VerminMUD Developer's Guide

Introduction

Welcome to the VerminMUD Developer's Guide. The purpose of this document is to serve as a starting point or tutorial for new developers coming to the VerminMUD project.

As you propably are aware, VerminMUD is a completely custom MUD started in the beginning of 2002. Both the driver and the mudlib has been developed from scratch using the Java programming language.

Prerequisites

This guide is meant to give examples and introduce the reader to the APIs of VerminMUD and show how 3rd party developers can develop content for VerminMUD.

This document is not a general MUD guide, nor is it a programming or Java guide. If you need help in Java programming see Sun Microsystem's Java site at `http://java.sun.com`.

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