

telnet purple-crayon.media.mit.edu 8888

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VM TCP/IP Telnet V2R2

Connecting to PURPLE-CRAYON.MEDIA.MIT.EDU 18.85.0.48, port 8888

Using Line Mode...

Notes on using Telnet when in Line Mode:

- To hide Password, Hit PF3 or PF15
 - To enter Telnet Command, Hit PF4-12, or PF16-24
- MORE...

RUNNING UNIVIE

Telnet

```
*****  
** 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

connect guest

Okay,... guest is in use. Logging you in as `Jade_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 LEGO/Logo Lab

Striped_Guest goes out.
out

HOLDING

Telnet
out
The LEGO/Logo Lab

The LEGO/Logo Lab is a happy jumble of little and big computers, papers, coffee cups, and stray pieces of LEGO.
Obvious exits: closet to The LEGO Closet, center to Center of Centers, library to Library Foyer, and atrium to Third Floor Atrium Landing
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 Board of Players Who Have Never Logged In here.
Striped_Guest is here.
Striped_Guest says, "hi Jade_Guest"
look me

look me

Guest is wearing neatly-pressed, jade green business attire and looking alternatively amazed and lost.
It is awake and looks alert.

Striped_Guest says, ""I am trying to figure out how to get to the room 2271, do you know?"
say hi striped guest, I don't know but Ill a
Striped_Guest says, "to say something type "say bla bla bla""
sk someone, wait a second

say hi striped guest, I don't know but Ill ask someone, wait a second

You say, "hi striped guest, I don't know but Ill ask someone, wait a second"
say try "@move me to #2271"

say try "@move me to #2271"

HOLDING

Telnet

You say, "try "@move me to #2271""
say see you

say see you

You say, "see you"
unitn

unitn

Striped_Guest says, "thanks and bye"

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 LEGO/Logo Lab

You see Green tent, An Introduction Note, HILUS Noteboard, UnitN slate4, and UnitN slate2 here.

read intro

read intro

It is a large sign, it looks important, you had better read it.

Welcome to the HILUS/UNITn Virtual Gallery & Workspace!

HOLDING

Telnet

This space was initiated by the HILUS group based in Vienna, Austria. The spaces purpose is to provide a forum for people and groups working with art incorporating new technology. The space also contains an online database of texts and images (using Gopher-space). To view these files feel free to use one of the slates lying around the rooms. If you would like to contribute either texts or images please let us know.

The Gallery & Workspace is still very much under construction and changes

almost constantly, if you have any suggestions we'd love to hear them.
Any questions should be sent to Butoh or Max.
(You finish reading.)
look tent

look tent

Green tent

You see a nice green tent which would look perfectly natural out in some state park, but looks a bit odd here in the gallery space.

You sense somehow that the curator of the virtual gallery lives here.

Obvious exits: out to UnitN

You see Macintosh Powerbook 140, the UnitN noteboard, and the comments board here.

Butoh and max are here.

look powerbook

HOLDING

Telnet

look powerbook

I see no "powerbook" here.

look

look

UnitN

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Obvious exits: enter t

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UnitN library, and out to The LEGO/Logo Lab

You see Green tent, An Introduction Note, HILUS Noteboard, UnitN slate4, and UnitN slate2 here.

look HILUS noteboard

look HILUS noteboard

A Noteboard for messages from/to HILUS members

use 'list HILUS' to get a list of registered messages and 'record
TEXTOFYOURMESSAGE on HILUS' to leave a note.
HOLDING

Telnet
comments/suggestions/etc. welcome!
Der_Wanderer
list HILUS

list HILUS

HILUS Noteboard contains 2 messages:

1 - test
2 - first longer test for this noteboard
2

2

I don't understand that.

look 2

I see no "2" here.
look

look

UnitN

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Obvious exits: enter to Green tent, north to Forum, west to Office, east to
HOLDING

Telnet

UnitN library, and out to The LEGO/Logo Lab

You see Green tent, An Introduction Note, HILUS Noteboard, UnitN slate4, and UnitN slate2 here.

look unitn slate2

look unitn slate2

UnitN slate2: :wachau.ai.univie.ac.at: Other Arts-related Databases

A laptop size computer, with various controls on it.

1. Area_in_Progress (menu)

look

look

UnitN

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You see Green tent, An Introduction Note, HILUS Noteboard, UnitN slate4, and UnitN slate2 here.

east

east

HOLDING

Telnet

UnitN library

You have entered the library. It is a spacious room with high ceilings. Books and journals line the walls (none of which are accessible to you yet), and a nice comfy sofa for napping and reading, and perhaps engaging in lively conversation with friends.

We are continually working on the libraries database interface and would like to hear your ideas on implementing these.

Obvious exits: west to UnitN

@emote sit on sofa

@emote sit on sofa

I don't understand that.
emote sit on sofa

emote sit on sofa

Jade_Guest sit on sofa
sit

sit

You sit down on the chair.
Qwho

Qwho

I don't understand that.
@who

@who

Player name
Connected Idle time Location

Jade_Guest (#701) 9 minutes 0 seconds UnitN library
Green_Guest (#121) 28 minutes 2 seconds mediaMOO Theater
HOLDING

Telnet

Guest (#113)
30 minutes 2 seconds mediaMOO Theater
Cerulean_Guest (#488) 30 minutes 4 seconds Poetry Reading Room
Cyan_Guest (#531) 29 minutes 6 seconds Theater Stage
Turquoise_Guest (#358) 30 minutes 9 seconds mediaMOO Theater
cdr (#1356)
29 minutes 10 seconds mediaMOO Theater
Umber_Guest (#714) 29 minutes 12 seconds mediaMOO Theater
Striped_Guest (#357) 9 minutes 27 seconds Place for Book Reviews
Red_Guest (#114)

4 minutes a minute The LEGO Closet
Gavin (#2929)
23 minutes 23 minutes steaming pit of blood
xymox (#8635)
2 days 9 hours xymox's sprawl
shkoo (#917)
2 days 11 hours shkoo's nifty place
Anton (#7687)
17 hours 17 hours The AI Hardware Laboratory
Greg_Swan (#2201) 9 days a day pretense
Total: 15 players, 10 of whom have been active recently.
There are 3 players not listed.
look

look

UnitN library

You have entered the library. It is a spacious room with high ceilings. Books and journals line the walls (none of which are accessible to you yet), and a nice comfy sofa for napping and reading, and perhaps engaging in lively conversation with friends.

HOLDING

Telnet

We are continually working on the libraries database interface and would like to hear your ideas on implementing these.

Obvious exits: west to UnitN

Jade_Guest is on the chair.

west

west

You stand up.

UnitN

Welcome to the HILUS/UNITn Virtual Gallery and Workspace!

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You see Green tent, An Introduction Note, HILUS Noteboard, UnitN slate4, and UnitN slate2 here.

out

out

The LEGO/Logo Lab

The LEGO/Logo Lab is a happy jumble of little and big computers, papers,
HOLDING

Telnet

coffee cups, and stray pieces of LEGO.

Obvious exits: closet to The LEGO Closet, center to Center of Centers, library
to Library Foyer, and atrium to Third Floor Atrium Landing

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 Board of Players Who Have
Never Logged In here.

look warhol print

look warhol print

Two cows, bright yellow on blue and hot pink on yellow, stare out at you side

by side. Hot pink letters underneath say ANDY WARHOL, and in smaller grey
letters Two colored cows 1971, 1966.

The yellow cow flashes silver for a few seconds, then returns to its normal
color.

Red_Guest has arrived.

look mediaMOO map

look mediaMOO map

There appears to be some writing on the note ...

read MediaMOO map

read MediaMOO map

read map

read map

Telnet command: ayt

Telnet

Telnet command:

Telnet

There appears to be some writing on the note ...

This is a map of MediaMOO as it was at 11 a.m. on Wednesday, 20 January 1993.

HOLDING

Telnet
LOWER-LEVEL
Elevator Stairs
| /
Lower-Level
Lobby
Stairs
/
Back Hall
|
Freight Elevator
GROUND FLOOR
Elevator Stairs
| /
Ground-floor
Lobby
SECOND FLOOR
Elevator Stairs
HOLDING

Telnet
| /
Admin ---- 2nd floor
Offices Atrium

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Stairs
Admin
/
Offices ----- Back Hall
|
Freight Elevator
THIRD FLOOR
Elevator Stairs
HOLDING

Telnet
| /
----- 3rd floor ----- VisMod --- PerCom ---- Hilbert
E&L Exec | Atrium
Hall reception Space
Suite |

|
|

\ |
| Auditory -- Vision
\ E&L
| Aurical Ventricle
E&L -- Hall

|
|

Garden |
|
Old Machine

| Stairs to Room
| / 4th floor
|

| /
|
| /
Garden
Garden
Offices
Hall
Hall
Stairs |
|
/ |
----- Back Hall -----
|
Freight Elevator
FOURTH FLOOR
Elevator Stairs
HOLDING

Telnet
| /
AHIG -- AHIG ---- 4th floor ----- OLD
Lab Hall Atrium Music&Cog
|
Hall
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|
| Stairs to
Holography
| / 3rd floor
Hall
SysPro -- SysPro /
|
Hall
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| Stairs |
IC
/ VLW
Hall ----- Back Hall --- Hall
|
Freight Elevator
ROOF

Elevator Ladder
HOLDING

Telnet
SIXTH FLOOR
Elevator Ladder
| /
6th floor
Atrium
~
| ~
Library | Alumni Hall
|
Women's --- Ballroom --- Men's
Dressing Room Foyer Dressing Room
\
|
/
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|
/
Ballroom
|
Dance
Floor
The Internet
There are computers in various places which are connected to the
Internet. These are not mapped here. Some of them are Thinking
Machines, Xerox PARC, and Apple Computer.
HOLDING

Telnet
If you'd like an area added to the map, please let me know where it is.
Please leave this map in the E&L Garden so other people can read it. Thanks!
--Michele
(You finish reading.)
There appears to be some writing on the note ...
This is a map of MediaMOO as it was at 11 a.m. on Wednesday, 20 January 1993.
LOWER-LEVEL
Elevator Stairs
| /
Lower-Level
Lobby
Stairs
/

Back Hall
|
Freight Elevator
HOLDING

Telnet
GROUND FLOOR
Elevator Stairs
| /
Ground-floor
Lobby
SECOND FLOOR
Elevator Stairs
| /
Admin ---- 2nd floor
Offices Atrium
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HOLDING

Telnet
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Stairs
Admin
/
Offices ----- Back Hall
|
Freight Elevator
THIRD FLOOR
Elevator Stairs
| /
----- 3rd floor ----- VisMod --- PerCom ----- Hilbert
E&L Exec | Atrium
Hall reception Space
Suite |
|

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| |
| Auditory -- Vision
| \ E&L
| Aurical Ventricle
E&L -- Hall
|
|
Garden |
|
Old Machine
|
| Stairs to Room
|
| / 4th floor
|
| /
| /
Garden
Garden
HOLDING

Telnet
Offices
Hall
Hall
Stairs |
|
/ |
----- Back Hall -----
|
Freight Elevator
FOURTH FLOOR
Elevator Stairs
| /
AHIG -- AHIG ---- 4th floor ----- OLD
Lab Hall Atrium Music&Cog
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Hall
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| Stairs to
Holography
| / 3rd floor
Hall

SysPro -- SysPro /

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Hall

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Telnet

Ballroom

|

Dance

Floor

The Internet

There are computers in various places which are connected to the Internet. These are not mapped here. Some of them are Thinking Machines, Xerox PARC, and Apple Computer.

If you'd like an area added to the map, please let me know where it is.

Please leave this map in the E&L Garden so other people can read it. Thanks!

--Michele

(You finish reading.)

L-man materializes out of thin air.

look

look

The LEGO/Logo Lab

The LEGO/Logo Lab is a happy jumble of little and big computers, papers, coffee cups, and stray pieces of LEGO.

Obvious exits: closet to The LEGO Closet, center to Center of Centers, library to Library Foyer, and atrium to Third Floor Atrium Landing

HOLDING

Telnet

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 Board of Players Who Have Never Logged In here.

Red_Guest and L-man (snowed_under) are here.

L-man says, "Hi, folks. Anyone here?"

train

train

I don't understand that.

join train

join train

I don't understand that.

help

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
HOLDING

Telnet

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 movement

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').

HOLDING

Telnet

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).

help train

help train

Sorry, but no help is available on Train Transfer (#4630).

Try `@examine train'.
Qexamine train

Qexamine train

I don't understand that.
@examine train

@examine train

Train Transfer (#4630) is owned by Moose (#1760).

Aliases: Train Transfer and transfer

A transfer, good for any of the trains on the MOO-transit system. `Use transfer' to teleport to a train, or `read transfer' to look at a train schedule. You can create your own transfer so that you can ride trains at any time, using the command: @create #5320 named "transfer".

Obvious Verbs:

use train

read train

HOLDING

Telnet

g*et/t*ake train

d*rop/th*row train

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

t train

t train

You can't pick that up.
use train

use train

Pick at train to transfer to it:

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.:

1

1

The Thin Blue Line

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

@examin

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

get offe

get of

I see no "offe" here.

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

f

get off

get what?

leave train

HOLDING

Telnet

The Thin Blue Line moves.

leave train

The conductor announces, "Studio M. You can visit the Philip K. Dick Memorial Auditorium from here."

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

I don't understand that.

Try this instead: leave

leave

leave

You step off the train.

Studio M

You see three walls of a large room with the same off-white paint found upstairs, but here with a hardwood floor (that favored dark mahogany!). Two of the walls are filled with art prints and notices of theatrical events from the past. A third wall has full-length mirrors covered with a black cloth. As for the fourth wall, it is unlike the other three. On the left side is a plexiglas window with a sign that says Box Office over it. In the center, under a slightly jutting Marquee, are a pair of double doors. The Marquee,

with flashing chaser lights, proclaims this to be: THE PHILIP K. DICK
MEMORIAL THEATRE--Abandon reality, all ye who enter here!
Obvious exits: Ladder to Mephisto's Office and Doubledoors to Philip K. Dick
Mem. Theatre
You see Gypsy, MephistoTV, Callboard, and The Thin Blue Line here.
gone

HOLDING

Telnet
gone

I don't understand that.

The conductor of The Thin Blue Line cries, "Next stop is Gaudi Atrium."
@who

@who

Player name

Connected Idle time Location

Guest (#113)		
41 minutes 2 seconds		The Projection Booth
Networker (#895)		
33 seconds 3 seconds		Networker's Office
L-man (#6702)		
6 minutes 3 seconds		mediaMOO Theater
Jade_Guest (#701)	19 minutes 3 seconds	Studio M
Turquoise_Guest (#358)	41 minutes 3 seconds	mediaMOO Theater
Paulie (#1831)		
8 minutes 5 seconds		Rowdies' Balcony
Green_Guest (#121)	38 minutes 6 seconds	mediaMOO Theater
Colleen (#6381)		
45 seconds 15 seconds		Colleen's Kitchen.
cdr (#1356)		
39 minutes 15 seconds		Theater Stage
Cerulean_Guest (#488)	40 minutes 29 seconds	The Projection Booth
Striped_Guest (#357)	19 minutes 40 seconds	Place for Book Reviews
Umber_Guest (#714)	40 minutes a minute	mediaMOO Theater
Cyan_Guest (#531)	40 minutes a minute	Main Floor Seats
Red_Guest (#114)		
15 minutes 7 minutes		The LEGO/Logo Lab
Gavin (#2929)		
34 minutes 33 minutes		steaming pit of blood
xymox (#8635)		

2 days 9 hours xymox's sprawl
HOLDING

Telnet
shkoo (#917)
2 days 11 hours shkoo's nifty place
Anton (#7687)
17 hours 17 hours The AI Hardware Laboratory
Greg_Swan (#2201) 9 days a day pretense
Total: 19 players, 13 of whom have been active recently.
There are 3 players not listed.
The conductor of The Thin Blue Line cries, "All aboard!"

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

@quit

*** Disconnected ***

Session ended. <ENTER> to return to CMS.

Telnet

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Telnet terminated -- Connection closed
Ready; T=0.29/0.62 16:55:23
gone

gone

WELL SEE YOU LATER THEN, OH YEAH HAVE A NICE DAY!!!!!!!!!!.

DISCONNECT AT 16:55:30 MEZ THURSDAY 01/13/94
Press enter or clear key to continue

[Connection to IBM7171TS closed by foreign host]
NO CARRIER

