Administrator'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 Administrator's Gudie 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 not to suck. See `http://www.mozart-oz.org/`.

1 Programs

1.1 new_moz

*** Unfinished

new_moz creates an entirely new MOZ database, destroying anything that was there before.

1.2 moz

*** Unfinished

moz is the normal MOZ program.

1.3 Command Line Arguments

Both *moz* and *new_moz* take the same command line arguments, except that only *new_moz* takes the *–quiet* argument.

–debug   [Argument]

Specifies the level of debugging. Values are *debug*, *info*, *warn*, *error*, and *critical*.

The default is warn. For whatever level is selected, that level of log message and above (above meaning "less verbose" or "more severe") are printed.

–port   [Argument]

Specifies the port to make available for player connections.

–rootdir   [Argument]

Specifies the directory to find the MOZ data files in, i.e. the directory above db/ and classes/ and functors/.

–quiet   [Argument]

Used only by *new_moz*, causes *new_moz* to not complain about how you're about to destroy everything.

2 Administration Commands

reload all [classes] [Command]

Re-reads all of the .class files and runs upgrade on every object in the MOZ *except* the Storage object. So, basically, refreshes all of the running MOZ's code. Used after upgrades and such.

bless *type object* [Command]

Used to bless an object with special capabilities, generally on the Storage object.

Possible Types

Gate Gives a Gate the ability to take tickets from URLs and use them.

Terminus Gives a Terminus the ability to write a pickle file for itself. Note that to be useful, the pickle file will have to be web-accessible in some fashion.

3 Unsorted

- How to find players and objects.
- About object file numbers?
- How to kick players.

4 Command Index

reload all [classes]

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