

Inform 7 Notes

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(Based on the help files.)

May 28, 2014

Inform 7 Basic Concepts

- Actions (things the player can do):
 - Take the cat
- Sentences (things the programmer can do):
 - Assertions
 - The cat is on the mat.
 - Phrases
 - Say "Look out!"
 - Rules
 - Instead of taking the cat:
say "It's claws are too sharp."
 - Relations
 - Every turn:
if **the cat is on the mat**, say "purr".

Example

- The switch is a device in the laboratory.
"On the wall is a switch, latched firmly
in the [if switched on]on[otherwise]off[end if]
position."
- After switching on the switch,
say "The gears begin to turn."
- After switching off the switch,
say "The room falls quiet."
- Every turn when in the laboratory and the switch is switched
on:
say "Gears and chains clank and whirr about you."
- Understand "pull [a switched off device]" as switching on.
- Understand "pull [a switched on device]" as switching off.

Assertions

- The wood-slatted crate is in the Gazebo. The crate is a container.

Rules

- Instead of taking the crate, say "It's far too heavy to lift."
- Before taking the crate:
 - if the player is wearing the hat:
 - now the hat is in the crate;
 - say "As you stoop down, your hat falls into the crate."

Descriptions

- The Cobble Crawl is a room. "You are crawling over cobbles in a low passage. There is a dim light at the east end of the passage."
- A wicker cage is here. "There is a small wicker cage discarded nearby."

Rooms and the Map

- Inside from the Meadow is the woodcutter's hut.
- The Airport Road is west of the Fish Packing Plant. A room called the Airport is west of the Airport Road.
- The Debris Room is west of the Crawl.
- East of the Debris Room is nowhere.

Kinds

- East of the Garden is the Gazebo. Above is the Treehouse. A billiards table is in the Gazebo. On it is a trophy cup. A starting pistol is in the cup.
- Garden, Gazebo, Treehouse - room
- billiards table - supporter
- cup - container
- starting pistol - thing
- East, up (implied by "above") - direction

Scenery

- This will describe the tree twice:
- The Orchard is a room. "Within this quadrille of pear trees, a single gnarled old oak remains as a memory of centuries past." The gnarled old oak tree is fixed in place in the Orchard.
- This will not describe the tree a second time:
- The Orchard is a room. "Within this quadrille of pear trees, a single gnarled old oak remains as a memory of centuries past." The gnarled old oak tree is scenery in the Orchard.

Doors

- The heavy iron grating is east of the Orchard and west of the Undertomb. The grating is a door.
- The old brass key unlocks the heavy iron grating.

Devices

- The coffin is an openable container in the Undertomb. "[if open]The lid of a plank coffin yawns open.[otherwise]A plank coffin lies upon the dirt floor of the Tomb."

Light and Darkness

- The Sinister Cave is a dark room.
- The flaming torch is in the Sandy Passage. It is lit.

Descriptions

- Instead of throwing something at a **closed openable door**, say "Or you could just use the handle like anyone else, of course."
- ... something worn by woman who is in a dark room ...
- Texture is a kind of value. The textures are rough, stubbly and smooth. Everything has a texture.
- Definition: A supporter is occupied if something is on it.

Basic Actions

- Instead of examining something in the Drawing Room, say "Under Lady Bracknell's eye, you feel constrained. Besides, it is only [a noun]."

Change

- After going somewhere:
say "Mary follows";
now Mary is in the location;
continue the action.

Time

- When play begins: change the command prompt to "[time of day] : "
- Every turn: ...
- When play ends: ...
- At 4 PM: say "The great bells of the clock tower chime four."
- Instead of waiting when it is after 4:00 PM: ...

Scenes

- Used to create action in response to a situation, rather than a particular action by the player.
- Train Stop is a scene.
- Train Stop begins when the player is in the Station for the third turn.
- When Train Stop begins:
move the Flying Scotsman to the Station.
say "The Flying Scotsman pulls up at the platform, billowing steam."

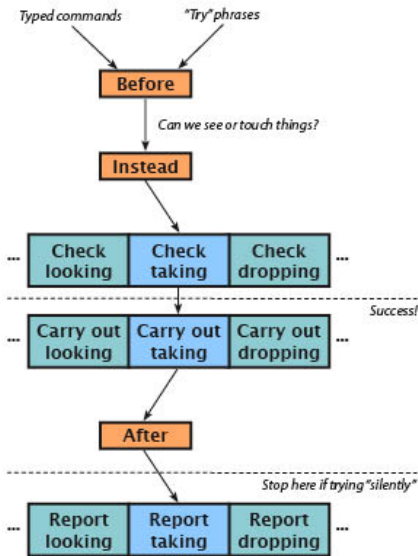
Phrases

- say "Look out!"
- now the hat is in the crate
- move the player to the Well House
- if the player is holding the amulet, award 20 points

New Phrases

- To spring the trap:
say "'Sproing!' go the hinges and, with a flash
of silver, the enormous blades whisk
together!";
end the game in death.
- To slam shut (box - an open container):
say "With panache, you slam shut [the box].".
- Instead of closing the box: slam shut the box.

Actions Processing



New Actions

- Photographing is an action applying to one visible thing and requiring light.
- Understand "photograph [something]" as photographing.
- Check photographing: if we have photographed the noun then say "You've already snapped [the noun]." instead.
- Carry out photographing: now film is film - 1
- Report photographing: say "Click!"

Relations

- The mouse **is in** the teapot.
- ... now the mouse **is in** the teapot ...
- ... if Mr Darcy **can see** the mouse ...
- ... things which **are in** the teapot ...

Inform builtin relations

- containment relation - The coin is in the purse.
- support relation - The coin is on the table.
- incorporation relation - The coin is part of the sculpture.
- carrying relation - The coin is carried by Peter.
- wearing relation - The jacket is worn by Peter.
- possession relation - if Mr Darcy has a rapier...
- adjacency relation - The Study is east of the Hallway.
- visibility relation - if Darcy can see Elizabeth...
- touchability relation - if Darcy can touch Elizabeth...

New relations

- Loving relates various people to one person.
- Meeting relates people to each other.
- Marriage relates one person to another (called the spouse).
- Nationality relates people to each other in groups.

New verbs for relations

- The verb to sport (he sports, they sport, he sported, it is sported, he is sporting) implies the wearing relation.

New prepositions for relations

- Suspecting relates various people to one person.
- The verb to suspect (he suspects, they suspect, he suspected, it is suspected, he is suspecting) implies the suspecting relation.
- The verb to be suspicious of implies the suspecting relation.
- Hercule Poirot suspects Colonel Hotchkiss.
- Hercule Poirot is suspicious of Colonel Hotchkiss.
- somebody who suspects Colonel Hotchkiss
- somebody suspicious of Colonel Hotchkiss

Understanding (grammar)

- Understand "photograph [someone]" as photographing.
- Understand "deposit [something] in [an open container]" as inserting it into.
- Understand "fill [an open container] with [something]" as inserting it into (with nouns reversed).
- Understand "wear [something held]" as wearing.
- Understand "take [things inside] from [something]" as removing.
- Understand "put [other things] in/inside/into [something]" as inserting it into.

Understanding (grammar)

- Understand "scarlet" or "crimson" as red.
- Understand "reach underneath/under/beneath [something]" as looking under.

Rules

- Every turn, say "The summer breeze shakes the apple-blossom."
- This is the blossom shaking rule: say "The summer breeze shakes the apple-blossom."
- The blossom rule is listed in the every turn rules.

Procedural rules

- A procedural rule: if in the Timeless Void then ignore the advance time rule.