

TELENET
415 117E

TERMINAL=

@703391*!here

703 39L CONNECTED
lSystem/32, VOS Roelease 6.0, Module %cvideo#m3
Please login 22:13:37
gin chip -modul em e m1
Password?
work
gudest.lucas logged in on % cvideo#m1 at 88-03-03 22:13:50 EST.
Misc>he a
Welcome to the Quantum Stratus System.

You have no mail.

Actions>actions_help.pll

%cvideo#d010>lucas>microcosm>Actions>actions_help.pll 88-03-03 22:14:10 EST

```
/*
 * actions_help.pll
 *
 * Behavior routines for the help protocol.
 *
 * Chip Morningstar
 * Lucasfilm Ltd.
 * 19-August-1986
 */
```

```
/*
 * %include 'microcosm.incl.pll';
 * %include 'defs_helper.incl.pll';
 */
```

```
generic_HELP: procedure;
    declare the_message character(114) varying;
    declare help_messages(0:158) character(114) varying static init(
'i', /* 0 -- region */
'i', /* 1 -- avatar */
'i', /* 2 -- amulet */
'-', /* 3 */
'ATM: DO displays account balance. GET withdraws tokens. PUT deposits tokens i
nto your account.', /* 4 -- atm */
'i', /* 5 -- game piece */
'i', /* 6 -- bag */
'Recommended for ages 3 through adult.', /* 7 -- ball */
'-', /* 8 */
'-', /* 9 */
'i', /* 10 -- book */
'Do not use in enclosed spaces.', /* 11 -- boomerang */
'BOTTLE: GET from water source to fill. PUT at target to pour.',
/* 12 -- bottle */
```

```

'i', /* 13 -- box */
'-', /* 14 */
'-', /* 15 */
'User assumes all responsibility for consequences of use.', /* 16 -- club */
'COMPASS: Arrow points towards West Pole.', /* 17 -- compass */
'Acme Countertop Co.', /* 18 -- countertop */
'-', /* 19 */
'Fragile, do not drop.', /* 20 -- crystal ball */
'DIE: DO rolls the die', /* 21 -- die */
'Acme Display Case Co., Fnelia', /* 22 -- display case */
'i', /* 23 -- door */
'Don''t ever antagonize the horn.', /* 24 -- dropbox */
'Take only as directed. Select DO to consume.', /* 25 -- drugs */
'Select DO to activate.', /* 26 -- escape device */
'Use with care.', /* 27 -- fake gun */
'i', /* 28 -- elevator */
'"Soldier ask not, now or ever, where to war your banners go..."',
/* 29 -- flag */
'i', /* 30 -- flashlight */
'Do not use near powerlines.', /* 31 -- frisbee */
'GARBAGE CAN: DO flushes contents.', /* 32 -- garbage can */
'i', /* 33 -- gemstone */
'-', /* 34 */
'i', /* 35 -- grenade */
's', /* 36 -- ground */
'Use with care.', /* 37 -- gun */
'How dare you!', /* 38 -- hand of god */
'i', /* 39 -- hat */
'Add water to activate.', /* 40 -- instant object pill */
'i', /* 41 -- jacket */
'KEY: Hold while opening or closing door or container, if key matches lock, it w
ill lock or unlock it.', /* 42 -- key */
'i', /* 43 -- knick knack */
'Point sharp end towards victim.', /* 44 -- knife */
'MAGIC LAMP: DO rubs lamp and calls Genie. TALK to Genie to make wish. Phrase
your wish *carefully*', /* 45 -- magic lamp */
'i', /* 46 -- magic staff */
'i', /* 47 -- magic wand */
'We Await Silent Tristero''s Empire', /* 48 -- mailbox */
'You too can be a highly paid universe designer. Contact... (the rest is illegi
ble, I''m afraid)', /* 49 -- matchbook */
'-', /* 50 */
'-', /* 51 */
'Select DO to turn on or off.', /* 52 -- movie camera */
'-', /* 53 */
'PAPER: Select DO to read from or write on paper.', /* 54 -- paper */
'i', /* 55 */
'What''s the matter? Can''t you read?', /* 56 -- short sign */
'What''s the matter? Can''t you read?', /* 57 -- sign */
'Acme Landscaping Company', /* 58 -- plant */
'-', /* 59 */
'i', /* 60 -- ring */
'Acme Quarries, Ltd.', /* 61 -- rock */
'-', /* 62 */
'Select DO to turn on or off.', /* 63 -- security device */
'i', /* 64 -- sensor */
'-', /* 65 */
'-', /* 66 */
'-', /* 67 */
'-', /* 68 */

```

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's', /* 69 -- sky */
'u', /* 70 -- stereo */
'u', /* 71 -- tape */
'-', /* 72 */
'-', /* 73 */
'i', /* 74 -- teleport booth */
'i', /* 75 -- ticket */
'TOKENS: DO displays denomination.', /* 76 -- tokens */
'-', /* 77 */
'-', /* 78 */
'-', /* 79 */
's', /* 80 -- wall */
'-', /* 81 */
'Select DO to wind.', /* 82 -- windup toy */
'-', /* 83 */
'CHANGE-O-MATIC: Point at wall or furniture, then select DO. Works only in your
Turf.', /* 84 -- changomatic */
'VENDO: DO displays next selection. PUT tokens here to purchase item on display
.', /* 85 -- vendo front */
'i', /* 86 -- vendo inside */
's', /* 87 -- trapezoid */
's', /* 88 -- hole */
'SHOVEL: Point at ground and select DO to dig.', /* 89 -- shovel */
'CHANGE MACHINE: Select DO for change.', /* 90 -- sex changer */
'STUN GUN: do not overuse.', /* 91 -- stun gun */
's', /* 92 -- super trapezoid */
's', /* 93 -- flat */
'This is a test. Had this been an actual object this message would have meaning
ful content.', /* 94 -- test */
'BODY SPRAYER: Point at desired limb, then select DO to color that limb.', /* 95 -- spray can */
'PAWN MACHINE: PUT item inside, then DO to receive tokens in exchange for item',
/* 96 -- pawn machine */
'i', /* 97 -- switch / immobile magic */
's', /* 98 -- "glue" */
'-', /* 99 */
'-', /* 100 */
'-', /* 101 */
'-', /* 102 */
'-', /* 103 */
'-', /* 104 */
'-', /* 105 */
'-', /* 106 */
'-', /* 107 */
'-', /* 108 */
'-', /* 109 */
'-', /* 110 */
'-', /* 111 */
'-', /* 112 */
'-', /* 113 */
'-', /* 114 */
'-', /* 115 */
'-', /* 116 */
'-', /* 117 */
'-', /* 118 */
'-', /* 119 */
'-', /* 120 */
'-', /* 121 */
'-', /* 122 */

```

```

'-', /* 123 */
'-', /* 124 */
'-', /* 125 */
'-', /* 126 */
'i', /* 127 -- head */
'-', /* 128 */
'Something fishy is going on here.', /* 129 -- aquarium */
'BED: If standing by bed, point at it and select GO to sit. If sitting, point at
t bed and GO to stand again.', /* 130 -- bed */
'"Beware of troll"', /* 131 -- bridge */
'"An Avatar''s Turf is his castle."', /* 132 -- building */
'Acme Landscaping Co.', /* 133 -- bush */
'CHAIR: If standing by chair, point at it and select GO to sit. If sitting, poi
nt at chair and GO to stand again.', /* 134 -- chair */
'i', /* 135 -- chest */
'"Have A Choke!" Insert coin.', /* 136 -- coke machine */
'COUCH: If standing by couch, point at it and select GO to sit. If sitting, poi
nt at couch and GO to stand again.', /* 137 -- couch */
'Acme Fence Co.', /* 138 -- fence */
'i', /* 139 -- floor lamp */
'PUT tokens for significant message.', /* 140 -- fortune machine */
'FOUNTAIN: TALK sends message to the Oracle. Phrase your question or request *c
arefully*!', /* 141 -- fountain */
'-', /* 142 */
'"Meow! "', /* 143 -- house cat */
'Acme Hot Tub Co., Marin, California', /* 144 -- hot tub */
'u', /* 145 -- jukebox */
'-', /* 146 */
's', /* 147 -- pond */
's', /* 148 -- river */
'i', /* 149 -- roof */
'i', /* 150 -- safe */
'-', /* 151 */
'What''s the matter? You blind? It''s a picture.', /* 152 -- picture */
's', /* 153 -- street */
'Acme Streetlamp Co.', /* 154 -- streetlamp */
'Acme Table Co.', /* 155 -- table */
'Acme Landscaping Co.', /* 156 -- tree */
'Acme Window Co.', /* 157 -- window */
'BUREAUCRAT: TALK sends your request to the bureaucracy. Please be sure this is
the right bureaucrat.' /* 158 -- bureaucrat */
);

```

```

the_message = help_messages(self.class);
if (the_message = '-') then /* non-existant objects */
    the_message = 'This object does not exist.';
else if (the_message = 's') then /* background scenic objects */
    the_message = 'For HELP, point at an object and press the F7 key.';
else if (the_message = 'u') then /* unimplemented help features */
    the_message = 'Sorry, no help here yet.';
else if (the_message = 'i') then do; /* impossible to get messages */
    call trace_msg('Impossible help request, class '||ltrim(self.class));
    the_message = 'How did you do that?';
end;
call r_msg_s(the_message);
end generic_HELP;

```

```

eh? logout
guest.lucas logged out.

```

703 39L DISCONNECTED 00 40 00:00:02:55 247 7