	11 seconds	Summer Conference Room
ThinkTankMOO (#5042)	7 hours	27 seconds	Glass Bell Jar
Hazel_Guest (#690)	20 minutes	32 seconds	Summer Conference Room
Holo (#4126)	3 minutes	3 minutes	FCGopher Hole
Puff (#4837)	23 hours	41 minutes	Holo's Fractal Freespace
Kilik (#562)	4 hours	an hour	The Collaborative Toolbox
Bob (#882)	3 hours	3 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 13 players, 8 of whom have been active recently.

Butoh materializes out of thin air.

@go Summer Conference Room

Summer Conference Room

A warm, sunny room with a table and plenty of chairs. Outside, the trees along Memorial Drive are a verdant green and pleasure boats are skittering across the Charles River. A warm breeze enters through an open window.

#20:english_list, line 17: Task ran out of ticks

```

... called from #3:tell_exits (this == #1507), line 10
... called from #1137:look_self (this == #1507), line 51
... called from #3:enterfunc (this == #1507), line 4
... called from #4560:enterfunc (this == #1507), line 1
... called from #1:moveto (this == #113), line 2
... called from #6:moveto (this == #113), line 6
... called from #6:@go (this == #113), line 24
(End of traceback)

```

Hazel_Guest goes out.

Max disappears suddenly for parts unknown.

@who

Player name	Connected	Idle time	Location
Guest (#113)	3 minutes	a second	Summer Conference Room
ThinkTankMOO (#5042)	7 hours	a second	Glass Bell Jar
Hazel_Guest (#690)	21 minutes	8 seconds	STS Centre 2nd Level Hall
Indigo (#5075)	40 minutes	9 seconds	the tek center

Butoh (#890)	17 minutes	11 seconds	Forum
Max (#894)	16 minutes	15 seconds	Forum
Holo (#4126)	4 minutes	4 minutes	FCGopher Hole
Puff (#4837)	23 hours	42 minutes	Holo's Fractal Freespace
Kilik (#562)	4 hours	an hour	The Collaborative Toolbox
Bob (#882)	3 hours	3 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 12 players, 7 of whom have been active recently.

say hi max

You say [about Barry Hayes of Stanford], "hi max"

@go Forum

Forum

You are in the HILUS/UNITn Forum where the online symposiums take place. There is a chair for the main speaker and many places to sit on the floor atop comfortable looking rugs.

#6:linesplit (this == #113), line 4: Task ran out of ticks

... called from #6:notify (this == #113), line 56

... called from #1:tell (this == #113), line 1

... called from #6:tell (this == #113), line 18

... called from #3:tell_exits (this == #1264), line 10

... called from #1137:look_self (this == #1264), line 51

... called from #3:enterfunc (this == #1264), line 4

... called from #4560:enterfunc (this == #1264), line 1

... called from #1:moveto (this == #113), line 2

... called from #6:moveto (this == #113), line 6

... called from #6:@go (this == #113), line 24

(End of traceback)

Max says, "you are the main speaker tonight?"

Butoh says, "Wer hat slate4?"

Max says, "sorry, main speaker.."

Hazel_Guest says, "machst du dich wieder wichtig auf dem chair fuer main speakers?"

say hi max and pat

You say, "hi max and pat"

Max says, "hi,"

Butoh says, "Es gibt kein Speaker, ist mehr einen Fette."

Hazel_Guest says, "chrissie say hi"

Butoh says, "Hey Guest."

Max says, "ich hab den slate"

say nebel xav ,wini und hubert sind da

You say, "nebel xav ,wini und hubert sind da"

Max says, "aha, hi there....."

Butoh says, "Hey!"

say whats up

You say, "whats up"

Hazel_Guest says, "guten morgen"

Butoh says, "Noch nicht so viel los."

Hazel_Guest says, "bis jetzt sind fast nur wiener da"

Max says, "darf ich euch butoh vorstellen, meister des virtuellen :-)"

Butoh says, "Eigentlich schon."

say hazel bist du mathias

You say, "hazel bist du mathias"

Hazel_Guest says, "nein ich bin christine"

Max says, "hazel ist christine"

say auch ok fragt sich nur welche!

You say, "auch ok fragt sich nur welche!"

Hazel_Guest says, "danke max"
Max [to Guest]: setzts euch nieder..
Hazel_Guest says, "dreimal duerft ihr raten!!"
Max says, "kleiner hinweis, sie sitzt im zimmer nebenan..."
say mehr meier denn hofer!
You say, "mehr meier denn hofer!"
Butoh says, "Die Gellerieraum hier ist irrsinnig nett. Ziemlich gross."
Max lacht
Butoh smacks Max.
Hazel_Guest says, "scheint ja eine lustige runde zu sein bei euch so viele gute witze ..."
Max slaps butoh
Hazel_Guest says, "butoh reiss dich zusammen!!"
Butoh lacht as well.
Butoh reisst sich.
Max says, "well, well..."
say wie koennen wir lachen :welcher befehl?
You say, "wie koennen wir lachen :welcher befehl?"
Butoh says, "Gibt's was neues in Wien (ach, Heimweh)."
Max [to Guest]: ihr muesst EMOTE und das was ihr machen wollt.
Max says, "(eintippen)"
Hazel_Guest says, "ihr muesst euch gegenseitg kitzeln oder gute witze erzaehlen"
EMOTE es beisst uns am arsch
Guest es beisst uns am arsch

Max . o O (alles klar?)

Butoh says, "Als Beispiel 'emote lacht'."
Hazel_Guest lach lach lach beiss
Max [to Guest]: nicht kratzen, waschen (sehr tief...)

Max [to Butoh]: und, was passiert da in dem galerieraum im moment?
say pat was tut ihr eigentlich wirklich dort drueben?
You say, "pat was tut ihr eigentlich wirklich dort drueben?"
Hazel_Guest says, "butoh was gibts zu trinken auf der party?"
Butoh says, "Paolo kommt Heute nicht. Sonst hab' ich ziemlich viele Einladung (Elektronisch und Normal) geschickt."
Butoh says, "Getraenke auf Ami art-und-weise.... Sodapop und Kaffe."

Butoh says, "nix Bier, nix Wein."
Hazel_Guest says, "gib mir bitte ein Cola"
Max [to Butoh]: sollten wir nicht auf english schreiben, da versteht ja keiner was
Butoh gives Chrissie a cola.
Hazel_Guest says, "danke pat"
say doyou se schpeak enlisch?
You say, "doyou se schpeak enlisch?"
Butoh says, "Es gibt nur Deutschspraechende da."
Max says, "verrie vell"
Hazel_Guest says, "wieso???"
Butoh says, "aber bald."
Butoh says, "Jes, i can spik a litel of english."
emote schuettel, brrrrrr!
Guest schuettel, brrrrrr!
Hazel_Guest trinkt Cola

Hazel_Guest slap max

Max [to Hazel_Guest]: WHY?

Hazel_Guest says, "to max sorry ich hob an colarausch"
home

You click your heels three times.

The LEGO Closet

It's dark in here, and there are little crunchy plastic things under your feet! Groping around, you discover what feels like a doorknob on one wall.

Obvious exits: out to The E&L Garden

out

The E&L Garden

The E&L Garden is a happy jumble of little and big computers, papers, coffee cups, and stray pieces of LEGO.

Obvious exits: hallway to E&L Hallway, closet to The LEGO Closet, center to Center of Centers, and library to Library Foyer

You see a newspaper, a Warhol print, Sun SPARCstation IPC, Projects chalkboard, Sign about stuff in the garden, MediaMOO Map, Research Directory, STS Sign, Constructionist Flag, Train Transfer, and Yellow Cab here.

The Thin Blue Line arrives and slows to a stop.

@who

Player name	Connected	Idle time	Location
Guest (#113)	15 minutes	a second	The E&L Garden
ThinkTankMOO (#5042)	7 hours	11 seconds	Glass Bell Jar
Max (#894)	28 minutes	18 seconds	Forum
Hazel_Guest (#690)	33 minutes	24 seconds	Forum
Indigo (#5075)	52 minutes	24 seconds	the tek center
Wilson (#1358)	5 minutes	27 seconds	Wilson's Laboratory [editing n
Butoh (#890)	28 minutes	28 seconds	Forum
Flame (#2486)	6 minutes	3 minutes	Flame's Pyramid
Holo (#4126)	16 minutes	5 minutes	FCGopher Hole
Puff (#4837)	23 hours	53 minutes	Holo's Fractal Freespace
Kilik (#562)	4 hours	an hour	The Collaborative Toolbox
Bob (#882)	3 hours	3 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 14 players, 8 of whom have been active recently.

The conductor of The Thin Blue Line cries, "Next stop is Ballroom Foyer."

help

Help is available on the following general topics:

introduction -- what's going on here and some basic commands

index -- index into the help system

players -- setting characteristics of yourself

movement -- moving yourself between rooms

communication -- communicating with other players

manipulation -- moving or using other objects

miscellaneous -- commands that don't fit anywhere else

building -- extending the MOO

programming -- writing code in the MOO programming language

editors -- editing text and code in the MOO

@pagelength -- what to do if lines scroll off your screen too fast
@linelength -- what to do if lines are truncated
tinymud -- a list of equivalences between MOO and TinyMUD concepts/commands

Type 'help <topic>' for information on a particular topic.

The conductor of The Thin Blue Line cries, "All aboard!"

help movement

The descriptions of most rooms outline the directions in which exits exist. Typical directions include the eight compass points ('north', 'south', 'east', 'west', 'northeast', 'southeast', 'northwest', and 'southwest'), 'up', 'down', and 'out'.

To go in a particular direction, simply type the name of that direction (e.g., 'north', 'up'). The name of the direction can usually be abbreviated to one or two characters (e.g., 'n', 'sw'). You can also type 'go <direction>' to move; this is particularly useful if you know you're going to type several movement commands in a row (see 'help go').

Exits which are 'obvious' to players in a room are listed whenever a player looks at the room. The command (direction) to use to move is listed with each destination name (see 'help exits' for more information).

In addition to such vanilla movement, some areas may contain objects allowing teleportation and almost all areas permit the use of the 'home' command to teleport you to your designated home (see 'help home' for more details). The Thin Blue Line moves out slowly, gathering speed as it vanishes into the distance.

help

Help is available on the following general topics:

introduction -- what's going on here and some basic commands

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miscellaneous -- commands that don't fit anywhere else

building -- extending the MOO

programming -- writing code in the MOO programming language

editors -- editing text and code in the MOO

@pagelength -- what to do if lines scroll off your screen too fast

@linelength -- what to do if lines are truncated

tinymud -- a list of equivalences between MOO and TinyMUD concepts/commands

Type 'help <topic>' for information on a particular topic.

Butoh has arrived.

Max has arrived.

Butoh waves!

Hazel_Guest has arrived.

Max waves

Max [to Butoh]: aha, da ist die zugstation

say hey, where is the map of this building

You say, "hey, where is the map of this building"

Butoh says, "screib 'read transfer' dann '1'."
read transfer 1
I don't understand that.
Max says, "schoen, wohin fahr ma?"
read transfer
You may choose to look at schedules for the following trains:
1) The Thin Blue Line
2) The Flame Train
3) The Peace Train
Please enter the number of a train.
[Type a line of input or '@abort' to abort the command.]
Butoh says, "Herum"
Max [to Guest]: die map ist eh da, sie hest mediamoo map
1
Schedule for The Thin Blue Line
Grand Central Station
The E&L Garden
Ballroom Foyer
STS Centre Lounge
STS Centre 2nd Level Hall
ROOT
The TechnoRhetoricians' Bar and Grill
MediaMOO TV Studio
Apple Computer R&D Atrium
Digital Sutra Studio
The Virtual Media Lab
Studio M
Gaudi Atrium
FCHall
Current stop is STS Centre Lounge
The train is running
The current waiting time at each station is 80 seconds.
Butoh says, "...und rund"
Max [to Guest]: sorry, HEIST
Max [to Butoh]: ok, wann kommt der zug?
go MediaMOO TV Studio
You can't go that way (MediaMOO).
Hazel_Guest says, "wie steigt man in den zug ein?"
Butoh scratches head.
Butoh says, "wiess nicht?"
say ,wir wollen ins tv studio ?????
You say, ",wir wollen ins tv studio ?????"
Max [to Guest]: ja, fliegen wir mit dem hubschrauber...
The cab drives out.
Yellow Cab drives in.
Butoh tries to get into the moving taxi. What an idiot!
Max tries to get into the moving taxi. What an idiot!
take taxi
The cab drives out.
Yellow Cab drives in.
You pick up the taxicab and put it in your pocket.
Butoh waves to Guest!
The cab drives out.
Yellow Cab drives in.
Max tries to get into the moving taxi. What an idiot!
Butoh says, "Ich muss bald was arbeiten. Zeigen usw."
Max tries to get into the moving taxi. What an idiot!
Butoh says, "Es gab ein Artikel ueber MediaMOO ins letzte Ausgabe von Wired."

Hazel_Guest says, "wo wirst du denn arbeiten?"

The cab drives out.
Yellow Cab drives in.
Butoh says, "Ich glaube Mr. Yellow Cab ist kaputt."
say we ve got a cab in our pocket!!
You say, "we ve got a cab in our pocket!!"
The cab drives out.
Max waves to the cabbie.
Max says, "me too"
Hazel_Guest says, "to guest very clever!!"
Yellow Cab drives in.
Max waves to the cabbie.
say but it doesnt drive,
You say, "but it doesnt drive,"
Butoh says, "Not working, oder something."

The cab drives out.
Yellow Cab drives in.
Hazel_Guest says, "vielleicht ist ja nicht genug platz in euerer pocket?"
Butoh tries to get into the moving taxi. What an idiot!
say hast du eine ahnung!
You say, "hast du eine ahnung!"

@who

Player name	Connected	Idle time	Location
Guest (#113)	23 minutes	0 seconds	The E&L Garden
Wilson (#1358)	12 minutes	3 seconds	Wilson's Laboratory
Butoh (#890)	36 minutes	15 seconds	The E&L Garden
ThinkTankMOO (#5042)	7 hours	20 seconds	Glass Bell Jar
Indigo (#5075)	59 minutes	21 seconds	the tek center
Hazel_Guest (#690)	40 minutes	23 seconds	The E&L Garden
Max (#894)	35 minutes	27 seconds	The E&L Garden
Flame (#2486)	14 minutes	11 minutes	Flame's Pyramid
Holo (#4126)	23 minutes	12 minutes	FCGopher Hole
Puff (#4837)	23 hours	an hour	Holo's Fractal Freespace
Kilik (#562)	4 hours	2 hours	The Collaborative Toolbox
Bob (#882)	4 hours	4 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 14 players, 7 of whom have been active recently.

Butoh says, "Nein, es hat auch frueher nicht funktioniert."

Butoh says, "Screib mail 'use train'."

Hazel_Guest says, "vielleicht sind die taxifahrer auslaenderfeindlich"

emote shakes his very long hair

Guest shakes his very long hair

Max [to butoh]: und welchen zug?

use cab

I don't understand that.

use taxi

I don't understand that.

wave for a cab

I don't understand that.

You sense that Max is looking for you in The Thin Blue Line.

He pages, "schreibts @join butoh"

@join butoh

The Thin Blue Line

Modern and clean, this train represents all that is good about rapid transit.
You see transfer here.

Butoh, Hazel_Guest, and Max are here.

You join butoh.

Outside: The conductor of The Thin Blue Line cries, "All aboard!"

Butoh says, "Es gibt schon 50 Leute da."

Max [to Butoh]: und? bis wohin fahren wir? und haben wir ueberhaupt einen
fahrchein

Hazel_Guest says, "hoffentlich werden wir nicht beim schwarzfahren erwischt!"

The Thin Blue Line moves.

The conductor announces, "Digital Sutra Studio. Become enlightened about the
1000-fold path."

Outside: The Thin Blue Line arrives and slows to a stop.

emote shakes

Guest shakes

Kontrollor says, "Fahrchein bitte!"

Hazel_Guest says, "ich glaub der Kontrollor ist ein fake"

Outside: The conductor of The Thin Blue Line cries, "Next stop is The Virtual
Media Lab."

Kontrollor says, "Herst, ich zeig euch an!!"

say oh god!

You say, "oh god!"

Kontrollor kann nicht schreiben.

Max says, "aehem, irgendwo war er doch, es haben dochh alle gesehen das ich
ihn gezwickt habe.."

Outside: The conductor of The Thin Blue Line cries, "All aboard!"

Hazel_Guest says, "wir knnten ja einfach weglaufen, aber wir sind inder
ueberzahl"

The Thin Blue Line moves.

The conductor announces, "The Virtual Media Lab. Look at virtual art."

Outside: The Thin Blue Line arrives and slows to a stop.

Max sucht verzweifelt nach dem fahrchein

Butoh says, "Er ist schon weg, wheeee."

Hazel_Guest says, "max bleib cool"

Max says, "sollten wir da nicht aussteigen?"

Butoh says, "OK"

Butoh gets off the train.

Max gets off the train.

Outside: The conductor of The Thin Blue Line cries, "Next stop is Studio M."

@join butho

There is no person named butho.

Hazel_Guest gets off the train.

Outside: The conductor of The Thin Blue Line cries, "All aboard!"

@join butoh

The Virtual Media Lab

A dim room, not lit quite well enough by the overhead flourescents. Two large
windows on the north wall are covered in blinds, and numerous irregularly
shaped windows to the south look out onto a bright corridor. The room is
packed with cardboard boxes and the floor strewn with packing materials, some
few wisps of which still cling to a few brand new machines on the small
tables about the room. Monitors are everywhere, as are rolling black chairs,
making the room an obstacle course of cables, tables and castors.

Obvious exits: Hall to Bright Hallway

You see an SGI Onyx, a scrap of paper, and The Thin Blue Line here.

Djohl, Matt (only partially here), Butoh, Max, and Hazel_Guest are here.

You join butoh.

Butoh says, "HMM, nicht so toll."
The Thin Blue Line moves out slowly, gathering speed as it vanishes into the distance.
I Onyx
I don't understand that.
Try this instead: I
connect SGI Onyx
I don't understand that.
Max [to Butoh]: wo war denn das mit der fallschirmsimulation?
I Onyx
I don't understand that.
Try this instead: I
login SGI Onyx
I don't understand that.
Max [to Butoh]: oder das mit den automaten
Hazel_Guest says, "hi djohl"
man login
I don't understand that.
Butoh says, "STS Center"
Yellow Cab drives in.
help login
Sorry, but no help is available on `login`.
Butoh tries to get into the moving taxi. What an idiot!
Max [to Butoh]: genau, da fahr ma hin!
help SGI Onyx
Butoh says, "Noch nicht."
Sorry, but no help is available on `SGI Onyx`.
Max smiles
@help SGI Onyx
Sorry, but no help is available on `SGI Onyx`.
Hazel_Guest says, "auf was warten wir denn?"
Butoh says, "Ich komm gleich, ich hole mir einen Kaffee."
help connect
#26:missed_help, line 8: Range error
... called from #6:?* help info*rmation @help (this == #113), line 16
(End of traceback)
@who

Player name	Connected	Idle time	Location
-----	-----	-----	-----
Guest (#113)	30 minutes	0 seconds	The Virtual Media Lab
Wilson (#1358)	24 seconds	2 seconds	Wilson's Laboratory
Max (#894)	43 minutes	2 seconds	The Virtual Media Lab
ThinkTankMOO (#5042)	8 hours	13 seconds	Glass Bell Jar
Butoh (#890)	43 minutes	26 seconds	The Virtual Media Lab
Hazel_Guest (#690)	48 minutes	31 seconds	The Virtual Media Lab
Holo (#4126)	31 minutes	a minute	FCGopher Hole
Flame (#2486)	22 minutes	3 minutes	Treasure Room
Puff (#4837)	23 hours	an hour	Holo's Fractal Freespace
Kilik (#562)	4 hours	2 hours	The Collaborative Toolbox
Bob (#882)	4 hours	4 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 13 players, 8 of whom have been active recently.
Butoh says, "Bin wieder da."
say was tun wir jetzt

Hazel_Guest says, "wieviele leute sind jetzt bei dir?"
You say, "was tun wir jetzt"
Max disappears suddenly for parts unknown.

Butoh says, "Viele, aber keine schaut zu, laute Schmetterlinge."
Hazel_Guest says, "wir gehen ins sts centre"
Butoh says, "typ mal '@join max'"
Butoh disappears suddenly for parts unknown.
Hazel_Guest disappears suddenly for parts unknown.
help
Help is available on the following general topics:

introduction -- what's going on here and some basic commands
index -- index into the help system

players -- setting characteristics of yourself
movement -- moving yourself between rooms
communication -- communicating with other players
manipulation -- moving or using other objects
miscellaneous -- commands that don't fit anywhere else

building -- extending the MOO
programming -- writing code in the MOO programming language
editors -- editing text and code in the MOO

@pagelength -- what to do if lines scroll off your screen too fast
@linelength -- what to do if lines are truncated
tinymud -- a list of equivalences between MOO and TinyMUD concepts/commands

Type 'help <topic>' for information on a particular topic.

look

The Virtual Media Lab

A dim room, not lit quite well enough by the overhead flourescents. Two large windows on the north wall are covered in blinds, and numerous irregularly shaped windows to the south look out onto a bright corridor. The room is packed with cardboard boxes and the floor strewn with packing materials, some few wisps of which still cling to a few brand new machines on the small tables about the room. Monitors are everywhere, as are rolling black chairs, making the room an obstacle course of cables, tables and castors.

Obvious exits: Hall to Bright Hallway

You see an SGI Onyx, a scrap of paper, and Yellow Cab here.

Djohl and Matt (only partially here) are here.

read scrap of paper

I don't understand that.

read

I don't understand that.

read paper

A small piece of paper, affixed to a wall by a blue push pin. There seems to be some writing on it...

"Response is the medium." -Myron Krueger

(You finish reading.)

take cab

The cab drives out.

Yellow Cab drives in.

You pick up the taxicab and put it in your pocket.

look

The Virtual Media Lab

A dim room, not lit quite well enough by the overhead flourescents. Two large windows on the north wall are covered in blinds, and numerous irregularly shaped windows to the south look out onto a bright corridor. The room is packed with cardboard boxes and the floor strewn with packing materials, some few wisps of which still cling to a few brand new machines on the small tables about the room. Monitors are everywhere, as are rolling black chairs, making the room an obstacle course of cables, tables and castors.

Obvious exits: Hall to Bright Hallway

You see an SGI Onyx and a scrap of paper here.

Djohl and Matt (only partially here) are here.

You sense that Butoh is looking for you in Yellow Cab.

He pages, "Hey, wir sind mit der Cab."

say hey du sandler ,konntest dein taxi nicht bezahlen!

You say, "hey du sandler ,konntest dein taxi nicht bezahlen!"

You sense that Max is looking for you in UnitN.

He pages, "join us"

wake up Djohl

I don't understand that.

You sense that Butoh is looking for you in UnitN.

He pages, "Hey, wir sind bei UnitN raum."

@join butoh

UnitN

Welcome to the HILUS/UNITn Virtual Gallery and Workspace!

You are standing in a large, high-ceilinged white room. Along the south wall is a row of large windows facing out onto the old warehouse buildings of Vienna, Austria.

The floor here is made of a dark well-trodden wood. There are posters, photocopies, and other various bits of junk hanging all over the walls. To one side of you is a large sign explaining exactly what this space is. To read the sign type 'read intro'.

Obvious exits: enter to Green tent, north to Forum, west to Office, east to UnitN library, and out to The E&L Garden

You see Green tent, An Introduction Note, UnitN Slatel, and UnitN slate2 here.

Butoh is here.

You join butoh.

You sense that Butoh is looking for you in UnitN.

He pages, "typ mal '@move me to #1248'."

Butoh waves!

@move me to #1248

Guest is already in UnitN.

say whats up

You say, "whats up"

Butoh says, "Christoph, bist du auch da?"

say off course

You say, "off course"

Butoh says, "Ich komme gleich!"

say ich auch

You say, "ich auch"

say ohhhhhhhhh

You say, "ohhhhhhhhh"

say ahhhhhhhh

You say, "ahhhhhhhhh"

@who

Player name	Connected	Idle time	Location
-------------	-----------	-----------	----------

-----	-----	-----	-----
-------	-------	-------	-------

Guest (#113)	38 minutes	a second	UnitN
Hazel_Guest (#690)	56 minutes	5 seconds	STS Centre Lounge
Max (#894)	51 minutes	13 seconds	STS Centre Lounge
Fuchsia_Guest (#685)	4 minutes	17 seconds	The E&L Garden
ThinkTankMOO (#5042)	8 hours	34 seconds	Glass Bell Jar
Butoh (#890)	51 minutes	49 seconds	UnitN
Wilson (#1358)	7 minutes	3 minutes	Wilson's Laboratory [editing v
Holo (#4126)	38 minutes	9 minutes	FCGopher Hole
Flame (#2486)	29 minutes	10 minutes	Treasure Room
Puff (#4837)	23 hours	an hour	Holo's Fractal Freespace
Kilik (#562)	4 hours	2 hours	The Collaborative Toolbox
Bob (#882)	4 hours	4 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 14 players, 7 of whom have been active recently.

Butoh says, "Ich bin wieder da..."

Butoh says, "Folge mir typ '@join max'."

Butoh disappears suddenly for parts unknown.

@join max

STS Centre Lounge

The core of the Virtual Science & Technology Studies Centre is a spacious, high-ceilinged, octagonal room, encircled by big picture windows. The entire building is cantilevered out over the Charles River Basin, where you can see people sailing and windsurfing merrily. Across the basin is the spectacular skyline of Boston's Beacon Hill and Back Bay.

At the very center of the room there is a faux-marble spiral staircase. Arranged in two concentric circles around the staircase are a bunch of sittable modular couches. A balcony graced by a series of life-size statues circles the room about three meters above the main floor.

Obvious exits: north to Memorial Drive, up to STS Centre 2nd Level Hall, balc to STS Centre Balcony, down to STS Centre Underwater Corridor, and back to Center of Centers

Hazel_Guest, Max, and Butoh are standing here.

You see STS Bulletin Board, Grandfather Clock, STS Buzzword Generator, Copy of MediaMOO Newspaper, Yellow Bean Bag, Map of MIT, and STS Centre Directory here.

You join max.

Max waves u.s.w.

Butoh says, "guest kommt auch (glaube ich)"

Butoh says, "aha!"

Butoh says, "Ich muss bald wiedre Englisch"

Max cranks up the creaky old Buzzword Generator. . .

After much churning and clumping, the Generator pumps out :

"salty-fresh antisense Dead White European Male"

Butoh laughs!

Max adds a new noun to the Buzzword Generator. . .

Hazel_Guest peruses the fine literature posted on STS Bulletin Board.

Max cranks up the creaky old Buzzword Generator. . .

After much whirling and thumping, the Generator pumps out :

"Derridaen downloading kerpiddlepolometer"

say nebel:he pat wo kann ich einen plan von den rauemen wie dem von paolo sehen?

You say, "nebel:he pat wo kann ich einen plan von den rauemen wie dem von paolo sehen?"

Max cranks up the creaky old Buzzword Generator. . .

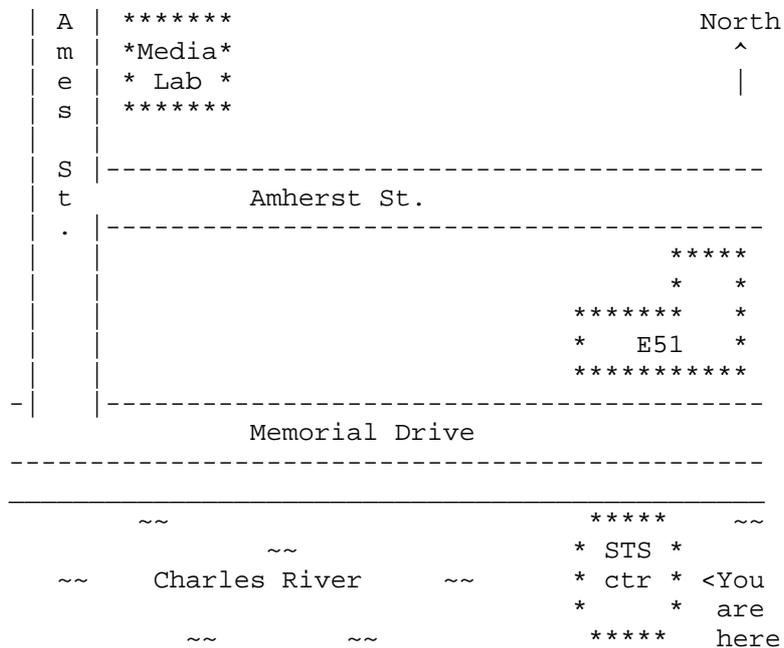
After almost blowing a gasket, the Generator gushes forth :

"slap-happy epiphenomenal qualia logico-mathematical experiences interface"

Max cranks up the creaky old Buzzword Generator. . .
After almost blowing a gasket, the Generator gushes forth :
"metareasoning Burkean inscription gadgetphilia"

Butoh [to Guest]: schreib 'read map' in E&L Garden.
Butoh says, "Die Amis da sind soooo konservativ."
Max says, "sag, gehen wir ganz hinauf, da gibts ein caffee"
say das zeigt nur die "reaLEN " raeume
You say, "das zeigt nur die "reaLEN " raeume"
Butoh says, "Business business business..."
Butoh says, "hmm, wiess ich nicht."
Hazel_Guest says, "sollen wir jetzt english schreiben?"
read map

There appear to be some markings on the map...you could type 'read map' if you wanted to. Okay, so it's not a map of the whole MIT campus -- just the important parts!



(You finish reading.)
Hazel_Guest geht aufs Klo

Max [to Butoh]: und was passiert jetzt bei euch?
Butoh says, "Screib mal @join #1338"
Max cranks up the creaky old Buzzword Generator. . .
After much churning and clumping, the Generator pumps out :
"Peroted ethnocentric ethnic cleansing"
Butoh disappears suddenly for parts unknown.
Max disappears suddenly for parts unknown.
@join #1338
Fabbrica dei Balocchi
A room at the Austrian Research Institute for Artificial Intelligence

Parquette floor, high walls, stucco rose vines on the ceiling - all hinting at the building's over three centuries of age - an ugly metal lustre dangling

like a Damocles' sword.

The usual assortment of computing devices, peripherals - also providing a permanent acoustic background ranging from medieval gregorian chorals to tecno-rave (no Phish in Europe) - and a TV set drowning on tables and cupboards crammed with proceedings, technical papers, printouts etc.

Der_Wanderer's desk also holds a couple of drawers with food for the tape recorder as well as the inevitable supply of Aspirins and other fundamental survival aids.

Der_Wanderer

You see To Whom it May Concern, Apollo DN3000, Wandy's TV, testroom, and July 13 Discussion Questions; Enter LIST QUESTIONS to read the questions here.

Der_Wanderer (BUSY IN RL), Butoh, and Max are here.

You join #1338.

Max says, "jaja, den raum kenn ich schon..."

Butoh says, "Vielleicht ist seine Karte da."

say wo ist paolo?

You say, "wo ist paolo?"

Hazel_Guest materializes out of thin air.

look at Wandy4s TV

I see no "Wandy4s TV" here.

Max [to Butoh]: da ist nichts...

look TV

An anonymous tv set showing signs of age (such as a broken shell, ``mended'' with scotch tape).

It's turned off. . .

Butoh says, "Stimmts, gemma woanders."

Max [to Butoh]: sag, wo ist denn diese bar?

turn on tv

I don't understand that.

Butoh says, "Wider STS"

mend tv

I don't understand that.

help tv

Sorry, but no help is available on Wandy's TV (#2367).

Try `@examine tv'.

Max [to Butoh]: aber da gibts glaub ich, auch ne andere

Butoh says, "folger mir"

Max says, "ok"

@examine tv

Wandy's TV (#2367) is owned by Der_Wanderer (#1338).

Aliases: Wandy's TV and tv

An anonymous tv set showing signs of age (such as a broken shell, ``mended'' with scotch tape).

Obvious Verbs:

turnon tv

turnoff tv

tune tv to <anything>

sch*edule tv

play <anything> on tv

pause tv

res*ume tv

autopause tv

dumtape tv

g*et/t*ake tv

d*rop/th*row tv
gi*ve/ha*nd tv to <anything>
Butoh dissolves into a glob of ones and zeros and flows into the screen of the Apollo DN3000!
Max disappears suddenly for parts unknown.
turnon tv
Guest turns on Wandy's TV.
play tape on tv
Hazel_Guest disappears suddenly for parts unknown.
selection error: type 'schedule Wandy's TV' to see choices..
schedule tv
Guest consults the tv schedule. .
Cdr and paulb haven't really worked out much of a schedule yet, but when they do this is where you can find it!
However, the following tapes in the MMTV Studio Library can be viewed at ANY time. Just tune your tv to channel 11, turn it on, and 'play <selection #> on tv'.

1	Interview with the Janitors	cdr
2	STS Grand Opening	cdr
3	Virt Spaces/Humanities Prt 1	cdr
4	Virt Spaces/Humanities Prt 2	cdr
5	Watching us watching us!	mday
6	Coding with Cdr - Part 2	cdr
7	Out and About the MOO	cdr
8	Coding with Cdr - Part 3	cdr
9	Sociology of Cyberspace Conf.	cdr
10	On Love And Tensor Algebra	PaulB
11	Coding with Cdr - Part 1	cdr
12	Debbie Does Cyberspace	PaulB
13	Bootsy and Emiko	Ojintenko
14	Future Culture Conference #1	PaulB

15	First Netoric Conference	PaulB
16	A SECRET Tape!	PaulB

see 12

I don't understand that.

see #12

I don't understand that.

@examine tv

Wandy's TV (#2367) is owned by Der_Wanderer (#1338).

Aliases: Wandy's TV and tv

An anonymous tv set showing signs of age (such as a broken shell, ``mended'' with scotch tape).

Obvious Verbs:

turnon tv

turnoff tv

tune tv to <anything>

sch*edule tv

play <anything> on tv

pause tv

res*ume tv

autopause tv

dumptape tv

g*et/t*ake tv

d*rop/th*row tv

gi*ve/ha*nd tv to <anything>

play #12 on tv

selection error: type 'schedule Wandy's TV' to see choices..
play A SECRET Tape on tv
selection error: type 'schedule Wandy's TV' to see choices..
schedule tv
Guest consults the tv schedule. .
Cdr and paulb haven't really worked out much of a schedule yet, but when they
do this is where you can find it!
However, the following tapes in the MMTV Studio Library can be viewed at ANY
time. Just tune your tv to channel 11, turn it on, and 'play <selection #> on
tv'.

- | | | |
|----|-------------------------------|-----------|
| 1 | Interview with the Janitors | cdr |
| 2 | STS Grand Opening | cdr |
| 3 | Virt Spaces/Humanities Prt 1 | cdr |
| 4 | Virt Spaces/Humanities Prt 2 | cdr |
| 5 | Watching us watching us! | mday |
| 6 | Coding with Cdr - Part 2 | cdr |
| 7 | Out and About the MOO | cdr |
| 8 | Coding with Cdr - Part 3 | cdr |
| 9 | Sociology of Cyberspace Conf. | cdr |
| 10 | On Love And Tensor Algebra | PaulB |
| 11 | Coding with Cdr - Part 1 | cdr |
| 12 | Debbie Does Cyberspace | PaulB |
| 13 | Bootsy and Emiko | Ojintenno |
| 14 | Future Culture Conference #1 | PaulB |

- | | | |
|----|--------------------------|-------|
| 15 | First Netoric Conference | PaulB |
| 16 | A SECRET Tape! | PaulB |

play #16 on tv
selection error: type 'schedule Wandy's TV' to see choices..
play 1 on tv
Guest selects the tape <<Interview with the Janitors>> for viewing..

[on Wandy's TV] * * * * *

[on Wandy's TV] MMTV

[on Wandy's TV] Proudly Presents. . .

[on Wandy's TV] 'Meet the Janitors'

[on Wandy's TV] . . .interviews with Wade and Amy. . .

[on Wandy's TV] * * * * *

Butoh materializes out of thin air.

[on Wandy's TV] cdr says, "Hi, this is cdr speaking to you from the
STScentre lounge. I am speaking with Wade, the janitor of this establishment.
Wade, tell me something about where we are and whats going on here. . ."

[on Wandy's TV] . . . the camera pans left to right over STS Centre
Lounge . . .

stop tv

I don't understand that.

[on Wandy's TV] The core of the Virtual Science & Technology Studies
Centre is a spacious, high-ceilinged, octagonal room, encircled by big
picture windows. The entire building is cantilevered out over the Charles

River Basin, where you can see people sailing and windsurfing merrily. Across the basin is the spectacular skyline of Boston's Beacon Hill and Back Bay.

At the very center of the room there is a faux-marble spiral staircase that ascends to the conference rooms on the second level and descends to the corridors below the building. Arranged in two concentric circles around the staircase are a bunch of sittable modular couches. A balcony-like mezzanine, graced by a series of life-size statues, circles the room about three meters above the main floor.

Hazel_Guest materializes out of thin air.

[on Wandy's TV] Wade says, "Well, cdr, this is the core of the Virtual STS Centre. STS stands for Science and Technology Studies."
Max materializes out of thin air.

[on Wandy's TV] cdr says, "how interesting! and what is your role here?"
drop tv
You don't have that.
Butoh [to Guest]: Was ist?

[on Wandy's TV] . . .the camera focuses in on Wade. . .

[on Wandy's TV] A tall, amiable-looking fellow in his mid-twenties, with black hair and eyes so dark-brown you can hardly see his pupils. An aura of guilt hangs about him because he should be working on his PhD thesis instead of goofing around here.
Hazel_Guest says, ":Butoh: meinst du dass da heute noch was passiert?"

[on Wandy's TV] Wade says, "I'm the newest MediaMOO janitor; I got my 'powers' a few weeks ago in order to build this place."
say were looking tv and cant stop it
You say, "were looking tv and cant stop it"

[on Wandy's TV] Wade says, "In real life I'm a PhD student in the Program in Science, Technology, and Society at MIT (also STS, but different name!)."

[on Wandy's TV] Wade says, "I study American history, the social history of technology, and science journalism."
pause tv

Guest pauses Wandy's TV momentarily. . .
Butoh says, "Keine Ahnung, wer wiesst. Hier ist es ziemlich busy."
dr*rop tv

I don't understand that.
Hazel_Guest says, "ich bin naemlich schon ziemlich muede"
play 16 on tv
Guest selects the tape <<A SECRET Tape!>> for viewing..

Hazel_Guest says, "max geht gerade aufs Klo"
Butoh says, "ahhh."
turnoff tv

Guest turns off Wandy's TV.
emote haelt die nase zu
Guest haelt die nase zu

@who

Player name	Connected	Idle time	Location
-----	-----	-----	-----
Bookish (#4844)	6 minutes	a second	LiminalSpace

Guest (#113)	52 minutes	a second	Fabbrica dei Balocchi
ThinkTankMOO (#5042)	8 hours	3 seconds	Glass Bell Jar
Butoh (#890)	an hour	8 seconds	Fabbrica dei Balocchi
Kilik (#562)	5 hours	27 seconds	The Collaborative Toolbox
Gray_Guest (#691)	6 minutes	28 seconds	MediaMOO TV Studio
Mauve_Guest (#702)	13 minutes	48 seconds	The E&L Garden
Hazel_Guest (#690)	an hour	a minute	Fabbrica dei Balocchi
Max (#894)	3 minutes	a minute	Fabbrica dei Balocchi
Wilson (#1358)	22 minutes	17 minutes	Wilson's Laboratory [editing v
Holo (#4126)	53 minutes	23 minutes	FCGopher Hole
Flame (#2486)	44 minutes	25 minutes	Treasure Room
Puff (#4837)	a day	an hour	Holo's Fractal Freespace
Bob (#882)	4 hours	4 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 16 players, 9 of whom have been active recently.

Butoh goes home.
 @join Gray_Guest
 MediaMOO TV Studio

WELCOME! The MMTV studio is a large cheery room usually bustling with activity. This where TV programs are broadcast throughout mediaMOO land. You are welcome to hang around and watch what's going on.

While you're here why not pick up some Hi Tech Electronic Equipment? The following items are yours for the asking:

- tv sets - for watching live shows and viewing MMTV tapes
- Cameras and Tapes - for making your own videos!
- VCRs - for playing your own tapes
- Slide Projectors - for preparing mediaMOO presentations

Type 'activate robbie' to get help from our friendly robot assistant. Just tell him what you want. He is happy to help out! Cheers!

NEW: Robbie is now CLONABLE! You can have your own conversational robot. Ask Robbie about his 'clone'!

Obvious exits: west to Tape Editing Room

Gray_Guest is standing here.

You see Broadcaster, VAX 11/780, Robbie, broadcast monitor, Library Tape List, Slide Projector, 50 Page Speech, MyCamera, and MediaMOO TV Van here.

You join Gray_Guest.

say hallo who are you

You say, "hallo who are you"

Gray_Guest says, "I'm mostly confused."

Robbie says, "[to Gray_Guest] Why are you confused"

help say

Syntax: say <anything> ...
 "<anything> ...

Says <anything> out loud, so that everyone in the same room hears it. This is so commonly used that there's a special abbreviation for it: any command-line beginning with a double-quote ('') is treated as a 'say' command.

Example:

Munchkin types this:

"This is a great MOO!"

Munchkin sees this:

You say, "This is a great MOO!"

Others in the same room see this:

Munchkin says, "This is a great MOO!"

help communications

Sorry, but no help is available on `communications'.

help

Help is available on the following general topics:

introduction -- what's going on here and some basic commands

index -- index into the help system

players -- setting characteristics of yourself

movement -- moving yourself between rooms

communication -- communicating with other players

manipulation -- moving or using other objects

miscellaneous -- commands that don't fit anywhere else

building -- extending the MOO

programming -- writing code in the MOO programming language

editors -- editing text and code in the MOO

@pagelength -- what to do if lines scroll off your screen too fast

@linelength -- what to do if lines are truncated

tinymud -- a list of equivalences between MOO and TinyMUD concepts/commands

Type 'help <topic>' for information on a particular topic.

help communication

There are several commands available to allow you to communicate with your fellow MOOers. Help is available on the following communication-related topics:

say -- talking to the other connected players in the room

whisper -- talking privately to someone in the same room

page -- yelling to someone anywhere in the MOO

emote -- non-verbal communication with others in the same room

gagging -- screening out noise generated by certain other players

news -- reading the wizards' most recent set of general announcements

@gripe -- sending complaints to the wizards

@typo @bug @idea @suggest

-- sending complaints/ideas to the owner of the current room

whereis -- locating other players

@who -- finding out who is currently logged in

@whois -- finding out a non-anonymous player's real name & email address

@char -- finding character names belonging to a given real name

mail -- the MOO email system

email -- email addresses for mailing lists

security -- the facilities for detecting forged messages and eavesdropping.

news

It's the latest issue of the MOO Herald-Examiner, dated Fri Jul 23, 1993.

Welcome to MediaMOO!

Feel free to help build The Media Lab or connect remote places via the virtual Internet!

HAVE YOU LEARNED TO PROGRAM ON MEDIAMO? -- 7/23/93

Do you program on MediaMOO? Had you never programmed or programmed very little before you joined MediaMOO? Would you be interested in being interviewed? I am studying how people learn to program. If you'd like to talk about your experiences, send real life email to Amy at asb@media.mit.edu.

CHECKPOINT INTERVAL -- 7/21/93

The server is now backing up the database every two hours.

WELCOME JANITOR CAR

MediaMOO has a new janitor-- cdr!
His new janitor persona is named car.

EVENTS DEPLOYMENT -- 7/12/93

All rooms (except the verb/mail/note editors) have been changed to event-reporting rooms. The default room, \$room, has also been changed to the generic event-reporting room. Events should now work in all rooms in the MOO. For help on how to detect and use events, type "read #5311". To create event-aware things, see #4575 (Generic Event-Aware thing) or refer to #5311. Send any bugs or comments to Albert.

ANNOUNCEMENTS

The MOO Herald-Examiner is proud to announce it will now feature events listings. If you have an event you would like mentioned in the paper, simply drop Tina a note. Include all important info and feel free to provide text to be directly quoted.

GALLERY OPENING

A space for the exploration of the arts: visual, aural, and performance has opened on MediaMOO. You can teleport to Badger's Gallery and check out the new space. Leave something behind if you'd like - this is its reason for existence. It is a space for the exhibition of any work in the artistic vein. Consider this announcement a call for submissions. There is no adjudication procedure as yet so *just create*! An opening celebration will be planned when there are enough works for an exhibition.

SIGGRAPH ATTENDEES:

Looks like some MediaMOOers will be attending Siggraph in a few weeks in Anaheim, California. Contact Tina if you're interested in getting together as a group some evening. A group got together at the Intl CyberConference so let's do the same for this!

SIGGRAPH PANEL

Acephale has organized a panel for SigGraph entitled, "Electronic Image and Public Discourse" that will be meeting on Aug.1 at the Anaheim Hilton. The panel is the work of an electronic journal he co-edits called _SPEED_ and some of the papers presented at the panel will be included in the next issue. If anyone is going to SigGraph and would like to read a paper on their work let him know asap. There have been a few recent cancellations and thus there are some time slots available. _SPEED_, Electronic Image and Public Discourse, is concerned specifically with the social, cultural, and philosophical significance of technology in/as everyday life. Submissions should be oriented accordingly. For more info and/or preliminary inquiry drop a note to Acephale either here or at reg. net addresses - acephale@well.sf.ca.us or 6500benb@ucsbuxa.ucsb.edu. (Attendance at this panel was organized as a special interest group and thus does not require a panel-grade pass to attend.)

ARCHITECTURE REVIEW BOARD

MediaMOO is considering implementing a LambdaMOO-style architecture review board. Would you like to participate? Send a short statement of your philosophy of quota to *quota.

*QUESTIONS MOOMAIL LIST

There's a new MOOmail list called *questions. Everyone is invited to both ask and answer questions there. No question too small! *questions is the place to ask! Type "@subscribe *questions" to subscribe, "@send *questions" to ask a question, and "@read next on *questions" to read the next message. Also see help on @subscribe, @send, and @read. Enjoy!

*QUOTA MAILING LIST

Send mail to *quota if you need more. Read "help building-code" first and make sure your rooms comply. And get rid of any objects you don't need. As you might know, the entire database is stored in RAM, so keeping things reasonably sized is important.

MOO TUTORIAL

Cdr has written an interactive MOO tutorial for interested beginning MediaMOO programmers. To view the video, drop by the MMTV studio (#994) and pick up a tv. Then you can call up the program in the privacy of your home and practice coding! This is sort of an experiment. If you play the tape and have any suggestions for improvements, I would be happy to make changes. -- cdr

HAPPY HOUR FRIDAYS AT 4:00 PM

Please come to Happy Hour on MediaMOO
4:00 pm EST every Friday
in the Root Lounge!

To get there from the E&L garden, type 'enter computer,' and then 'down' a bunch of times, and then 'lounge.'

MAILING LISTS

There are several MOO mailing lists:

*democracy	For discussion of government of virtual communities
*events	For announcements of online events
*ideas	For general discussion of ideas about the MOO
*questions	For asking and answering of questions of all sorts
*quota	Send requests for more quota here
*social-issues	For discussion of social issues
*standards	For discussion of the building code, quota review process, and other issues relating to how to keep up the quality of the MOO.

Please join the discussion!

See 'help mail' for information on how to use the mail system.

(You finish reading.)

@pagelength 24

Page length is now 24.

Gray_Guest activates Robbie.

Robbie says, "Gee thanks for waking me up! I must have dozed off.."

page butoh

Your message has been sent.

Gray_Guest says, "Can I use a tv as a guest?"

Robbie says, "[to Gray_Guest] "You need a tv? Great! Just type @create #1641 named <tv name>,alias and Presto! you got one! Type 'seetvs' for suggested tv names."

page butoh hilfe

Your message has been sent.

The Thin Blue Line arrives and slows to a stop.

You sense that Butoh is looking for you in UnitN.

He pages, "schrieb '@join max'!"

Gray_Guest boards the Thin Blue Line.

The conductor of The Thin Blue Line cries, "Next stop is Apple Computer R&D Atrium."

join Blue line

I don't understand that.

board blue line

I don't understand that.

The conductor of The Thin Blue Line cries, "All aboard!"

join max

I don't understand that.

The Thin Blue Line moves out slowly, gathering speed as it vanishes into the distance.

look

MediaMOO TV Studio

WELCOME! The MMTV studio is a large cheery room usually bustling with activity. This where TV programs are broadcast throughout mediaMOO land. You are welcome to hang around and watch what's going on.

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Slide Projectors - for preparing mediaMOO presentations

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NEW: Robbie is now CLONABLE! You can have your own conversational robot. Ask Robbie about his 'clone'!

Obvious exits: west to Tape Editing Room

You see Broadcaster, VAX 11/780, Robbie, broadcast monitor, Library Tape List, Slide Projector, 50 Page Speech, MyCamera, and MediaMOO TV Van here.

take vax

You can't pick that up.

@connect VAX 11/780

I don't understand that.

login vax

I don't understand that.

go to vax

I don't understand that.

Try this instead: go

go vax

You can't go that way (vax).

turnon vax

I don't understand that.

help

Help is available on the following general topics:

introduction -- what's going on here and some basic commands
index -- index into the help system

players -- setting characteristics of yourself
movement -- moving yourself between rooms
communication -- communicating with other players
manipulation -- moving or using other objects
miscellaneous -- commands that don't fit anywhere else

building -- extending the MOO
programming -- writing code in the MOO programming language
editors -- editing text and code in the MOO

@pagelength -- what to do if lines scroll off your screen too fast
@linelength -- what to do if lines are truncated
tinymud -- a list of equivalences between MOO and TinyMUD concepts/commands

Type 'help <topic>' for information on a particular topic.

help manipulation

Objects usually have verbs defined on them that allow players to manipulate and use them in various ways. Standard ones are:

get -- pick an object up and place it in your inventory
drop -- remove an object from your inventory and place it in the room
put -- take an object from your inventory and place it in a container
give -- hand an object to some other player
look -- see what an object looks like

You can see what objects you're carrying with the 'inventory' command; see 'help inventory' for details.

Some specialized objects will have other commands. The programmer of the object will usually provide some way for you to find out what the commands are. One way that works for most objects is the 'examine' command; see 'help examine' for details.

The following specialized objects have help entries you should consult:

notes -- objects that allow text to be written on them and read later
letters -- notes that a recipient can burn after reading
containers -- objects that may contain other objects

help vax

Sorry, but no help is available on VAX 11/780 (#1776).

Try '@examine vax'.

examine vax

VAX 11/780 (aka #1776, VAX 11/780, computer, and network)

Owned by cdr.

The screen of the VAX 11/780 is blank, but it seems to be shimmering slightly.

You feel strangely drawn to it.

Obvious verbs:

encode vax
enter vax
tap on vax

```

g*et/t*ake vax
d*rop/th*row vax
gi*ve/ha*nd vax to <anything>
enter vax
You dissolve into a collection of packets of ones and zeros, and flow into the
computer screen!
tv.bvc.edu
You are in a maze of twisty, little passages.
You see the back of a computer screen here.
Obvious exits: down to bvc.edu and out to MediaMOO TV Studio
down
You climb down a tunnel.
bvc.edu
You are in a maze of little twisty passages.
Obvious exits: down to edu, cdr to cdr.bvc.edu, PaulB to PaulB.bvc.edu, tv to
tv.bvc.edu, and pokey to pokey.bvc.edu
down
You climb down a tunnel.
edu
You are in a maze of twisty little passages, all different.
You see the back of a computer screen here.
Obvious exits: mit to mit.edu, down to ROOT, cornell to cornell.edu, harvard
to harvard.edu, umn to umn.edu, maine to maine.edu, virginia to virginia.edu,
muohio to muohio.edu, bvc to bvc.edu, northeastern to northeastern.edu, usf
to usf.edu, brandeis to brandeis.edu, claremont to claremont.edu, brown to
brown.edu, campbellsvil to campbellsvil.edu, missouri to missouri.edu, bsu to
bsu.edu, pitt to pitt.edu, uncg to uncg.edu, nwu to nwu.edu, arizona to
arizona.edu, vanderbilt to vanderbilt.edu, utexas to utexas.edu, uta to
uta.edu, vcu to vcu.edu, louisville to louisville.edu, duke to duke.edu, semo
to semo.edu, hawaii to hawaii.edu, si to si.edu, uu-nna to uu-nna.edu, ttu to
ttu.edu, out to chezoblio, sonoma to sonoma.edu, wvnet to wvnet.edu, gmU to
gmU.edu, to .edu, sfsu to sfsu.edu, usc to usc.edu, bgsu to bgsu.edu, pima
to pima.edu, colorado to colorado.edu, calpoly to calpoly.edu, and vill to
vill.edu
list
I don't understand that.
ll
I don't understand that.
harvard
You climb up the tunnel.
harvard.edu
You are in a maze of little, twisty passages.
You see the back of a computer screen here.
Obvious exits: down to edu and out to Aslan's Den
out
Your packets gather in a glob, and then flow into the screen! You feel
yourself rematerializing.
Aslan's Den
The emptiness -- apart from a heap of moss in one corner -- shows that the
occupant is still in the process of moving in.
You see Narnia here.
Aslan is here.
You sense that Butoh is looking for you in UnitN.
He pages, "Still there?"
@who
Player name           Connected      Idle time      Location
-----
Max (#894)            18 minutes   a second      UnitN

```

Guest (#113)	an hour	a second	Aslan's Den
Gray_Guest (#691)	21 minutes	3 seconds	Fourth-floor Stairwell
Butoh (#890)	12 minutes	5 seconds	UnitN
Bookish (#4844)	21 minutes	8 seconds	LiminalSpace
Hazel_Guest (#690)	an hour	22 seconds	UnitN
ThinkTankMOO (#5042)	8 hours	31 seconds	Glass Bell Jar
Mauve_Guest (#702)	29 minutes	4 minutes	UnitN
jaime (#2)	8 minutes	8 minutes	jaime's capacitor
Kilik (#562)	5 hours	15 minutes	The Collaborative Toolbox
Holo (#4126)	an hour	39 minutes	FCGopher Hole
Flame (#2486)	59 minutes	40 minutes	Treasure Room
Puff (#4837)	a day	an hour	Holo's Fractal Freespace
Bob (#882)	4 hours	4 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 16 players, 8 of whom have been active recently.

@join butoh

UnitN

Welcome to the HILUS/UNITn Virtual Gallery and Workspace!

You are standing in a large, high-ceilinged white room. Along the south wall is a row of large windows facing out onto the old warehouse buildings of Vienna, Austria.

The floor here is made of a dark well-trodden wood. There are posters, photocopies, and other various bits of junk hanging all over the walls. To one side of you is a large sign explaining exactly what this space is. To read the sign type 'read intro'.

Obvious exits: enter to Green tent, north to Forum, west to Office, east to UnitN library, and out to The E&L Garden

You see Green tent, An Introduction Note, UnitN Slatel, and UnitN slate2 here. Butoh, Hazel_Guest, Max, and Mauve_Guest are here.

You join butoh.

Max [to Butoh]: ok, i ll will try it

Butoh says, "I will be right back!!!"

Butoh has disconnected.

say da sind wir wieder

You say, "da sind wir wieder"

Hazel_Guest says, "jetzt sin die Wiener wieder unter sich"

Max says, "but now to something different, what are we doing now?"

Max says, "ja, dann koennen wir wieder deutsch reden.."

emote kratzen!

Guest kratzen!

Hazel_Guest says, "vielleicht haetten wir uns doch im freihaus treffen sollen"

say da waren wir gerade!!

You say, "da waren wir gerade!!"

Hazel_Guest says, "da gaebe es jetzt wenigstens bier"

Max [to Guest]: und, habts euch videos angeschaut?

say wir haben davon jede menge!!

You say, "wir haben davon jede menge!!"

Hazel_Guest says, "Xav: das Bild im Freihaus flimmert immer so komisch"

say ja!!

You say, "ja!!"

Green_Guest materializes out of thin air.

Hazel_Guest says, "hi green guest"

say das kabel ist kaputt und keiner richtets!

You say, "das kabel ist kaputt und keiner richtets!"

Max says, "kunstlabor hat gestern den fehler erkannt und (so hoffe ich) heute behoben"

Max says, "oder auch nicht..."
Max waves
Green_Guest waves
say hi green guest ,who are you?
Green_Guest says, "por que estan hablamos en aleman?"
You say, "hi green guest ,who are you?"
Hazel_Guest says, ":to green guest: are you also from vienna, like everybody else here"
Green_Guest says, "whoops, that should be "hablando", my spanish is rusty"
Hazel_Guest says, "hablamos aleman porque estamos de austria"
Mauve_Guest says, "ICH WAR AUCH IM FREIHAUS, HALLO HIER IST MATHIAS"
Butoh has connected.
Max says, "hehe, aufgewacht, welcome back"
Hazel_Guest says, "na endlich, guten morgen, bist du zwischendrin eingeschlafen??"
Green_Guest says, "'ah, bien" to Hazel_Guest"
say hi mathias ,guest ist xav wini nebel und hubert!
You say, "hi mathias ,guest ist xav wini nebel und hubert!"
Butoh says, "I have work to do you know. Leute Dinge zeigen usw."
Mauve_Guest says, "such a lot of differnet guests"
say nur guest ,aber drei besoffene vorm schirm!
You say, "nur guest ,aber drei besoffene vorm schirm!"
Hazel_Guest says, "to green guest: where are you from??"
Green_Guest says, "schadenfreude, the only german word which comes to mind--just been rereading On the Genealogy of Morals"
Max [to Guest]: apropos, xav, wie lang warst du gestern noch im museum?
Green_Guest says, "estoy en california en los estados unidos"
say bis 5!!!
You say, "bis 5!!!"
Hazel_Guest says, "to green guest : this word kind of fits into this conversation"
Green_Guest says, "do tell, Hazel"

Max [to Guest]: aha, ich hab euch dann nicht mehr gefunden, bin so um halb vier gegangen... (wie gings den Oscar dann noch?)
Hazel_Guest says, "to green guest: what's your name? mine is christine"
say keine ahnung!!
You say, "keine ahnung!!"
Green_Guest says, "hi, christine, i'm (believe it or not) tristan--my middle name actually, but what i am called--"
Max [to Guest]: aha.....

say hi thoenissen
You say, "hi thoenissen"
Hazel_Guest says, "to guest: did you also get an invitation to this event or are you here just by accident?"
Max [to green]: yes, what are you called?
Green_Guest says, "and i don't even like Wagner--"
Hazel_Guest says, "to guest: ihr vollkoffer der sitzt doch in californien"
Green_Guest says, "no invitation--just saw a crowd and dropped in--hope i'm not disturbing anything--if so, i can split"
Butoh [to Max]: Hve you read the introduction here? I need the times of the UntN catalog presentation.
Mauve_Guest says, "maybe you like tristan tsara"
Butoh [to green]: Not disturbing, we are having a party.
Mauve_Guest says, "tristan und isolde"
say howdy howdy
You say, "howdy howdy"

Max [to Butoh]: its the 28 of juli at 19pm at tuchlauben 17/8 1010 Vienna
Hazel_Guest says, "to tris: no we are glad you came, because we wanted to meet
new people and not only talk to the ones we see every day"
Green_Guest says, "i know of tzara--and am sympathetic to Dada--but the name
comes from rather demented irish-american parents who liked my great
grandfather a lot and it was his name"
Mauve_Guest says, "it is not 19 pm who says so"
Butoh [to Max]: Thanks.
emote twinkles his eyebrows
Guest twinkles his eyebrows
Butoh [to Green-guest]: Where are you at? If you type 'read intro' you can see
what this is all about.
Max [to Mauve_Guest]: sorry
Mauve_Guest says, "i will read intro "

Hazel_Guest zwinkert guest zu
Butoh [to Max]: Hey!
Max [to Butoh]: ja?
Butoh . o O (hmmmm)
Green_Guest says, "artists and new technology?"
help guest
Sorry, but no help is available on Guest (#113).
Try `@examine guest`.

Max . o O (hmmmmmm)

Butoh gives Max a cup of coffee.
help character
Sorry, but no help is available on `character`.
Butoh says, "Artists and New Cups of Coffee!"
@examine guest
Guest (#113) is owned by Hacker (#37).
Aliases: Guest
Guest is wearing neatly-pressed business attire and looking alternatively
amazed and lost.
Contents:
Yellow Cab (#296)
Obvious Verbs:
@password <anything>
create <anything>
@last-c*onnection <anything>
@register/@request*-character <anything> for <anything>
@whois <anything>
@setr*ealname <anything> to <anything>
@unsetr*ealname <anything>
@char <anything>

Max [to Butoh]: thanks !
Max drinks coffee and feels much better
Dude materializes out of thin air.
Dude waves to all
Hazel_Guest is jealous she also wants coffe
Hazel_Guest waves to dude
setrealname guest to nebel
I don't understand that.
Butoh [to Dude]: Type 'read intro' to see what this is all about.
Max [to Butoh]: we have to do something before everyone is sleeping
Green_Guest waves to Dude

@setrealname guest to nebel
 Sorry, only wizards can set a player's real name.
 Max waves to Dude
 Butoh jumps up and down.
 Spatula materializes out of thin air.
 Green_Guest waves to Spatula
 Hazel_Guest says, "to green guest: it means twinkles to guest"
 @who

Spatula waves.
 Player name Connected Idle time Location
 ----- ----- ----- -----
 Guest (#113) an hour 0 seconds UnitN
 Spatula (#2907) 2 minutes a second UnitN
 Green_Guest (#121) 13 minutes 2 seconds UnitN
 Hazel_Guest (#690) an hour 2 seconds UnitN
 Dicky (#5580) 4 minutes 5 seconds The E&L Garden
 Mephisto (#2925) 13 minutes 11 seconds Tape Editing Room
 Butoh (#890) 11 minutes 17 seconds UnitN
 Max (#894) 34 minutes 17 seconds UnitN
 Ojinteno (#4139) 13 minutes 20 seconds Tape Editing Room
 jaime (#2) 24 minutes 21 seconds jaime's capacitor
 Gray_Guest (#691) 37 minutes 21 seconds Studio M
 Dude (#2952) 7 minutes 33 seconds UnitN
 Pinstriped_Guest (#688) 3 minutes a minute The LEGO Closet
 ThinkTankMOO (#5042) 8 hours a minute Glass Bell Jar
 Mauve_Guest (#702) 45 minutes a minute UnitN
 Bookish (#4844) 37 minutes a minute LiminalSpace
 Flame (#2486) an hour 4 minutes Treasure Room
 Kilik (#562) 5 hours 31 minutes The Collaborative Toolbox
 Holo (#4126) an hour 55 minutes FCGopher Hole
 Puff (#4837) a day 2 hours Holo's Fractal Freespace
 *** More *** 5 lines left. Do @more [rest|flush] for more.
 @whois Dude
 *** More *** 9 lines left. Do @more [rest|flush] for more.
 @more
 Bob (#882) 5 hours 5 hours Bob's Office
 Albert (#119) 2 days a day Albert's Room [gone]
 Jave (#199) 2 days a day Albert's Room [gone]

Total: 23 players, 17 of whom have been active recently.
 Max [to Butoh]: yes, very good
 Dude says, "So, there is CyberFun to be had here, tonight?"
 Dude waves to Spatula
 Dude has no real name.
 Max [to Dude]: yeah, join us have fun, fall asleep..
 Hazel_Guest says, "to dude: let's call it butoh-fun"
 Butoh says, "Fun fun fun. I am in Minneapolis, Green is in California,
 everyone else in Vienna, Austria."
 Mauve_Guest says, "ah, hallo winnie bist du am schirm?"
 Butoh [to Dude]: Where are you?
 Dude chuckles
 Spatula smiles.
 Max waves at spatula
 Green_Guest says, "what time is it in Vienna?"
 Hazel_Guest says, "hi spatula"
 Dude [to Butoh]: I'm in Arlington, Texas.
 say hi mathias ja ja was isn?
 You say, "hi mathias ja ja was isn?"

Mauve_Guest says, "ich frag mich gerade ob das auch mit dem portfolio geht?"
Max [to green]: halve past 3 in the morning... (very late)
Hazel_Guest says, "its 3 thirty here in Vienna (am)"
Mauve_Guest says, "hast du das mal ausprobiert?"
say klar du musst glaub ich nur pagelen auf 12 setzen
You say, "klar du musst glaub ich nur pagelen auf 12 setzen"
Green_Guest says, "YOWTCH! 3:30! it's 6:30 p.m. here"
Green_Guest says, "why are you all up and here at such an hour?"
Hazel_Guest says, "to dude: whate are you doing there in texas, are you a cowboy??"
Butoh [to Guest]: An Atari Port.?! With modem?!
Butoh says, "It is 8:30pm here"
Mauve_Guest says, "jojo"
Max [to green]: because butoh invited us to this great party
Dude [to Hazel_Guest]: God forbid! I teach at UT Arlington.
say yes iam in internet with him sometimes , don t you believe ?
You say, "yes iam in internet with him sometimes , don t you believe ?"
Spatula [to Dude]: In what field? I'm thinking of applying there for graduate school.
Hazel_Guest says, "to dude: what do you teach?"
Dude [to Spatula]: Philosophy
Dude notes that no one is typing 'exam dude' tonight

Butoh [to Dude]: Well I did.
Butoh examines Dude closely.
Hazel_Guest says, "i will do it"
whisper butoh oh jemminee
I don't understand that.
Spatula hms. I'm thinking of applying to psychology, though I think I'm more interested in philosophy than psych... I'm interested in all the fun cognitive-oriented stuff...
Green_Guest says, ""
say to butoh oh jemminee
Dude [to spatual]: Well, now that I read your description...
You say, "to butoh oh jemminee"
help say
Syntax: say <anything> ...
" <anything> ...

Says <anything> out loud, so that everyone in the same room hears it. This is so commonly used that there's a special abbreviation for it: any command-line beginning with a double-quote ('"') is treated as a 'say' command.

Example:

Munchkin types this:

"This is a great MOO!"

Munchkin sees this:

You say, "This is a great MOO!"

Others in the same room see this:

Munchkin says, "This is a great MOO!"

Dude [to Spatula]: It's certainly "hot" as an area of philosophy, right now.

help whisper

whisper "<text>" to <player>

sends the message "<yourname> whispers, "<text>" to you " to <player>, if they are in the room.

Green_Guest says, "Dude, that's a heavy batch of research interests--plan on living 5 or 6 hundred years so you can get around to all ot if it?"

Spatula nods.

Dude [to green]: Well...if I were being honest (and not trying to justify having a MOO character) I'd probably just say ...

Max [to Butoh]: and when we will continue with the unitn-room?

Hazel_Guest says, "to all: I am to tired know. I will leave. Have a nice Party Pat and everybodyelse"

Dude [to green]: ... metaphysics, epistemology, and philosophy of mind.

Hazel_Guest goes home.

Green_Guest says, "good night, christine"

Spatula [to Dude]: That's still a lot to cover. :-)

whisper "hi captain " to Mauve_guest

You whisper, "hi captain " to Mauve_Guest.

Butoh says, "So what is everyone up to out there?"

Dude [to Spatula]: Okay...cut the epistemology. There hasn't been any decent work done there since 1932 anyway.

Max [to Butoh]: ich mein, wegen umbauen und so....

Spatula hehs.

Butoh [to Dude]: What about dermatology?

Dude [to Butoh]: Do you think that there has been fruitful work done there, recently?

Green_Guest says, "Dude, what are you calling decent work in epistemology?"

say hey wahts that dermatology

You say, "hey wahts that dermatology"

@help

Help is available on the following general topics:

introduction -- what's going on here and some basic commands

index -- index into the help system

players -- setting characteristics of yourself

movement -- moving yourself between rooms

communication -- communicating with other players

manipulation -- moving or using other objects

miscellaneous -- commands that don't fit anywhere else

building -- extending the MOO

programming -- writing code in the MOO programming language

editors -- editing text and code in the MOO

@pagelength -- what to do if lines scroll off your screen too fast

@linelength -- what to do if lines are truncated

tinymud -- a list of equivalences between MOO and TinyMUD concepts/commands

Type 'help <topic>' for information on a particular topic.

Max [to Guest]: i was asking christine the same....

*** More *** 1 lines left. Do @more [rest|flush] for more.

@who

*** More *** 27 lines left. Do @more [rest|flush] for more.

@more

Dude [to green]: H. H. Price wrote PERCEPTION in 1932.

Player name	Connected	Idle time	Location
-----	-----	-----	-----
Guest (#113)	an hour	a second	UnitN
Mephisto (#2925)	22 minutes	5 seconds	Grand Central Station
Ojintenko (#4139)	23 minutes	5 seconds	Tape Editing Room

Dude (#2952)	16 minutes	9 seconds	UnitN
BethK (#4841)	5 minutes	10 seconds	BethK's-Office
Max (#894)	44 minutes	18 seconds	UnitN
Butoh (#890)	20 minutes	20 seconds	UnitN
Gray_Guest (#691)	47 minutes	20 seconds	Studio M
ThinkTankMOO (#5042)	9 hours	26 seconds	Glass Bell Jar
Green_Guest (#121)	23 minutes	40 seconds	UnitN
Dicky (#5580)	13 minutes	43 seconds	STS Centre Lounge
Spatula (#2907)	11 minutes	a minute	UnitN
jaime (#2)	34 minutes	4 minutes	jaime's capacitor
Mauve_Guest (#702)	54 minutes	4 minutes	UnitN
Bookish (#4844)	46 minutes	11 minutes	LiminalSpace
Flame (#2486)	an hour	13 minutes	Treasure Room
Kilik (#562)	5 hours	41 minutes	The Collaborative Toolbox
Holo (#4126)	an hour	an hour	FCGopher Hole
Puff (#4837)	a day	2 hours	Holo's Fractal Freespace

*** More *** 6 lines left. Do @more [rest|flush] for more.
join puff
*** More *** 13 lines left. Do @more [rest|flush] for more.
more
*** More *** 14 lines left. Do @more [rest|flush] for more.
@more
Bob (#882) 5 hours 5 hours Bob's Office
Albert (#119) 2 days a day Albert's Room [gone]
Jave (#199) 2 days a day Albert's Room [gone]

Total: 22 players, 14 of whom have been active recently.
Max [to Guest]: also, what is epistemology?
Butoh [to Guest]: Hautwissenschaft
Spatula, now that he thinks about it, can't think of anything written in epistemology lately besides some Lyndon LaRouche readings he read this past year...
Green_Guest says, "you don't think the current science and tech stuff is interesting epistemologically?"
I don't understand that.
I don't understand that.

Dude did think rather highly of Laurence BonJour's THE STRUCTURE OF EMPIRICAL KNOWLEDGE in 1985.
@join puff
Holo's Fractal Freespace
You enter a very Kozy room. The roof is very low, and the room is crammed full of pillows and blankets, making it nessecary to crawl through a sprawling maze of softness to reach the center. When you reach the center of the room, you see that there is a komfortable hollow where the pillows have been mostly shoved aside to make room for relaxing. The room is lit by the soft glow from the monitor of Holo's Cyberdeck, and the walls, floor, and pillows crawl with morphing holographic fractal patterns. There is a small candle lit, and flickering on top of the monitor, and the fractal holographic patterns seem to shift shape in response to the candle's flickering. There is an unreal feeling of meditative relaxation, a feeling of being cut off from time, and deadlines, a feeling of relaxed contentness. The feeling of detachment from worry and stress is amplified by the spatial chaos the

hologram projects.
Puff is standing here.
You see Hologram Projector, Holo's Cyberdeck, Holo's VCR/Cyberdeck interface card, and Holo's Cyberdeck monitor here.
*** More *** 1 lines left. Do @more [rest|flush] for more.
@more
You join puff.
enter Cyberdeck
You dissolve into a collection of packets of ones and zeros, and flow into the computer screen!
min.pima.edu
You are in a maze of twisty, little passages.
You see the back of a computer screen here.
Obvious exits: down to pima.edu and out to Holo's Fractal Freespace
look
min.pima.edu
You are in a maze of twisty little passages.
You see the back of a computer screen here.
Obvious exits: down to pima.edu and out to Holo's Fractal Freespace
telnet finfo.tu-graz.ac.at
I don't understand that.
tel
I don't understand that.
whereiam
I don't understand that.
exit
I don't understand that.
out
Your packets gather in a glob, and then flow into the screen! You feel yourself rematerializing.
Holo's Fractal Freespace
You enter a very Kozy room. The roof is very low, and the room is crammed full of pillows and blankets, making it nessecary to crawl through a sprawling maze of softness to reach the center. When you reach the center of the room, you see that there is a komfortable hollow where the pillows have been mostly shoved aside to make room for relaxing. The room is lit by the soft glow from the monitor of Holo's Cyberdeck, and the walls, floor, and pillows crawl with morphing holographic fractal patterns. There is a small candle lit, and flickering on top of the monitor, and the fractal holographic patterns seem to shift shape in response to the candle's flickering. There is an unreal feeling of meditative relaxation, a feeling of being cut off from time, and deadlines, a feeling of relaxed contentness. The feeling of detachment from worry and stress is amplified by the spatial chaos the hologram projects.
Puff is standing here.
*** More *** 2 lines left. Do @more [rest|flush] for more.
look
*** More *** 24 lines left. Do @more [rest|flush] for more.
@more
You see Hologram Projector, Holo's Cyberdeck, Holo's VCR/Cyberdeck interface card, and Holo's Cyberdeck monitor here.
Holo's Fractal Freespace
You enter a very Kozy room. The roof is very low,

and the room is crammed full of pillows and blankets, making it nessecary to crawl through a sprawling maze of softness to reach the center. When you reach the center of the room, you see that there is a komfortable hollow where the pillows have been mostly shoved aside to make room for relaxing. The room is lit by the soft glow from the monitor of Holo's Cyberdeck, and the walls, floor, and pillows crawl with morphing holographic fractal patterns. There is a small candle lit, and flickering on top of the monitor, and the fractal holographic patterns seem to shift shape in response to the candle's flickering. There is an unreal feeling of meditative relaxation, a feeling of being cut off from time, and deadlines, a feeling of relaxed contentness. The feeling of detachment from worry and stress is amplified by the spatial chaos the hologram projects.

Puff is standing here.

*** More *** 2 lines left. Do @more [rest|flush] for more.

turnon projector

*** More *** 3 lines left. Do @more [rest|flush] for more.

@more

You see Hologram Projector, Holo's Cyberdeck, Holo's VCR/Cyberdeck interface card, and Holo's Cyberdeck monitor here.

I don't understand that.

use projector

I don't understand that.

get projector

Electricity fills your body as you attempt to lift the Hologram Projector!!!

You can't pick that up.

@examine projector

Hologram Projector (#4883) is owned by Holo (#4126).

Aliases: Hologram Projector, Projector, Hologram, slideshow, slide show, and slide projector

Congratulations on your new slide projector! For operating instructions just 'show 1 on <projector name>' for a brief tutorial..Good luck! If you should experience any difficulties contact cdr or paulb for assistance.

Obvious Verbs:

show <anything> on projector

g*et/t*ake projector

d*rop/th*row projector

gi*ve/ha*nd projector to <anything>

show 1

I don't understand that.

show 1 on projector

Guest shows slide #1.

* * * * *

A Brief Introduction

to

Creating Slides

for

MediaMOO Presentations

(Type 'show 2 on <projector name>' to continue:)

-cdr-

* * * * *

show 2 on projector

Guest shows slide #2.

* * * * *

To build slides you must have access to an editor outside mediaMOO. And you must have access to a client that allows you to paste a text file into mediaMOO.

The first thing to do is to jot down the object number of your slide projector. You will need this to create the slides. @audit yourself to get the number.

(Type 'show 3 on <projector name>' to continue:)

* * * * *

show 5 on projector

Guest shows slide #5.

* * * * *

Perhaps the easiest way to make a tray of slides is to write all the text lines first for each slide and then go back and add to each slide the proper prefix and suffix lines. You can have up to 10 slides. Each slide may have up to 15 lines of text. Be sure to precede each line of text with a quotation mark.

(Type 'show 6 on <projector name>' to continue:)

* * * * *

say bloedsinn
You say, "bloedsinn"
look
Holo's Fractal Freespace

You enter a very Kozy room. The roof is very low, and the room is crammed full of pillows and blankets, making it nessecary to crawl through a sprawling maze of softness to reach the center. When you reach the center of the room, you see that there is a komfortable hollow where the pillows have been mostly shoved aside to make room for relaxing. The room is lit by the soft glow from the monitor of Holo's Cyberdeck, and the walls, floor, and pillows crawl with morphing holographic fractal patterns. There is a small candle lit, and flickering on top of the monitor, and the fractal holographic patterns seem to shift shape in response to the candle's flickering. There is an unreal feeling of meditative relaxation, a feeling of being cut off from time, and deadlines, a feeling of relaxed contentness. The feeling of detachment from worry and stress is amplified by the spatial chaos the hologram projects.

Puff is standing here.

You see Hologram Projector, Holo's Cyberdeck, Holo's VCR/Cyberdeck interface card, and Holo's Cyberdeck monitor here.

@who

Player name	Connected	Idle time	Location
Green_Guest (#121)	31 minutes	a second	UnitN
Guest (#113)	an hour	a second	Holo's Fractal Freespace
Spatula (#2907)	19 minutes	4 seconds	UnitN
Dude (#2952)	24 minutes	7 seconds	UnitN
jaime (#2)	42 minutes	8 seconds	jaime's capacitor
Max (#894)	52 minutes	10 seconds	UnitN
Butoh (#890)	28 minutes	11 seconds	UnitN
Seth (#498)	5 minutes	13 seconds	Tool Shed
Mephisto (#2925)	30 minutes	14 seconds	Philip K. Dick Mem. Theatre
ThinkTankMOO (#5042)	9 hours	30 seconds	Glass Bell Jar
Kilik (#562)	5 hours	36 seconds	The Collaborative Toolbox
Mauve_Guest (#702)	an hour	37 seconds	UnitN
Ojinteno (#4139)	31 minutes	59 seconds	Tape Editing Room
BethK (#4841)	13 minutes	a minute	BethK's-Office
Flame (#2486)	an hour	2 minutes	Treasure Room
Dicky (#5580)	22 minutes	7 minutes	STS Centre Lounge
Bookish (#4844)	55 minutes	19 minutes	LiminalSpace
Holo (#4126)	an hour	an hour	FCGopher Hole
Puff (#4837)	a day	2 hours	Holo's Fractal Freespace
Bob (#882)	5 hours	5 hours	Bob's Office

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@more

Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 22 players, 15 of whom have been active recently.

go UnitN

You can't go that way (UnitN).

UnitN

I don't understand that.

join Mauve_guest

I don't understand that.

@join Mauve_guest

UnitN

Welcome to the HILUS/UNITn Virtual Gallery and Workspace!

You are standing in a large, high-ceilinged white room. Along the south wall is a row of large windows facing out onto the old warehouse buildings of Vienna, Austria.

The floor here is made of a dark well-trodden wood. There are posters, photocopies, and other various bits of junk hanging all over the walls. To one side of you is a large sign explaining exactly what this space is. To read the sign type 'read intro'.

Obvious exits: enter to Green tent, north to Forum, west to Office, east to UnitN library, and out to The E&L Garden

You see Green tent, An Introduction Note, UnitN Slatel, and UnitN slate2 here. Butoh, Max, Green_Guest, Dude, Spatula (liquid), and Mauve_Guest are here.

You join Mauve_guest.

Max [to Butoh]: also du hast eine NTSC vhs, legst sie da ein, stellst auf pal, und nimmst auf einen ganz gewoehnliche vhs auf, und dann hast....

Butoh [to Dude]: Have you heard of the Kasel school of thought happeing right now?

Spatula nods... I guess I'm something of an asymptotic realist. I have a hard time believing that there isn't "something" that is definite and real in the universe, though I don't think we can ever get very close to knowing it. I dont belive in social institutions as defining reality on any fundamental

*** More *** 2 lines left. Do @more [rest|flush] for more.

say hi, mathias were back jetzt

*** More *** 3 lines left. Do @more [rest|flush] for more.

@more

level and think that there is something beyond that. I dunno... as you can see, I'm slipping into ontology again.

You say, "hi, mathias were back jetzt"

Max [to Butoh]: eine palkopie, die du auf jedem videoplayer, der Pal ist abspielen kannst (alles klar)

Dude [to Butoh]: No -- or not under that name, at least.

Green_Guest says, "ah, but there is agreement about much--the cultural boundaries which get erected around fields of knowledge neednt' by so restrictive as to "

@who

Player name	Connected	Idle time	Location
Ojintenzo (#4139)	34 minutes	a second	Tape Editing Room
Guest (#113)	an hour	a second	UnitN
Invis (#3437)	33 seconds	2 seconds	Invis' condo
ThinkTankMOO (#5042)	9 hours	2 seconds	Glass Bell Jar
BethK (#4841)	16 minutes	3 seconds	BethK's-Office
Mephisto (#2925)	33 minutes	19 seconds	BethK's-Office
Green_Guest (#121)	34 minutes	27 seconds	UnitN
Dude (#2952)	27 minutes	32 seconds	UnitN
Seth (#498)	8 minutes	42 seconds	Tool Shed
Max (#894)	55 minutes	42 seconds	UnitN
Spatula (#2907)	22 minutes	48 seconds	UnitN
Butoh (#890)	31 minutes	56 seconds	UnitN
Mauve_Guest (#702)	an hour	56 seconds	UnitN
jaime (#2)	45 minutes	3 minutes	jaime's capacitor
Flame (#2486)	an hour	5 minutes	Treasure Room
Dicky (#5580)	25 minutes	10 minutes	STS Centre Lounge
Holo (#4126)	an hour	an hour	FCGopher Hole
Puff (#4837)	a day	2 hours	Holo's Fractal Freespace
Bob (#882)	5 hours	5 hours	Bob's Office

Albert (#119) 2 days a day Albert's Room [gone]
*** More *** 3 lines left. Do @more [rest|flush] for more.
@more
Jave (#199) 2 days a day Albert's Room [gone]

Total: 21 players, 14 of whom have been active recently.

Green_Guest says, "make it so easy to trace the relations of power--epistemes operate at a rather grand scale"

Butoh [to Dude]: I think the main dude (a pun) is a guy called Kitler. They are doing more social theory and media theory than straight philosophy as far as I know.

Max [to Butoh]: HUHUU?

go tool shed

You can't go that way (tool).

Green_Guest says, "you sound like a non-committal Kantian, Spatula"

join seth

I don't understand that.

@join seth

Tool Shed

The Tool Shed's not really built yet. One large wooden shelf is nailed to the wall. A neat handwritten note identifies it as `Core Shelf'. There's a shelf labelled 'Oddities' which seems to have some interesting curiosities as well.

Opal, Seth, and you are here.

You join seth.

down

You can't go that way.

home

You click your heels three times.

The LEGO Closet

It's dark in here, and there are little crunchy plastic things under your feet! Groping around, you discover what feels like a doorknob on one wall.

Obvious exits: out to The E&L Garden

out

The E&L Garden

The E&L Garden is a happy jumble of little and big computers, papers, coffee cups, and stray pieces of LEGO.

Obvious exits: hallway to E&L Hallway, closet to The LEGO Closet, center to Center of Centers, and library to Library Foyer

You see a newspaper, a Warhol print, Sun SPARCstation IPC, Projects chalkboard, Sign about stuff in the garden, MediaMOO Map, Research Directory, STS Sign, Constructionist Flag, and Train Transfer here.

go library

Library Foyer

This is the entrance (and center) of the MediaMOO Generic Library. It looks very library-like indeed, with a brightly lit interior and many directions in which to go.

Obvious exits: west to Library (room of Things), north to Library (room of Rooms), east to Library (room of Player Classes), south to Library (room of Features), and garden to The E&L Garden

You see Sign about Library Policy and Library Comments board here.

You sense that Max is looking for you in Green tent.

He pages, "Gute Nacht!"

read sign

MEDIAMOO LIBRARY POLICY

Welcome to the MediaMOO Library!

The library is a central depository of interesting objects, room classes, character classes, and features. You will find things both useful and amusing. We hope things here will inspire you to start your own projects.

If you have created something you are proud of and that you think others might enjoy, please contribute it to the library! Things ported from other MOOs are also welcome-- but it's polite to ask before you port, and make sure to give proper credit to the author in the object's description. To find out how to contribute, go to any library display room and type 'help here.' Please remember to put your creation in the proper section of the library, (or the librarian will get all fussy!)

Anyone (except guests) can add anything here. The management isn't responsible for what things do. If you are in doubt about what an object is used for, the best idea would be to contact its owner.

Thanks, and enjoy.

*** More *** 5 lines left. Do @more [rest|flush] for more.

@more

-- The Management

(You finish reading.)

say guten tag

You say, "guten tag"

who

I don't understand that.

@who

Player name	Connected	Idle time	Location
Guest (#113)	an hour	a second	Library Foyer
BethK (#4841)	19 minutes	16 seconds	BethK's-Office
ThinkTankMOO (#5042)	9 hours	17 seconds	Glass Bell Jar
Ojintenzo (#4139)	37 minutes	25 seconds	Tape Editing Room
Mephisto (#2925)	37 minutes	28 seconds	BethK's-Office
Butoh (#890)	35 minutes	30 seconds	UnitN
Green_Guest (#121)	37 minutes	36 seconds	UnitN
Dude (#2952)	31 minutes	a minute	UnitN
Spatula (#2907)	26 minutes	a minute	UnitN
jaime (#2)	48 minutes	6 minutes	jaime's capacitor
Flame (#2486)	an hour	9 minutes	Treasure Room
Dicky (#5580)	28 minutes	13 minutes	STS Centre Lounge
Holo (#4126)	an hour	an hour	FCGopher Hole
Puff (#4837)	a day	2 hours	Holo's Fractal Freespace
Bob (#882)	5 hours	5 hours	Bob's Office
Albert (#119)	2 days	a day	Albert's Room [gone]
Jave (#199)	2 days	a day	Albert's Room [gone]

Total: 17 players, 9 of whom have been active recently.

@more

*** No more ***

@join #5042

Glass Bell Jar

Somewhere quiet, away from all the rush and fuss that is MediaMOO.

CardiffMOO, OpalMOO, LambdaMOO, and ThinkTankMOO are here.

You join #5042.

say hello
You say, "hello"
page "servus" to butoh
"servus" is not the name of any player.
page butoh servus
Your message has been sent.
page max papatschi
Max is not currently logged in.
@quit
*** Disconnected ***
Connection closed by foreign host.