

actions -- the things that an object does; the functional characteristics of an object as opposed to its appearance or sound.

activity -- generic term for something for players to do in Habitat.

adventure -- a major class of activity, characterized by exploration and questing after treasure.

adventure master -- special type of privileged user empowered by us to manipulate the world in certain ways in order to make it fun for everybody else.

Anderson, Cathy -- Quantum person in charge of Habitat project coordination in Virginia.

Arnold, Steve -- head of Lucasfilm Games Division.

Avatar -- the humanoid character that a player controls in Habitat.

behavior code -- software on either the host or the C64 to implement an objects actions (i.e., to make it do whatever it does).

body sprayer -- a type of object that changes the color or pattern of parts of an Avatar's body (since Avatars don't have clothes).

book -- a type of object that carries text readable by players.

bureaucrat-in-a-box -- a type of Oracle that provides communication with system operators.

C64 -- common abbreviation for Commodore 64.

c -- programming language on Unix systems used to create most of the LFL utilities.

capacity monitor -- set of routines on the host computer that lets it know if the C64 is about to run out of memory.

Case, Steve -- Quantum marketing guy.

cel -- fragment of imagery used in rendering animation on the C64.

Change-O-Matic -- a type of object that changes the color of pattern of permanent objects in an Avatar's turf.

Commodore 64 -- cheap, mass market computer that Habitat runs on.

container -- any object that can hold other objects as part of its state information.

Control Video Corporation -- predecessor company to Quantum.

database -- in general any bunch of stuff stored on a computer; in our case the collection of files on the host that describes the Habitat world.

do -- one of the five essential verbs of the Habitat user interface; causes something to be done with an object (exactly what depends on what sort of object it is).

ESP -- means by which online Avatars can communicate over long distances.

Falstein, Noah -- LFL programmer involved in early Habitat concept development.

Farmer, Randy -- LFL programmer responsible for much of C64 Habitat code.

fastlink -- LFL development tool that connects a Sun workstation to the inside of a C64; consists of both custom hardware and custom software.

genesis -- utility on host that turns Riddle output into database entries.

get -- one of the five essential verbs of the Habitat user interface; causes Avatar to pick up an object.

ghost -- non-corporeal form of an Avatar; allows players to move around despite crowds and to gather in theaters and so on.

Ghu -- hypothetical host utility to manipulate the world; acronym for God's Handy Utility.

Gilbert, Ron -- LFL programmer who coded first version of C64 database routines.

go -- one of the five essential verbs of the Habitat user interface; causes Avatar to move around.

Grigg, Chris -- LFL contractor who created C64 sound effects for Habitat.

Habitat -- this whole schmere.

Hall of Records -- a place in Habitat where we post the moral equivalent of high score tables.

head -- a type of object that rests on Avatar's shoulders to distinguish one from another.

host -- the Stratus computer in Virginia that coordinates the Habitat universe.

Hunter, Janet -- Quantum programmer who wrote the host system software for Habitat.

image disk -- one side of the C64 Habitat disk; contains images, sound effects and behavior code for all objects.

Kellner, Charlie -- LFL programmer who created the cel animation system on the C64 that Habitat uses.

Kimsey, Jim -- head honcho of Quantum.

Lucas, George -- he's just this guy, you know?

Lucasfilm Games Division -- part of Lucasfilm that does computer games and so on; folks bringing you Habitat.

Lucasfilm Ltd. -- a little known movie company in Marin.

Macklin, Ken -- artist who did many of the heads in Habitat.

Macross -- super-duper 6502 assembler in LFL development system.

magic -- general purpose mechanism for implementing random, idiosyncratic behaviors.

mail -- Habitat communications mechanism that lets one Avatar send a message to another, even if the recipient is not online.

message -- a transmission from C64 to host or vice versa that makes things happen in the world.

message protocol -- communications technique that lets us send messages back and forth.

Mohler, Nancy -- LFL person responsible for coordinating Habitat project in Marin.

Morningstar, Chip -- Habitat designer and project leader; LFL programmer.

Muddle -- LFL utility to generate C64 image disk.

object -- generic term for a thing in the Habitat world.

Oracle -- the omnipresent being who rules over Habitat.

Paterno, Mary -- LFL Games Division super secretary.

pawnshop -- object that converts other objects into tokens to recycle them.

People Connection -- Q-Link online chat facility.

pll -- cheezy programming language on the host.

player -- a Habitat subscriber; preferred term over user.

pockets -- where an Avatar keeps stuff; Avatars are marsupials (they have to be since they don't have clothes).

Populopolis -- Habitat's first town,

program disk -- one side of the C64 Habitat disk; contains the Habitat program itself.

put -- one of the five essential verbs of the Habitat user interface; causes Avatar to put things down.

Q-Link -- short for QuantumLink.

QuantumLink -- online service offered by Quantum.

realm -- a connected collection of regions created for some purpose.

recursion -- see recursion.

region -- a place in Habitat.

region editor -- LFL utility for creating regions.

region transition -- when an Avatar moves from one region to another; common cause of software bugs and performance problems.

regionproc -- main host program for Habitat.

reincarnation -- what happens when an Avatar dies.

Reno -- successor to region editor; standalone product for C64; so named because it's not quite as sleazy as Las Vegas.

Riddle -- LFL utility that generates data files for host that describe regions.

Serrif, Marc -- Quantum head techie.

Slur -- LFL utility that converts output of region editor so Riddle can read it; acronym for Stupid Little Utility for Riddle.

Smalltalk -- famous object-oriented programming language on which underlying Habitat system is based.

Stratus -- non-stop minicomputer based on redundant 68000s that is what the host runs on.

Sun -- 68000 based personal workstation that is primary LFL development system.

sysop -- short for system operator, a volunteer user who helps make things run in return for free system use.

talk -- one of the five essential verbs in the Habitat user interface; causes Avatars to communicate with each other face to face or to input text of any sort.

Telenet -- nationwide packet switching network that connects C64s to host.

TelePort -- mechanism of long-distance transport in Habitat.

token -- unit of money in Habitat.

True Names -- novel by Vernor Vinge that was large inspiration for Habitat.

trust fund -- where an Avatar gets his living expenses from.

Turf -- a region that an Avatar can call his own.

twiddle -- host utility to manually manipulate the database.

universe -- a collection of software and data for games like Habitat; Habitat is a universe.

Unix -- nifty operating system used on LFL development systems.

Vax -- DEC computer that is part of LFL development system.

vendroid -- Habitat vending machine.

Vinge, Vernor -- author of True Names.

VOS -- yucky operating system used on host computers.

Weekly Rant -- Habitat newspaper.

west pole -- the top of the world; where Habitat compasses point.

Wilmunder, Aric -- LFL programmer who wrote much of C64 Habitat code.

Winnick, Gary -- LFL artist who did almost all the object imagery and animation.

world -- a collection of realms represented by a database and a C64 image disk.