

Programing Commands and Definitions

-----Commands-----	-----Definitions-----
@echo off	Used to hide the commands so the player cannot see them.

Basic Commands

@echo off-

Used to hide the commands so the player can not see them.

EXAMPLE:

```
PROGRAMING SOFTWARE | GAME
@echo off           | Hi!
echo Hi!             |
```

echo-

To say something in the game.

EXAMPLE: echo Hey, whats up!

colon-

“:” ← This is a colon, and anything you write after it will become a name for a cyber location, or a location located somewhere in the game. So if you said “if %number% == 1 goto menu”, and the cyber location was named “menu”, then when you pressed the button labeled 1 it would goto the menu.

EXAMPLE: :menu
 :gamestart
 :exit
 :findhelp

color-

Used to change the color of the text. For example after color say 0a, 0b, 0c, etc.

set-

Used to set a variable in the game, such as a character's Health Points or HP.

EXAMPLE: SET hp=30
 SET maxhp=30

goto-

Used to go to a cyber location, such as the menu.

EXAMPLE:

```
if %dp% == 2 goto menu
```

Advanced Commands

IF-

“IF”, is a command that senses whether or not a button is pressed to go to a location somewhere in the game.

EXAMPLE: set /p dp=

```
if %dp% == 2 goto menu
```

ping-

A command that pauses the entire system for a set amount of seconds.

EXAMPLE: ping localhost -n 2 >nul

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Amount of seconds it delays.

start-

A command that brings you to a set location.

EXAMPLE: start == Adventures\MinersDissent\MinersDissent.adven.bat

SECONDARY COMMANDS

cd-

A command used to select a directory to start or copy a file from.

EXAMPLE:

```
cd Documents/Hi/folder
```

```
copy Jello.txt
```

Example Program - start up program -

```
@echo off
TITLE starting program
:menu
cls
echo Hello, would you like to start your selected program? (y/n)
set /p menu=Enter:

if %menu% == y goto startup
if %menu% == n exit
goto menu

:startup
start == Documents / lol.txt

(end program)
```