

File created: 1-Aug-2022 11:26:47 {DSK}<home>larry>git-loops>TRUCKIN>TRUCKINLOAD.;5

changes to: (VARS TRUCKINLOADCOMS)

previous date: 9-Jul-2022 17:40:46 {DSK}<home>larry>git-loops>TRUCKIN>TRUCKINLOAD.;4

Read Table: INTERLISP

Package: INTERLISP

Format: XCCS

```
::
;;
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```

(RPAQQ **TRUCKINLOADCOMS**

(  
;; Random patches to make Truckin work

```
(VARS [TruckinDirectory (OR (LET [(POSSOURCES (OR (STRPOS "SOURCES>" LOOPSDIRECTORY NIL NIL T NIL
                                                    UPERCASEARRAY T)
                                                    (STRPOS "SYSTEM>" LOOPSDIRECTORY NIL NIL T NIL
                                                    UPERCASEARRAY T]
                                (IF POSSOURCES THEN (MKATOM (CONCAT (SUBSTRING LOOPSDIRECTORY 1
                                                                    (SUB1 POSSOURCES))
                                                                    "truckin>"))
                                ELSE LOOPSDIRECTORY]
      (TruckinPlayersDirectory (CONCAT TruckinDirectory "players>"))))
(FUNCTIONS INMENU)
(P (MOVD? 'PROMPTPRINT 'PROMPT)
  (MOVD? 'DISMISS 'WAITMS)
  (MOVD? 'RS.INTTY 'INTTY))
(FNS LoadTruckin)))
```

;; Random patches to make Truckin work

(RPAQ **TruckinDirectory**

```
(OR (LET [(POSSOURCES (OR (STRPOS "SOURCES>" LOOPSDIRECTORY NIL NIL T NIL UPERCASEARRAY T)
                            (STRPOS "SYSTEM>" LOOPSDIRECTORY NIL NIL T NIL UPERCASEARRAY T]
        (IF POSSOURCES THEN (MKATOM (CONCAT (SUBSTRING LOOPSDIRECTORY 1 (SUB1 POSSOURCES))
                                            "truckin>"))
        ELSE LOOPSDIRECTORY))))
```

(RPAQ **TruckinPlayersDirectory** (CONCAT TruckinDirectory "players>"))

(CL:DEFUN **INMENU** (TITLE ITEMS &OPTIONAL (PROMPTSTRING "Choose one")  
FLG)

```
(MENU (create MENU
              TITLE _ TITLE
              ITEMS _ ITEMS)))
```

(MOVD? 'PROMPTPRINT 'PROMPT)

(MOVD? 'DISMISS 'WAITMS)

(MOVD? 'RS.INTTY 'INTTY)

(DEFINEQ

(**LoadTruckin**

[LAMBDA NIL

```
; Edited 9-Jul-2022 13:04 by larry
; Edited 7-Jul-2022 21:52 by Imm
; Edited 18-Jul-88 20:01 by Bane
```

```
(CL:UNLESS (GETD 'LOADLOOPS)
  (CL:ERROR "Please load LOOPS so I can find everything else"))
```

;; Then the gauges

```
(CL:UNLESS (GETD 'LOADGAUGES)
  (FILESLOAD (FROM LOOPSLIBRARY)
    GAUGELOADER)
  (LOADGAUGES))
```

;; Then the rules

```
(FILESLOAD (FROM LOOPSUSERSRULES)
  RULES-ROOT)
```

;; Finally load Truckin

```
(CNDIR TruckinDirectory)
(FILESLOAD (FROM VALUEOF TruckinDirectory)
  TRUCKIN TRUCKINR TRUCKINDB TRUCKINP TRUCKINI LOOPSGATEWAY TRUCKINM TRUCKINV)
(InitializeTruckin)
(AND (CL:Y-OR-N-P "Shall I load all the players?")
  (FILESLOAD (FROM VALUEOF TruckinPlayersDirectory)
    TRAVELER PEDDLER PLANNER BADAPPLES HIGHROLLER HOUSEPLAYER TEAMSTER))
"Load any other players, then say
(_ ($ Truckin) New)
```

```
{MEDLEY}<loops>truckin>TRUCKINLOAD.;1  (LoadTruckin cont.)
```

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```
(_ PlayerInterface BeginGame)  
to start."])
```

```
)
```

```
(PUTPROPS TRUCKINLOAD COPYRIGHT ("Xerox Corporation" 1987 1988 1991 2022))
```

FUNCTION INDEX

INMENU .....	1	LoadTruckin .....	1
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VARIABLE INDEX

TruckinDirectory .....	1	TruckinPlayersDirectory .....	1
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