

Inform 7 Notes

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(Based on the help files.)

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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." The description is "It looks like it's made for a bird."

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.

Scenery that needs to be examined

- The Forest is a room. "You stand in a clearing in the deep jungle. Obscured by centuries of overgrowth and dim sunlight is a ruined temple of some sort. Whatever details there may have been on the stone blocks have long since been worn away. [if we have examined the temple]There is a single, solitary entryway leading downward[end if]."
- The temple is here. It is scenery. The description is "The stone blocks lie tumbled about, as if they were strewn about. Vines cover the upper half, while soil, leaves and grasses cover the bottom half. A set of steep stairs goes straight down into darkness."

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."

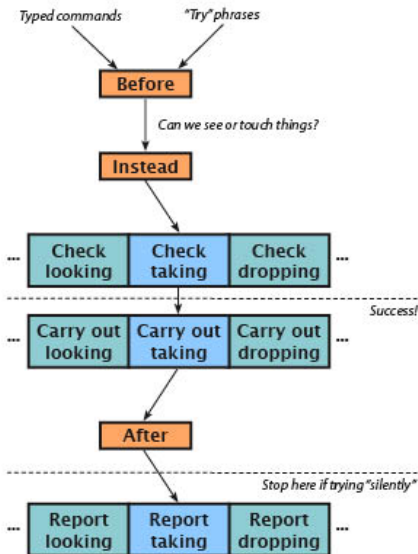
Phrases

- 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.