

File created: 17-Dec-87 08:25:10 {POGO: AISNORTH: XEROX}<LOOPSCORE>LYRIC>USERS>TRUCKIN>TRUCKINR.;3

changes to: (CLASSES Truck SystemTruck RoadStop Producer PerishableCommodity OtherRoadStop FragileCommodity  
Consumer CommodityTransportability Commodity)  
(VARS TRUCKINRCOMS)

previous date: 25-Aug-87 11:51:37 {POGO: AISNORTH: XEROX}<LOOPSCORE>LYRIC>USERS>TRUCKIN>TRUCKINR.;2

Read Table: INTERLISP

Package: INTERLISP

Format: XCCS

::  
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(RPAQQ **TRUCKINRCOMS**

((DECLARE%: DONTCOPY (PROP MAKEFILE-ENVIRONMENT TRUCKINR)))

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:: TRUCKIN Domain for Expert Systems. Created by Loops Design Team - Danny Bobrow, Sanjay Mittal, and Mark Stefik  
; Objects and associated methods for Commodity and RoadStop  
; classes

(CLASSES \* TRUCKINRCLASSES)  
(FNS CommodityTransportability.CheckFragility CommodityTransportability.UpdateStatus RoadStop.BwPlace  
RoadStop.ColorPlace RoadStop.DisplayIcon)  
(METHODS Commodity.CanTransfer Commodity.CheckFragility Commodity.Display Commodity.TransferOwner  
Commodity.UpdateStatus Consumer.Buy Consumer.BuyFuel Consumer.CanBuy Consumer.DisplayData  
Consumer.DisplayIcon Consumer.Show FragileCommodity.CheckFragility  
FragileCommodity.PartialTransfer OtherRoadStop.DisplayIcon OtherRoadStop.Initialize  
OtherRoadStop.ReInitialize OtherRoadStop.Show PerishableCommodity.PartialTransfer  
PerishableCommodity.UpdateStatus Producer.DisplayData Producer.DisplayIcon Producer.Sell  
Producer.SellFuel Producer.Show RoadStop.AnyVictim RoadStop.BWDisplay RoadStop.Bandit?  
RoadStop.BanditP RoadStop.BanditReady RoadStop.ColorDisplay RoadStop.Crash RoadStop.Display  
RoadStop.DisplayData RoadStop.Flash RoadStop.GoingPast RoadStop.Initialize RoadStop.Park  
RoadStop.Parked? RoadStop.Place RoadStop.ReInitialize RoadStop.RoomToPark? RoadStop.TimeSpent  
RoadStop.TurnsStayed RoadStop.Unpark RoadStop.Visit SystemTruck.Buy SystemTruck.CanBuy  
SystemTruck.Sell Truck.BuyFuel Truck.CanBuyFuel Truck.FillTank Truck.Initialize Truck.SellFuel  
Truck.VisitUnionHall)))

(DECLARE%: DONTCOPY

(PUTPROPS **TRUCKINR MAKEFILE-ENVIRONMENT** (:PACKAGE "IL" :READTABLE "INTERLISP" :BASE 10))  
)

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:: Objects and associated methods for Commodity and RoadStop classes

(RPAQQ **TRUCKINRCLASSES** (Commodity CommodityTransportability Consumer FragileCommodity OtherRoadStop  
PerishableCommodity Producer RoadStop SystemTruck Truck))

(DEFCLASSES Commodity CommodityTransportability Consumer FragileCommodity OtherRoadStop PerishableCommodity  
Producer RoadStop SystemTruck Truck)

(DEFCLASS Commodity (MetaClass CommodityClassMeta Edited%: (\* dgb%: "23-SEP-83 09:33"))

(Supers GameObject)

(ClassVariables (VolPerQty 1 doc "volume occupied by unit quantity")

(WtPerQty 1 doc "weight per unit qty")

(AvgPrice 1 doc "avg unit price for buying or selling by truckers")

(Icon defaultIcon doc "name of a variable which is bound to a Bitmap")

(CopyCV (VolPerQty WtPerQty AvgPrice Icon)))

(InstanceVariables (qty 0 doc "actual qty on hand for truck")

(pr 0.9 doc "this is the actual price RATIO paid by a trucker")

(owner \*SYSTEM\* doc "truck object which owns this commodity")

(status T doc "whether the commodity is alright or not. NIL would mean the commodity has been  
destroyed")))

(DEFCLASS CommodityTransportability (MetaClass GameClass Edited%: (\* sm%: "26-JAN-83 17:34"))

(Supers GameObject)

(ClassVariables (CopyCV NIL)))