JACL Reference Card

Function Syntax

{_FunctionName_	function associated with preceding object or location
{+_FunctionName_	global function
{*_FunctionName_	explicitly named function
}	closes a function
execute Function**<**arg0**<**arg1...	passing arguments to a function

Functions Called by the Interpreter

The following three lists detail all the functions called after an in-game command is issued:

grammar _verb_ **>**_CoreFunction_

1. The interpreter attempts to execute the function +**before**_CoreFunction_. If this function exists and does not exist issue a break false command, execution will skip directly to +**after**_CoreFunction_.

2. If if does not exist, or returns **false**, an attempt will be made to execute _CoreFunction_CurrentLocation_. This is the function _CoreFunction_ that is associated with the current location.

3. If this does not exist, an attempt will be made to execute the global function +_CoreFunction_.

4. If this function contains an **override** command, an attempt will be made to execute _CoreFunction_**override**_CurrentLocation_. This is the function _CoreFunction_**override** that is associated with the current location.

5. If it does not exist, or returns **false**, an attempt will be made to execute the function +**default**_CoreFunction_.

6. If this does not exist, or returns **false**, execution will continue from the line after the override command.

7. The interpreter attempts to execute the function +**after**_CoreFunction_.

grammar _verb_ *****_Object1_ **>**_CoreFunction_

1. The interpreter attempts to execute the function +**before**_CoreFunction_. If this function exists and does not exist or returns **false**, execution will skip directly to +**after**_CoreFunction_.

2. If if does not exist, or returns **false**, an attempt will be made to execute _CoreFunction_Object1_. This is a function called _CoreFunction_ that is associated with _Object1_.

3. If this does not exist, an attempt will be made to execute the global function +_CoreFunction_.

4. If this function contains an **override** command, an attempt will be made to execute _CoreFunction_**override**_Object1_. This is a function called _CoreFunction_**override** that is associated with the specified object.

5. If it does not exist, or returns **false**, an attempt will be made to execute the function +**default**_CoreFunction_.

6. If this does not exist, or returns **false**, execution will continue from the line after the override command.

7. The interpreter attempts to execute the function +**after**_CoreFunction_.

grammar _verb_ *****_Object1 preposition_ *****Object2 **>**_CoreFunction_

1. The interpreter attempts to execute the function +**before**_CoreFunction_. If this function exists and does not return **false**, execution will skip directly to +**after**_CoreFunction_.

2. If if does not exist, or returns **false**, an attempt will be made to execute _CoreFunction_Object2_Object1_. This is a function called _CoreFunction_Object2_ that is associated with _Object1_.

3. If this does not exist, or reutns **false**, an attempt will be made to execute the global function +_CoreFunction_.

4. If this function contains an **override** command, an attempt will be made to execute _CoreFunction__

Object2**override**_Object1_. This is a function called _CoreFunction_Object2_**override** that is associated with _Object1_.

5. If it does not exist, an attempt will be made to execute the function +**default**_CoreFunction_.

6. If this does not exist, or returns **false**, execution will continue from the line after the **override** command.

7. The interpreter attempts to execute the function +**after**_CoreFunction_.

Data Types

object	_Label : Name1 Name2 Name3..._
plural	_PluralName1 PluralName2..._
has	_Attribute1 Attribute2..._
short	_IndefiniteArticle Description_
definite	_DefiniteArticle_
long	**function** or _LongDescription_
static	
location	_Label : Name1 Name2 Name3..._
integer	_Label_ [_Value_]
constant	_Label Value_
string	_Label Value_
grammar	_Syntax_ (***held**|***here**|***present**| ***anywhere**) **>**_CoreFunction_
synonym	_OriginalWord ReplacementWord_
filter	_WordToFilter_
attribute	_Label_

Text Macros

{list}   {is}   {does}

```
{it}          {isnt}          {doesnt}
{that}        {the}           {s}
{long}        {names}         {label}
```

Object Elements

```
parent        0     index     8
capacity      1     status    9
mass          2     state     10
bearing       3     counter   11
velocity      4     points    12
next          5     class     13
previous      6     x         14
child         7     y         15
```

Flow Control

Value Operator Value	two values separated by an operator form an expression (*Expr*).
if *Expr1* : *Expr2*...	evaluates to true if one of the expressions is true
ifall *Expr1* : *Expr2*...	evaluates to true if all the expressions are true
ifstring *Expr1* : *Expr2*...	evaluates to true if one of the expressions is true
ifexecute *Function*	evaluates to true if the function exists and returns true
endif	closes the matching **if** or **ifall** block
else	code after executes if the previous **if** or **ifall** was false.
loop ... **endloop**	loops through all defined objects and locations
repeat ... **until** *Expr*	loops through the contained code until *Expr* is true

while *Expr* ... **endwhile**	loops through the contained code while *Expr* is true
execute Function**<**arg0**<**arg1...	calls the specified function passing arguments into the arrays: **arg[]** and **$arg[]**
return *Value*	exits from a function returning the specified value

Operators

```
= or ==              has
!= or <>             hasnt
>                    is
<                    isnt
>= or =>             grandof
<= or =<             !grandof
```

Attributes

Object	Location
CLOSED	VISITED
LOCKED	DARK
DEAD	ON_WATER
IGNITABLE	UNDER_WATER
WORN	WITHOUT_AIR
CONCEALING	OUTDOORS
LUMINOUS	MID_AIR
WEARABLE	TIGHT_ROPE
CLOSABLE	POLLUTED
LOCKABLE	SOLVED
ANIMATE	MID_WATER
LIQUID	DARKNESS
CONTAINER	MAPPED
SURFACE	KNOWN
PLURAL	
FLAMMABLE	
BURNING	
LOCATION	LOCATION

```
ON
DAMAGED
FEMALE
POSSESSIVE
OUT_OF_REACH
TOUCHED
SCORED              SCORED
SITTING
GAS
NO_TAB              NO_TAB
NOT_IMPORTANT       NOT_IMPORTANT
```

Common Verb Functions

```
examine      take          drop
insert_in    insert_on     wear
remove       talk_to       ask_about
tell_about   ask_for       give_to
show_to      lock          unlock
open         close         turn_on
pull         listen_to     turn_off
push         throw_at      drink_from
```

JACL Command Summary

```
set          setstring     padstring
write        print         getstring
more         style         clear
move         proxy         bearing
distance     position      getyesorno
asknumber    getnumber     override
sound        volume        stop
image        execute       points
dir_to       length        ensure
if           ifstring      ifall
else         endif         ifexecute
terminate    cursor        return
look         updatestatus
```