

MORSE THINGS

CHEAT SHEET

Each object has its own name based on its color:

Red = R

Yellow = Y

Blue = B

Everytime a object 'wakes up' it checks for the messages that were played in the last few hours. Messages that were communicated too long ago are forgotten.

Message:	CQ DE Y K
Translation:	Calling anyone (CQ), this is (DE) Yellow (Y), listening for any response (K)
Occurs when:	The object perceives no messages - other than its own - in recent history.
Message:	CUS DE R K
Translation:	Calling us (CUS), this is (DE) Red (R), listening for any response (K)
Occurs when:	The object perceives a message from another object that starts with either CQ or CUS
Message:	CGRP DE B K
Translation:	Calling group (CGRP), this is (DE) Blue (B), listening for any response (K)
Occurs when:	The object percieves all the objects are present
Message:	CGRP DE R PRSNT? K
Translation:	Calling group (CGRP), this is (DE) Red (R), are you present? (PRSNT?), listening for any response (K)
Occurs when:	The object perceives an object has faded from recent history, but it can deduct it used to be a group
Message:	CGRP DE Y SIG1SRI K
Translation:	Calling group (CGRP), this is (DE) Yellow (Y), my signal (SIG) is weak (1), sorry (SRI), listening for any response (K)
Occurs when:	The missing object joins the conversation again. It discloses its signal strength. There are three possible variations: SIG1SRI = my signal is weak, sorry SIG2TKS = my signal is medium, thanks SIG3TLK = my signal is strong, lets talk
Message:	CGRP DE B WER NTWRK K
Translation:	Calling group (CGRP), this is (DE) Blue (B), we are (WER) on the network (NTWRK), listening for any response (K)
Occurs when:	The objects have discovered that they are part of a network