

User's Guide to MOZ (Moo in OZ).

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This manual is for MOZ (MOO in Oz) version 1.0.

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This is the User's Guide for MOZ (Moo in OZ). MOO is Mud Object Oriented. MUD is Multi-User Dungeon or Dimension. In general, a MUD is a multi-user text-based virtual environment. For information on MUDs in general, see <http://www.godlike.com/muds/> or your local search engine. For information on MOOs, see <http://www.moo.mud.org/moo-faq/>.

Oz is a multi-paradigmatic language that happens to not suck. See <http://www.mozart-oz.org/>.

1 Introduction

Moo.

2 Commands

2.1 Observation Commands

look [Variable]
Shows everything in the room.

look *object* [Variable]
Shows the description of an object.

2.2 Communication Commands

say *string* [Variable]
" *string* [Variable]
Causes something like
 Foobie says, "string"
to be presented to everyone in the room.

2.3 Movement Commands

home [Variable]
Returns you to your home location.

quit [Variable]
Causes your connection to the sever to end.

go *exit* [Variable]
exit [Variable]
Typing “go ” and then an exit name, or just an exit name, will take you through that exit.

2.4 Object Commands

inventory [Variable]
inv [Variable]
i [Variable]
Shows you the objects you are carrying.

get *object* [Variable]
Used to pick up *object*.

drop *object* [Variable]
Used to put down *object*.

rename *object to name* [Variable]
Changes the name of *object* in your current language.

describe *object as name* [Variable]
Changes the description *object* in your current language.

2.5 Miscellaneous Commands

languages [Variable]
Lists all the server's languages.

language *name* [Variable]
Sets your default language to *name*.

help [Variable]
Does very little at this point.

password *loginName oldPassword newPassword* [Variable]
Change the password for *loginName* (presumably your own!) from *oldPassword* to *newPassword*.

rename *self to name* [Variable]
Changes your name in your current language (presumably English, if you're reading this!).

describe *self as name* [Variable]
Changes your description in your current language (presumably English, if you're reading this!).

3 Unsorted

- Obviously, actually *writing* the intro at some point would be good.

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