DISCRETE-PLAN

Reference Manuel

Table of Contents

[Slash Command List 2](#_Toc416989878)

[/add 2](#_Toc416989879)

[Prefix: 2](#_Toc416989880)

[<Object> is Player: 2](#_Toc416989881)

[<Object> is Node: 2](#_Toc416989882)

[<Object> is Move: 3](#_Toc416989883)

[<Object> is Infoset: 3](#_Toc416989884)

[<Object> is Payoff: 3](#_Toc416989885)

[<Object> is Variable: 3](#_Toc416989886)

[<Object> is NGame: 3](#_Toc416989887)

[/check 4](#_Toc416989888)

[/close 4](#_Toc416989889)

[/compare 4](#_Toc416989890)

[/delete 4](#_Toc416989891)

[/edit 4](#_Toc416989892)

[/export 4](#_Toc416989893)

[/new 4](#_Toc416989894)

[/open 4](#_Toc416989895)

[/redraw 4](#_Toc416989896)

[/save 4](#_Toc416989897)

[/saveas 4](#_Toc416989898)

[/show 4](#_Toc416989899)

[/solve 4](#_Toc416989900)

[Tack Command List 4](#_Toc416989901)

[-name 4](#_Toc416989902)

[-color 4](#_Toc416989903)

[-length 4](#_Toc416989904)

[-xy 4](#_Toc416989905)

[Keyword List 4](#_Toc416989906)

[NGame 4](#_Toc416989907)

[EGame 4](#_Toc416989908)

[InfoSet 4](#_Toc416989909)

[Variable 4](#_Toc416989910)

# Slash Command List

The following commands are an exhaustive list of the commands current available within the DISCRETE-PLAN software package. Each command is described in detail. These commands were designed to be used within the program from the built in Command Line Interface (CLI) within the primary program (See Figure 1). Mixing of slash commands is supported by this program, however it is not recommended for two main reasons; 1) the syntax for such commands may become very difficult to track, and 2) it is not possible to visually see the game environment change.

## /add

This command adds either an object or a variable to the game environment; some parts of this command are specific to the extensive form of games, however all normal form and extensive form additions can be handled through this command.

### Prefix:

#### /add <Number> <Object>

1. *<Number>*
   1. *Definition:* The number of objects to add to the current game. When left empty assumes the number of objects to add is one.
2. *<Object>*
   1. *Definition:* The type of object to add to the game.
   2. *Keywords:* infoset(s), move(s), ngame(s), node(s), player(s), impact(s), ufunc(s), variable(s)

### <Object> is Player:

#### /add <Number> <Object> (Standard Syntax)

### <Object> is Node:

#### Required Syntax:

/add <Number> <Object> @ <SPlayer>:<SNode>:<SMove>, <SPlayer>:<SNode>:<SMove>, root <Position>,… *(For each node added.)* += <TPlayer>, <TPlayer>, <TPlayer>,… *(For each node added.)*

1. *<Splayer>*
   1. *Definition:* The source player ID number who owns the node and move that the newly created node will be positioned.
2. *<Snode>*
   1. *Definition:* The source node ID number which owns the move where the newly created node will be positioned.
3. *<Smove>*
   1. *Definition:* The source move ID number where the newly created node will be positioned.
4. *<Position>*
   1. *Definition:* When the keyword root is used in place of the string <Splayer>:*<Snode>:<Smove>* a root node with no previous moves is created at the specified game position as the game position number. If no number is given root position is assumed to be zero.
5. *<Tplayer>*
   1. *Definition:* The target player ID number who will own the newly created node.

#### Accepted Tack Commands:

-name, -color, -xy

#### Prerequisites:

#### Errors:

#### Examples:

/add 2 nodes @ root 1, 1:1:2 += 3, 1 –name Mike, Kyle –color red, green –xy 15.17, 20.25

1. /add node @ 1:3:2 += 2
2. /add 5 node @ root, /add player:/add node @ new player:root:/add move @ new player 1: new node 1
3. /add impact 1>2 .23
4. /add impact 2>1 .23
5. /add impact 1|2 .23
6. /add impact 2>1 0.23
7. /add impact 3>2

### <Object> is Move:

### <Object> is Infoset:

### <Object> is Payoff:

### <Object> is Variable:

### <Object> is NGame:

Move(s) are to be added

If <Object> = Move

Required Decleartions:

/add <Number> <Object> @ <Player>:<Node>

Def: Add <Number> Move(s) belonging to <Player>:<Node>

Where: <Player> is the Player ID and <Node> is the Node ID where the Move(s) are to be added

## /check

## /close

## /compare

## /delete

## /edit

## /export

## /new

## /open

## /redraw

## /save

## /saveas

## /show

## /solve

# Tack Command List

## -name

## -color

## -length

## -xy

# Keyword List

## NGame

## EGame

## InfoSet

## Variable