

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

MOZ is a server, and is a type of MOO, which is a type of MUD. If that made no sense to you, you probably shouldn't be playing yet, as we're still in beta.

The help documents currently available are:

- The User's Guide
- The Programmer's Guide
- The Builder's Guide
- The Administrator's Guide
- The Localization Guide
- The Design

2 Commands

2.1 Observation Commands

2.1.1 look

Shows everything in the room.

2.1.2 look object

Shows the description of an object.

2.2 Communication Commands

2.2.1 say

- say string
- " string

Causes something like

```
 Foobie says, "string"
```

to be presented to everyone in the room.

2.3 Movement Commands

2.3.1 home

Returns you to your home location.

2.3.2 quit

Causes your connection to the sever to end.

2.3.3 go

- go exit
- *exit*

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

2.4 Object Commands

2.4.1 inventory

- inventory
- inv
- i

Shows you the objects you are carrying.

2.4.2 get

Used to pick up *object*.

2.4.3 drop

Used to put down *object*.

2.4.4 rename

Changes the name of *object* in your current language.

2.4.5 describe

Changes the description *object* in your current language.

2.5 Miscellaneous Commands

2.5.1 languages

Lists all the server's languages.

2.5.2 language

Sets your default language to *name*.

2.5.3 help

- help *string*
- help *string* in *document*

The entire help system is kind of a kludge at this point, as it uses lynx to generate its output, using the HTML form of the documentation as input.

Basically, help is divided into several documents, listed in "help introduction is user's guide". The user's guide is one of those documents (you are reading a section of it, in fact).

Normally, you can just say "help *string*", but if there's a conflict you will need to specify which document to get the help information from.

Within any given help file, items after a number in square brackets are the names of other help entries (not the number in square brackets itself, but the words following it, generally terminated by a colon).

2.5.4 password

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

2.5.5 rename self

Changes your name in your current language (presumably English, if you're reading this!).

2.5.6 describe self

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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