HEXecutable

LambdaMOO User Guide & code cobbling

Ecstastic Battles

Men and women who defined themselves as 'benandanti' affirmed that, having been born 'with a caul' (that is, enveloped in amnion)

they were compelled to go four times a year, at night, to battle 'in spirit', armed with bunches of fennel, against male and female witches armed with stalks of sorghum:

at stake in these night battles was the fertility of the fields.

GashGirl's basic instructions for how to communicate, wander around, and build stuff at LambdaMOO

WitchMum, alabaster.shimmer and *slimegirl* are avatars at LambdaMOO. There are two main things you might want to do during your visit to the MOO: explore their spaces, and talk to other online visitors.

You can log onto LambdaMOO as a guest to explore spaces that other Lambda inhabitants have built, and to talk to users. You can also apply for a character yourself at LambdaMOO. You connect via the Telnet protocol. You can do this either through the inbuilt telnet. exe (that used to be) buried in most operating systems. On a PC you can open the Command Prompt window and type telnet. Or you can download a free MUSH, MUD, or MOO client for any operating system; try MUSHclient for PC, Savitar for Mac, GnomeMUD for GNU/Linux, or LensDroid for Nexus.

More MOO client suggestions and step-by-help help on how to log on via specific clients from Rob Myers' page at **http://robmyers.org/2012/09/13/connecting-to-lambdamoo-from-desktop-and-laptop-computers**

LambdaMOO's address is **lambda.moo.mud.org 8888**
(8888 is the Port Number)
For example, to access Lambda through telnet, first open the telnet application.
telnet>
then type
o lambda.moo.mud.org 8888
(o is short for open)

on your screen you will now see
telnet>o lambda.moo.mud.org 8888

And voila! As if by magic (ah, the elegance of the Command Line Interface) the LambdaMOO welcome screen will appear. And no matter how you have reached LambdaMOO (via telnet or a MOO client), once you are in everyone uses the same commands to look, move, and build stuff.

```
**************************
```
* Welcome to LambdaMOO! *
```
 **************************
```
Running Version 1.8.3+47 of LambdaMOO

Type:
co guest
(co is short for connect)

You will be asked a question, and you should answer:
yes

All guests are assigned a colour or a pattern. if you are lucky you might be Violet_Guest or Plaid_Guest. If unlucky, Orange_Guest. Or the drabbest and saddest of all guest outfits, Beige_Guest.

You can do a short tutorial to learn the basic command by typing **@ tutorial.** Online help exists for some commands also.

Following are some commands to get you started. Some commands begin with the character '@' and others don't.

The MOO programming language is pedantic. If you type a wrong command the server will return the message *I don't understand that* to your screen, and sometimes it will offer you an alternative command.

Basic Communication Commands

*In all instances **don't type the < > brackets**, just the word/s within. Press the enter key to send commands to the LambdaMOO server.

To speak to someone in the same room type:
say <message> *[press enter]*
Eg, type: **say hello** Other in the room will see: *Hexecutable says hello.*

To talk to someone in another room, or to send a private message to someone in the same room, type:
page <person> <message> *[press enter]*
For example type: page WitchMum Hello, are you busy?
WitchMum will see the message: *Guest says Hello, are you busy?*

**If you want to display an action or emotion you need to "emote".
To emote in the room you are in, type:**
emote <action/feeling> *[press enter]*
Eg, type: emote throws leaf into fiery pit
Everyone in the room will see: *Hexecutable throws leaf into fiery pit*

To send a private emote to someone in the same room as you, or to emote something to a person in a different room, type:
 +<player name> <message> *[press enter]*
Eg, type: +WitchMum hands you a bone-strengthening remedy of burnt conch shell ash -- WitchMum will see: *Guest hands you a bone-strengthening remedy of burnt conch shell ash*

Basic Exploration & Navigation Commands

To look or relook at the space you are in, type: <look> *[press enter]*

Eg, if you are in WitchMum's Forest and type <look> you will see a description of that space, plus any of its active contents.

Forest
An old growth forest, damp and still, apart from the occasional scurrying creature. An old wallaby track lies to the west, barely visible underneath the bracken. To the east is a narrow path curving along the creek, slippery with iridescent moss.
You see a pouch of fine white powder, a crown of straw, a tiny green lizard, and a well-worn book here.

To look at any of the active contents, type:
look <object name> *[press enter]*
Eg, in the Forest, type: look a crown of straw
Some object names have 'aliases' that you can guess. Eg, in the Forest you could type: look crown

Some objects have been programmed to do things. Most objects allow you to pick them up and 'stick' to your character (type: **get <object name>**), carry them into other spaces, and to drop them (type: **drop <object name>**).

You can use your intuition to guess what other verbs might trigger other actions. For example, if you are in the same space as the crown, and type: **touch crown**
You will see: *You touch the crown. It burns your fingertips.*
If you tire of guessing triggers type: **@exam <object name>**

Some objects are containers with other objects inside. Others are readable notes. If you look at an object and see the message 'There is some writing on the note', then type: **read <object name>**

There are different ways to move around LambdaMOO. To join a specific character type: **@join <character name>**
Eg, if you type: @join Alabaster.Shimmer you 'teleport' to Alabaster. Shimmer's current location. It is polite to first page that character and ask if you can join them. Some people lock their spaces too!

Every Lambda character, object, and room has a unique ID number. If you want to know the number of any room that you are in type:
whereis me
Eg, if you are in the Forest on your screen you will see:
Guest (#xxxxxx)   Forest (#123045)
To teleport to any room type: **@go <#room number>** (there is an '@' in this command). Eg, to go to the Cavern type: @go #103197

Many rooms/spaces have multiple exits that lead into other rooms. You can often guess the names of these exits from room descriptions. Eg, in the Cavern there are 3 exits: *A narrow wallaby track disappears into the scrub to the **east**. To the **west** lies the entrance to the cavern. A rocky archway to the **south** beckons to be explored.*
To go through an exit type: **go <exit name>** (there is no '@' in this command)

Eg, from the Cavern type: go south – you enter the Burial Ground.

Basic Building Commands

If you have your own character at LambdaMOO (rather than logging in as a guest) you can build new rooms and objects. If you type: **<help creation>** you will see the basic commands. The most useful are **<@dig>** to build new rooms and exits, and **<@create>** to make other kinds of objects. Type **help @dig** and **help @create** to learn more on these programming verbs.

Yib's Guide to MOOing is a very generous 396 pages of how to do light and deep MOO stuff at Lambda.
http://www.yibco.com