

## Inofficial LambdaMOO Beginners Quick Reference

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This is a compilation of all help topics available to the beginner, together with some short explanation for every item.

Type 'help <topic>' to get the info.

The items below doubly underlined headers (like this: =====) are help topics

only, they cannot be used as a command.

### Summary

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help -- get helpful texts & command descriptions  
introduction -- what's going on here and some basic commands  
index -- index into the help system

players -- setting characteristics of yourself  
movement -- moving yourself between rooms  
communication -- communicating with other players  
manipulation -- moving or using other objects  
miscellaneous -- commands that don't fit anywhere else

building -- extending the MOO  
programming -- writing code in the MOO programming language  
editors -- editing text and code in the MOO  
tinymud -- a list of equivalences between MOO and TinyMUD  
concepts/commands

wizards -- what are wizards?  
wizard-list -- current list of LambdaMOO wizards  
@arb -- current list of people on the Architecture Review Board

LambdaMOO -- the `theme' of LambdaMOO, what new building should be like  
manners -- the commonly-accepted rules of behavior on this MUD  
cracking -- policy regarding system security holes

### help/indices

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help/information/? -- display (hopefully) helpful text  
index -- list these:  
lmoo-index -- LambdaMOO-Specific Help Topics (#3223)  
gen-index -- General Help Topics (#145)  
full-index -- EVERYTHING

### system

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@who -- finding out who is currently logged in  
@lastlog -- finding out when some player last connected to the MOO  
@wrap -- adding word-wrap to the lines you see  
@linelength  
@more [rest|flush] -- display suspended output  
@pagelength  
@version -- printing the MOO server version number  
@memory -- gives info about server memory usage. useless for non-wizards.  
@uptime -- amount of time since the last restart of the server.

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## Players

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help registration -- explain how to get a character  
@describe -- setting what others see when they look at you  
@gender -- changing your player's gender  
@password -- changing your player's password  
@sethome -- changing your designated home room  
@rename -- changing your name and/or aliases  
@who -- finding out who is currently logged in  
@lastlog -- finding out when some player last connected to the MOO  
@quit -- quit playing session

## movement

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go - move  
home - teleport to your designated home room  
@go <location> - teleport yourself to a given location  
@join <player> - teleport yourself to a player's location

## manipulation

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get/take -- pick an object up and place it in your inventory  
get/take/remove from -- move object from inside container into your inventory.  
drop/throw -- remove an object from your inventory and place it in the room  
put/insert -- take an object from your inventory and place it in a container  
give/hand -- hand an object to some other player  
@move <obj> to <location> -- teleport an object to a given location  
@eject -- expel sth unwanted from your room

## informational

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look -- see what an object looks like  
inventory -- print list of things carried  
whereis -- locating other players  
@examine -- print useful of information about the object  
@contents -- print contents of an object  
@locations -- print names and object numbers of all containing objects.  
@parents -- print names and object numbers of all ancestors.  
@find #<object> - locate an object by number  
@find <player> - locate a player  
@find :<verb> - locate a verb on an object in your vicinity

## communication

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say/" -- talking to the other connected players in the room  
whisper -- talking privately to someone in the same room  
page -- yelling to someone anywhere in the MOO  
emote/://:: -- non-verbal communication with others in the same room  
news -- reading the wizards' most recent set of general announcements  
@gripe -- sending complaints to the wizards  
@typo @bug @idea @suggest @comment  
-- sending complaints/ideas to the owner of the current room  
help gagging -- screening out noise generated by certain other players  
help mail -- the MOO email system... see below  
help security -- facilities for detecting forged messages and eavesdropping.  
help notes -- reading, writing, encrypting notes

other help is available on

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keys -- sort of regular expressions  
key-representation

pronouns -- useful, read this!

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Building

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creation -- making, unmaking, and listing your rooms, exits, and other objects  
topology -- making and listing the connections between rooms and exits  
descriptions -- setting the names and descriptive texts for new objects  
locking -- controlling use of and access to your objects  
messages -- special descriptive texts  
containers -- objects that can hold sth (e.g. yourself)  
rooms -- places

creation

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@dig -- conveniently building new rooms and exits  
@create -- making other kinds of objects  
@recycle -- destroying objects you no longer want  
@recreate -- This is a combination of @create and @chparent.  
@quota -- determining how many more objects you can build  
@count -- determining how many objects you already own  
@audit -- listing all of your objects  
@add-owned -- adds an object to your .owned\_objects property  
@sort-owned -- sorts your .owned\_objects property  
@verify-owned -- verifies your .owned\_objects property  
@classes -- listing all of the public classes available for your use  
@realm -- listing the parenting tree for objects owned by one or more players  
@move -- moving your objects from place to place

topology

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@dig -- creating new rooms and exits  
@add-exit -- adding other players' exits from your rooms  
@add-entrance -- adding other player's entrances to your rooms  
@remove-entrance  
@remove-exit  
@exits -- listing all of the conventional exits from your rooms  
@entrances -- listing all of the conventional entrances to your rooms  
@resident -- listing or changing the residents of your rooms

descriptions

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@rename -- setting the name and aliases of your objects  
@describe -- setting what others see when they look at your objects  
@messages -- listing and setting the other descriptive texts on an object  
help messages

locking

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@lock -- restricting use of and access to your objects  
@unlock -- unrestricting use of and access to your objects

Messages

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container-messages -- the messages on objects that can contain other objects  
exit-messages -- the messages on exit objects  
thing-messages -- the messages on objects that can be taken and dropped  
room-messages  
teleport-messages

## containers

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put -- putting an object into a container  
remove -- taking an object out of a container  
@lock\_for\_open -- setting the lock for opening a container  
@unlock\_for\_open -- clearing the lock  
@create  
help container-messages  
@opacity

## editors

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@edit <object>:<verb> invokes the Verb Editor (edits verb code)  
@notedit <note\_object> invokes the Note Editor (edits note text)  
@notedit <object>.<prop> invokes the Note Editor (edits text property)  
@send <list of recipients> invokes the Mailer (edits a mail msg)  
@answer [<msg\_number>] [<flags>...] invokes the Mailer (edits a reply)

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more on communication:

## mail

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@mail -- seeing a table of contents for a collection of email messages  
@read -- reading individual messages  
@next -- reading the 'next' message  
@prev -- reading the 'previous' message  
@send -- composing and sending a message to other players  
@answer/@reply -- replying to one of the messages in a collection  
@forward -- resending one of the messages in a collection somewhere else  
@rmmail -- discarding some subset of a collection  
@unrmmail -- undoing the most recent @rmmail on a collection  
@renumber -- renumbering the messages in a collection  
@mail-option -- describes and sets various customization flags  
help zombie-messages  
help message-sequences  
help mail-forwarding -- describes mail forwarding  
help message-sequences -- describes message-sequences arguments to @mail,  
@read, @rmmail, and @answer.

For viewing collections other from your own, the following commands are useful:

@rn -- list those collections that have new messages on them  
@subscribe -- indicate that you want @rn to report on a given collection  
and add yourself to its .mail\_notify list  
@skip -- ignore any remaining new messages in a given collection  
@unsubscribe -- ignore a given collection entirely from now on.  
and remove yourself from its .mail\_notify list

## notes

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read -- reading the text on the note  
write -- adding text to a note  
erase -- removing all the text from a note  
delete -- deleting one line of text from a note  
@notedit -- general editing on the text of a note  
encrypt -- restricting who can read a note  
decrypt -- undoing a previous encryption  
help letters -- on special 'letter' notes  
burn -- Destroy the named letter irretrievably.

## gagging

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@gag -- add one or more players to your gag list  
@ungag -- remove a player from your gag list  
@listgag/@gaglist -- list the players you currently have gagged

## spoofing/security

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@paranoid -- keeping a record of messages your character hears.  
@check -- looking at that record to determine responsibility for messages.  
@sweep -- checking who is listening in on your conversation.  
help privacy

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## Policies

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LambdaMOO -- the `theme' of LambdaMOO, what new building should be like  
manners -- the commonly-accepted rules of behavior on this MUD  
cracking -- policy regarding system security holes  
common\_quota  
quota-policy  
negative-quota  
multiple-characters  
privacy

In addition to these help topics, there is a README for NewMOOers. It can be found in The Living Room, use <read README> to read it.

## spelling

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@spell a word or phrase - Spell check a word or phrase.  
@spell thing.prop - Spellcheck property. value must be string or list of strings.  
@spell thing:verb - Spellcheck verb. Only quoted strings in verb are checked.  
@spellproperties object - Spell check all text properties of an object.  
@spellmessages object - Spell check only message properties of an object.  
@cspell word - Spellcheck word, offer suggestions about right spelling.  
@complete prefix - List all words in dictionary with given prefix.  
@addword word - Add a word to your personal dictionary.  
@rmword word - Remove a word from your personal dictionary.  
@adddict word - Add a word to the global dictionary.  
@rmdict word - Remove a word from the global dictionary.

## rooms

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@rooms - see a list of the rooms you know by name  
@addr\*oom <name> <number> - remember a room by name  
@rmr\*oom <name> - forget about a room's name

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I compiled this for my own use in the first place, but thought that others might like to use it, too, so I posted it. So don't expect too much. If you think it's garbage or have a suggestion, feel free to tell me so.

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