

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.

o u t

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?"

Striped_Guest says, "to say something type "say bla bla bla""

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"

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

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!

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 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.

comments/suggestions/etc. welcome!

Der_Wanderer

list HILUS

list HILUS

HILUS Noteboard contains 2 messages:

1 - test

2 - first longer test for this noteboard

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)

east

east

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

Jade_Guest sit on sofa
sit

sit

You sit down on the chair.
@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
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

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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

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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.

o u t

out

The LEGO/Logo Lab

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Obvious exits: closet to The LEGO Closet, center to Center of Centers, library

to Library Foyer, and atrium to Third Floor Atrium Landing

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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 ...

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

|

FreightElevator

GROUND FLOOR

Elevator Stairs

| /

Ground-floor

Lobby

SECOND FLOOR

Elevator Stairs

| /

Admin — 2nd floor

Offices Atrium

|

|
|
|
|
|
|
|
|
|
|

Stairs
Admin
/
Offices — Back Hall
|
Freight Elevator

THIRDBLOOR

Elevator Stairs
| /
—— 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 ——

|
FreightElevator

FOURTH FLOOR

Elevator Stairs

| /
AHIG — AHIG — 4th floor — OLD
Lab Hall Atrium Music&Cog

|
Hall

|
|
|
|
|
|
|
|
|
|
|
| Stairs to
Holography

| / 3rd floor

Hall

SysPro — SysPro /

|
Hall

|
|
|
|
|
|
|
|
|
|
|
|
Stairs |

IC

/ VLW

Hall — Back Hall — Hall

|
FreightElevator

ROOF

Elevator Ladder

SIXTH FLOOR

Elevator Ladder

| /
6th floor
Atrium

~

| ~
Library | Alumni Hall

|
Women's — Ballroom — Men's
Dressing Room Foyer Dressing Room

\
|
/

\
|
/

Ballroom

|

Dance

Floor

TheInternet

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.

Red_Guest and L-man (snowed_under) are here.

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

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

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').

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).

@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

g*et/t*ake train

d*rop/th*row train

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

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

TheThinBlueLine

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

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

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

The Thin Blue Line moves.

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.

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.

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

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 ***

The Celestial Cavern

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

Obvious exits: up to The Wub, west to FourthWorld, and trap_door to Fraxter's Underground Suite
You see poetry generator, a great big ugly puddle of lag, and Onadai Cyberdeck here.

Midnight_Sun, Otyer, and GreenDog are here.

look poetry generator

look poetry generator

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

activate generator

activate generator

Guest activates the poetry generator.

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

she loves calculating
resounding over telephone
believes postmodern
jupiter desert deserted herself
I me gateway calculating
rightfullonely
themselves door
phones altruistic calls
the benevolent department
words himself
activate generator

activate generator

Guest activates the poetry generator.

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

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