



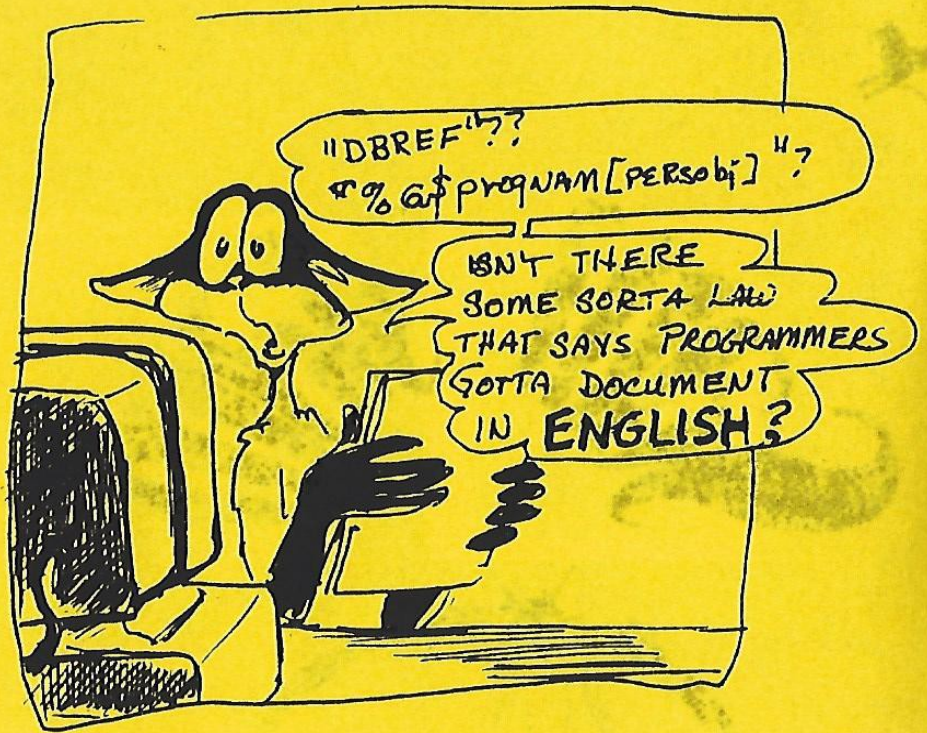
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Fun Size



And Muck Land

A neo's encounter with one of the most interesting online fantasy worlds-- her tours and some of the tricks she learned while playing there.



This little zine shouldn't be taken as a definitive guide to FurryMuck. It is simply a collection of tips and tour information, bizarre bits and ends that I learned during my first week on FurryMuck-- things that I thought might be helpful to other neophytes, too.

I was trained as a scientist, which means I love to poke and prod at things and find out how they work. I have a degree in teaching, which means that I love sharing knowledge with others. This zine isn't meant to take the place of Greywolf's files (not by a LONG shot!); it's more a diary of a creative mind at play in one of the most creative environments around-- a MUCK.

MUCKs (other varieties are called MUDs or MUSHes) are a type of online fantasy "world"-- a world that you can create and modify. It's similar in some ways to chat channels/"CB channels" on GENie, CompuServ, Delphi, America Online (to name a few) in that you can talk (type, actually) to others there. They see your words and can respond (or ignore you, if you're REALLY a nuisance!) Unlike Chat Channels, you can set up "rooms" and create "objects" for yourself (literally anything you can think of), creating a complex extended environment -- or-- a series of little worldlets for exciting mindgames with your friends.

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Notes from a Neo, by Sam_Siam

Into every life a little adventure needs to fall, and my adventures often involve exotic locations and computers. I'd heard about FurryMuck for years, but hadn't gotten on it because a) you needed full Internet connection and b) since I'm not a university student (and don't know any university students in Dallas), the only other option was to go with commercial accounts. And you wouldn't BELIEVE how much THEY cost! I darn near had a hairball when I found out!

Then a librarian who was also interested in Internet sent me a note about Delphi's offer for Internet use. It was the first affordable (if I didn't stay on for 5 hours each night!) offer I had seen. So I put out a call for help on how to find FurryMuck from Internet and Jordan Greywolf was kind enough to send me his help files. Armed with a lot of hope and determination, I hit the ethernets.

My first entry onto FurryMuck was a bewildering and delightful experience. I'd browsed the help files beforehand and knew some of the ropes. But I found that I was sitting there, typing in things carefully, oddly afraid that I was going to blow the Muck program to kingdom come, leaving all the furies adrift in the Internet bitstream. Of course, this didn't happen. The Muck is carefully programmed and there's little you can do to damage it, though you CAN get yourself into some... odd situations. And if you're cat-curious like me, you'll most defiantly end up in some very strange corners!

It's not that I'm a total computer neophyte. Quite the opposite, in fact; I'm a microcomputer support specialist and a PC technician who works in a PC-DOS/MS-DOS environment. Telecommunications wasn't a new realm to me, either. But even experienced as I was with Compuserv and Genie and Fidonet and RIME network, I found the Muck to be a bizarre experience. And the general descriptions and directions were geared to someone logging into the Internet from a university computer, with the help of another fellow Mucker.

I decided there needed to be some documentation for those of us who don't have a university connection or dataspace on a UNIX or VAX machine. Something for newcomers (like myself) who have to do things the hard way on FurryMuck.

These notes are written for the neo, and for the non-computer expert. Those of you who are computer experts and know a number of different programs or who run on a university's VAX or UNIX machine may find the explanations a bit tedious.

What I'm using versus what you're using:

I'm using an 80486 (IBM-PC type computer) with a communications program called Procomm and a regular modem. The things you see here are done on my MS-DOS machine, but they should work on any machine, no matter what type. What YOU will need is a modem (one that works with your computer. Not any specific brand), a modem program (unless your program is VERY old, it'll upload ("send to the FurryMuck Computer") and capture ("write to a disk a running record of what you're doing"). You'll need a word processing program (or "editor") that can save words as "ASCII Text" (some examples in the MS-DOS environment include the program editors for C, Pascal, Fortran, COBOL, as well as EDIT, EDLIN, Windows' 3.1 Notepad, Norton's Editor, PC Write. All of the high-dollar word processors do this as well (Microsoft Word, Word Perfect, Wordstar, Ami Pro, Samna, Lotus Write, Windows' Write... but you have to know how to tell them to write the file as a "text" file). And you'll need some way of getting to Internet.

HOW I GET TO INTERNET:

Right now, I'm using Delphi. It's a commercial service, and one you pay for (\$20/month plus \$1.80/hour). You can get your own Delphi account by calling (with your modem) 1-800-365-4636. On the login screen, when it asks for a name, type JOINDELPHI. When it asks for a password, type INTERNETSIG. *****Note:*** DO NOT TRY THIS WITHOUT A VALID CREDIT CARD.** They believe in 'no pay, no play' and won't sign you up without a confirmed method of payment. And pay close attention to the instructions for logons, okay? They're a bit different than other services.

The nice thing about Delphi is that if you've got a valid credit card, you can get your account activated within TEN MINUTES of calling and joining! This is the fastest turnaround of any of the big networks! I currently pay \$23/month (gives me 20 free hours-- NOT enough time!) and \$1.80/hour after that. Delphi is, however, VERY slow. Be prepared. I go in at 2400 baud with settings of 7,E,1 in my communications program.

You may have a local Internet service that's cheaper-- check with computer clubs in your area to find out. Tell them that you need a "Full Internet Service" provider that includes "Telnet and FTP". Anything else may not be able to get you to FurryMuck.

DELPHI AND FURRYMUCK:

Set your modem software to "VT 100 emulation" or "VT 102 emulation" for Delphi's Internet connect.

Delphi won't allow you to run any of those wonderful "client programs" (a type of very friendly interface program to use with Mucks), so don't attempt to go get "client programs" if you're on Delphi. If your computer is a VAX (a Very Large Computer) or runs UNIX (A special operating system, not often found on many personal computers) and you are NOT going through Delphi, then you need get a "client program" (ask Jordan Greywolf for the documents about this) and run it on your computer. If, like me, you don't have a university computer, VAX, or Unix, then you can't run client programs. You can't run them on Delphi, either, to my knowledge.

FIRST TIME LOGIN FROM DELPHI:

Once on Delphi, you type INT (for Internet Services which is listed on the main menu) and then TEL (for Telnet, which is on the Internet main menu). A screen will come up and ask you what site you want.

Currently (August, 1993) the site is: 138.74.0.10 8888

It's easy to mistype them numbers the first time you try, believe me. I wised up and put them in a "macro file" (you'd have to check your modem software's books to see if you have those.) Another way of doing it (and much less frustrating) is to use Delphi's GOPHER.

At the Internet prompt, type GOPHER. This will bring you to another menu. Read the menu list, choose "Mucks Muds and Mushes" option, and then scan the list till you find FurryMuck. It's about the 3rd or 4th screen on the listing (they're in alphabetical order, thankfully).

Unless MuckyComputer is down, you will see a welcoming screen. When it stops scrolling/moving, type "connect guest guest". You'll be allowed into FurryMuck with a guest account.

The first thing I did was type "wizzes" (no quotes). MuckyComputer came back with a list of wizards and I paged one of them and asked if he'd let me out to play:

pa Riss=Hello! I'm new here. Can I come explore?

Riss let me out (poor guy. He didn't know what was hitting his Muck). I stayed and decided that I wanted to join, so I sent a note to him (the address of

the Responsible Parties show up as you log into the Muck, so PAY ATTENTION, eh?? I also put it in the appendix of this fanzine). You can use Internet mail through Delphi (or Compuserver or GENie or any other choice that has Internet MAIL access) to send the note.

Once I was official, I logged onto FurryMuck and typed in **connect** (and my **character name** and **password**, and no you can't use it. It's MINE, do you hear???? Go get your own!!!!)

FurryMuck then spits out a bunch of messages. When it's done, then it's MY turn to go play.

QUICK CHARACTER INFORMATION CREATION AND CHANGES

The first thing everyone does is create a character and then spend hours online trying to get the description right. This is no real bother if you're coming in on a free connection to the Muck-- but if you're coming in through Delphi and aware of the bill mounting as you try and decide whether your character should be described as "big and sensitive" or "small and leather-addicted", it can be a very stressful situation. Me, I use "upload files".

"Upload files" in this case are a set of special files created by a word processor (one of the programs I use for this is the Edit command that comes with DOS 5). It must be an ASCII text file, because it has to fool MuckyComputer into thinking that you're typing this all in. I work out all the descriptions beforehand, then log onto Delphi and connect to FurryMuck. Once I'm there, I'm ready to tell Muck about the changes (or additions) I want.

I start by hitting the keystrokes to upload a file (that's the PgUp key if you're using Procomm for DOS, like I am). My modem software asks me what file transfer option to use. I tell it I'm uploading an ASCII file (I don't bother telling the Muck computer that I'm uploading an ASCII file. It doesn't care, and ASCII looks like typing, anyway). My software then asks for the name of my computer and dumps it up to FurryMuck Computer. The FurryMuck digests these quickly uploaded commands and sets me up with whatever I wanted.

Here's a shortened version of the file I upload to Muck that I used during my first few logins to tell it who I am and what I look like. FurryMuck Computer saved the information so that I didn't have to upload it the next time I showed up. I would change the description slightly or set my speech patterns differently using this file. It was quick and automatic.

Sam_Siam's Quickie Character Upload File (type the following text into your

favorite ASCII editor and edit it to fit you, and upload to the Muck):

```
@set me=j
@desc me=Friendly little Siamese-morph with mischievous blue eyes.
@set me=gender:female
@set me=sex:female
@set me=species:Siamese... cat, if you please (or even if you DON'T please)
@set me=_scent:Warm, vanilla-like... perhaps a hint of Irish Creme?
@lock me=me
```

This isn't everything, of course-- and there's lots more you can do with and for your character. But it'll give you a start on using upload files to do quick character changes and perhaps inspire you with some ideas of your own on things you can do to modify yourself and your conditions on Muck.

SAYSETS

Another thing that's fun to do is to change your speech patterns. I use the sayset commands to add "catlike" phrases to my conversations. The hardest part of using this is deciding what characters to use. For instance, I used the dollar sign (\$) to indicate "hisses". This worked just fine until someone was telling me about how much an item cost and I typed in "\$2500??" . That came out as

Sam_Siam hisses, "2500???"

This was NOT what I'd intended! Other characters I advise against using are commas. Better characters to use are *, &, ^, +, -

I change the saysets for each character I'm playing. The dragons hiss and snap and purr and rumble. Here's one of my first "sayset upload files" that I used for Sam:

```
sayset +? asks,
sayset ! exclaims,
sayset +! exclaim,
sayset , comments,
sayset +, comment,
sayset def says,
sayset +def says,
sayset $ hisses,
sayset +$ hiss,
```

Changeable Room Descriptions

It's a wonderful experience when you are notified by one of the wizzes that you can have your very own room or "home" there on FurryMuck. Unless you've got a kind friend letting you "dig rooms" on their property (or are sharing rooms), your home will come as a pretty bare-bones room. It's up to you to make it interesting.

A few days after I first signed onto Muck, I had my own place. It was just a cave on public property that Tugrik authorized me to do, but I wanted to give it a name and personalize it so that I would feel it was truly mine. I called it the Cave of the Winds and began describing it to myself in terms of the wind and the water that were in the environment.. Since the basic room was already set up by the Muck Building Wizard, Tugrik, all I had to do was move in, take ownership (with Tugrik's permission), and then do the room descriptions.

I did this by entering the cave and then uploading the following file (I "dug" one other room at the time-- my workshop: Then I dug three more but recycled them when the wizzes began asking us to conserve database space.

```
@desc here=This is a wide cave, home to Sam_Siam.
@desc east=Eastward you see another cave room, labeled "Sam's Workshop".
@succ east=You walk east and enter "Sam's Workshop".
@osucc east=walks east and enters "Sam's Workshop".
@odrop east=walks out of "Sam's Workshop and into the cave.
@desc west=Westward is a wall of orange stone.
@desc north=Northward is the exit to Sam's cave.
@succ north=You walk north and leave the cave.
@osucc north=walks north and leaves the cave.
@odrop north=enters the cave from the north.
@desc south=Southward is a small pool.
@desc down=The floor is covered (oddly enough) in Astroturf.
@desc up=The ceiling also is covered in Astroturf. How odd!
```

Of course, my descriptions were just a BIT more complex than that! In these sort of descriptions for an upload file, there's a line limit length of 255 characters (letters and spaces... about 4 times the width of your screen.)

This isn't the most efficient way to do the descriptions, by the way, but it's a quick and satisfying one if you're setting up a temporary room-- particularly if the wizzes or someone else hasn't show you how to build a "look trap room". "Look trap room" uploads will show up in another thrilling chapter from the Muck's Curious Neo.

Sam_Siam's Quickie Upload Files: the Magic Carpet

NOTE: The following thing should be a **TEMPORARY OBJECT!** As of this writing, MuckyComputer is getting bogged down by people making "objects" like this and using them a few times and then forgetting them. You can only make a certain number of objects before MuckyComputer tells you that you're rudely hogging database space and refuses to let you do any more creations. **IF YOU DON'T USE IT DAILY, RECYCLE THIS CARPET with:**

@recycle carpet

That's the command, okay? Besides, you can always make it again. Keep MuckyComputer clean and the wizzes happy!
...and now that we've had the commercial, on to the fun!

CARPET CREATION

One of the real problems about being on FurryMuck on a commercial account is that the Muck is slow at times (VERY slow... and will go away once a day for about 15 minutes to save the whole MUCK program to its disks. If you're online for this event you'll notice that you don't connect... but you can't do anything, either. There are lovely places to visit on FurryMuck if you've got the free time and the free access. But on a commercial account where you pay by the minute, a stroll from my home to my friends' homes can be rather expensive if MuckyComputer is slow. So I went looking for a method of quick transportation. Fortunately, European had a lovely transporter box and he showed me how it was created. And, being the curious and inquisitive sort that I am, it occurred to me that I could make a magic carpet to whisk me around, saving myself a lot of typing.

The following file creates the carpet and links it to two popular places.

@create a flying carpet

@describe carpet=The words, 'SWIM and CLIFF' are written on it.

@link carpet=me

@set carpet=S

@action SWIM=carpet

PLACES TO BE, THINGS TO GO (waitasec. That didn't sound right!)

FurryMuck, believe it or not, is not fully mapped. These are the places and things I found in my first few days on FurryMuck.

WALKING TOURS (collected from public postings. All of them start from the West Corner of the Park)

Name Where(from WCotP)

The Cafe' Rose	n;n;w	Under Henson Lake	@link to #25894
The Gaming Rooms	n;n;e;e	Crystal Caverns	nexus;sw
Fur le Dance	w;w;w;w;s;s;w	The Underground	nexus
24h Mudder HOF	s;s	Underground Wolf Dens	tub;nw;n;ne
TJD Hot Springs	n;e;e;n;se	FurryTyke Plygrnd	n;n;nn;nn;e;s
Ruby Begonia's	s;s;ss;e;e;n	Arctic Regions	n;n;(7 times nn)
Furry Island	n;n;nn;nn;e;n;n	The Rathskeller	n;n;n;e
Uriel's Tower	nexus;se	The Furry Arms Hotel	n;n;nn;w;w
Crystal Caverns	nexus;sw	Tiger's Den Bus. Dist.	w;w;w;w;s;s;s
Plane of Shadow	s;plane	Otter Collective	pond;down;otto
The Pet Cemetary	link to #5464	Lyric Apartments	s;s;w
Sevnara's Lighthouse	@link to #23660	Freyja's Castle	w;ee;ee;e;e;down;n;n;ne;e

TAXI

If you are not in the mood to do a lot of typing, you can get to some places via taxi or shuttle. At the West Corner of the Park is a taxi stand. Enter the taxi and tell the driver one of the following destinations. The taxi will dump you out there.

West Corner of the Park
 Feather Heights
 Cafe Rose
 Acme Looniversity
 The Temptation
 Hippocrene Fellowship Glade

MUF Program Library
 Fox Park/Truth or Dare area
 Memorial Park
 Halfway House
 Pandapas Pond

SHUTTLE STOPS

Starting at the West Corner of the Park, go AROUND. The shuttle stops there. There are three stops on the shuttle tour. Where you get depends on how many times you type the word, 'shuttle':

- * Mecha Arena - -- shuttle
- * Club Aero/Larson Airfield -- shuttle, shuttle
- * Adventureland - shuttle, shuttle, shuttle

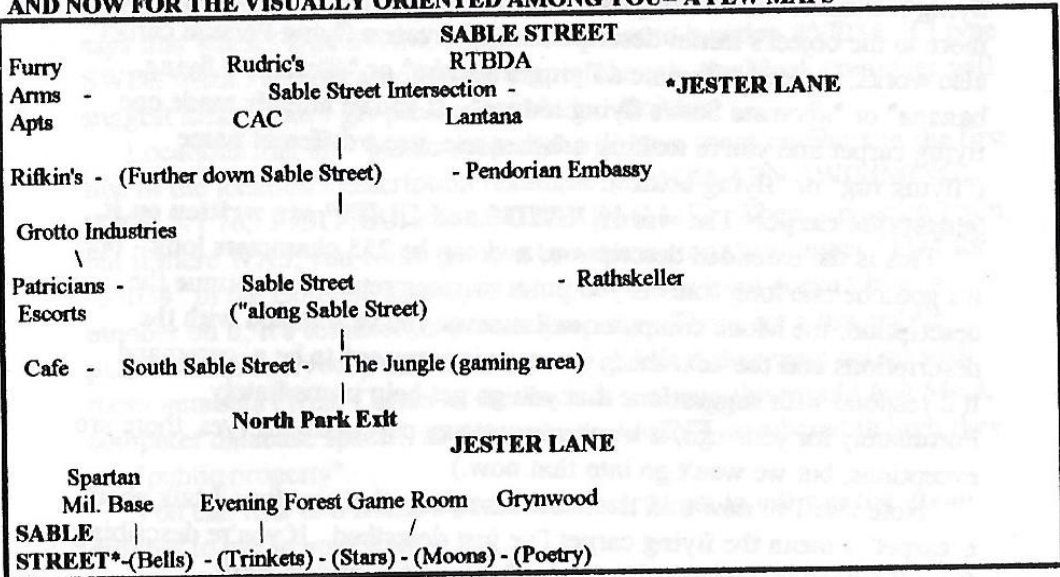
FLYING THE FRIENDLY SKIES:

Yes, the pussycat learned to fly, too (supersonic hairballs. Now THERE'S a concept!) European showed me the general nexus for the skies. There I found this note floating in the air (direction, "up") over the West Corner of the Park, giving directions to various places in the sky.

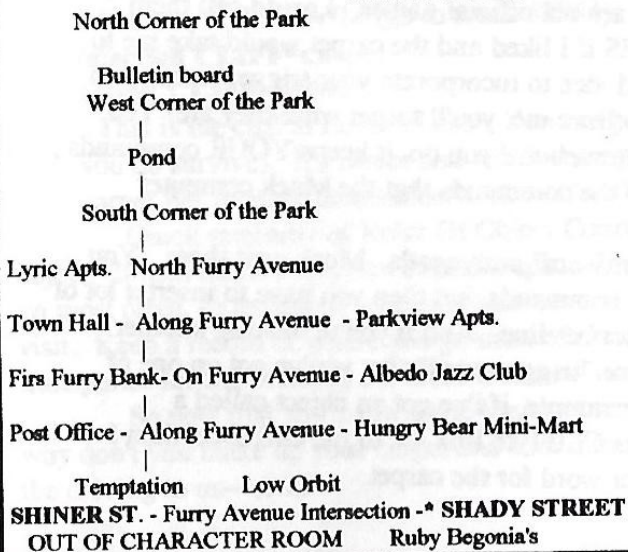
Keyword	Destination	Keyword	Destination
Park	West Corner of the Park	Springs	Sky Springs in the Clouds
Circus	Nigel's Circus Maximus	Grynowood	Sky over Grynowood
Acme	Acme Acres	Cloud	Cloud over Toontown
Boat	Sasta's Houseboat	Citadel	Area over Genma's Citadel
Wolf	Wolf Run Road	Rifts	Sky over Edward's Jungle
Valley	Slate's Valley Forest	Terrace	Fox Terrace
Nine	Cloud Nine over Toontown	Gold	Sunburst's Golden Cloud
Cliffs	Eastern Cliffs	Storm	Sky over Storm Towers

Copse	Sky over Cottage Copse	Porch	Sky over Slipstream's Porch
Shady	Sky over Shady Street	Twilight	The Twilight Sky
Ridge	Sky over Nightfall Ridge	Monkey	Sky over Monkey Island
Furry	Furry Arms apartments	Pinnacle	Sky over Pinnacle Weyr
Skylight	Sky over Kyrie's House	Drac	Sky over Drachenswald
Tower	Sky over Uriel's Tower	Castle	Sky over Kaara's Castle
Jag	Sky over Jaguar's tree house	Spire	Sky over Toread's spire
Star	Sky over Stardust's meadow	Worm	Sky near a Wormhole
Higher	Sky of the Celestial Sea	Preserve	Sky above a Forest Preserve
Willow	Sky over Willow Grove		

AND NOW FOR THE VISUALLY ORIENTED AMONG YOU-- A FEW MAPS



THE PARK AND SOUTHWARD



@link SWIM=#57034
 @action CLIFF=carpet
 @link CLIFF=#58607

Tutorial and remarks

@create a flying carpet

This made the object. We could have called it a flying fruitcake, but flying fruitcakes are less impressive than flying carpets. You could add more to the object's initial description-- "@create a flying Persian carpet" also works, as does "@create a flying fruitcake" or "@create a flying banana" or "@create Sam's flying toupee". If you've already made one flying carpet and you're making another one, use a different name ("flying rug" or "flying brick").

@describe carpet=The words, 'SWIM and CLIFF' are written on it.

This is the extended description, and can be 255 characters long-- but it's gotta be one long line. If you put a carriage return to continue the description, the Muck computer will assume you've finished with the descriptions and the next thing you type is supposed to be a command. It'll respond with suggestions that you go get help immediately. Fortunately for your ego, it won't suggest any psychiatrists. (yes, there are exceptions, but we won't go into that now.)

Note that I've now told the Muck computer that any time I talk about a 'carpet', I mean the flying carpet I've just described. If you're describing flying fruitcakes, substitute fruitcake for carpet... and so forth.

The words in capital letters are "trigger words"-- abbreviations for the places I want to go. These are not official names. I could call them RON-BOB and TWEEDLES if I liked and the carpet would take me to the same places. It's a good idea to incorporate your trigger words into the description because, believe me, you'll forget what they are! You don't have to use capital letters, but if you do, it keeps YOUR commands from getting confused with the commands that the Muck computer knows.

Avoid one letter "trigger word" commands. Muck uses those. You can use single numbers as commands, but then you have to insert a lot of description into your @describe=line. And if you're making another object you can't use the same "trigger word" that you've got on one of your current objects. For example, if I've got an object called a "transmorgifier" and it uses CLIFF to link me to the cliff area, then I can't use CLIFF as a trigger word for the carpet.

@link carpet=me

@set carpet=S

I do this because I want to own my lil' carpet. It's MINE!!! I'd also like it to be 'sticky'-- to come with me if I go somewhere. Otherwise you can lose stuff when you leave a room.

@action SWIM=carpet**@link SWIM=#57034**

One of the social areas is the swimming pool at Acme Looniversity. The first line says that if I'm carrying the carpet (or riding on it, or wearing it around my neck), I can use a command called SWIM. The second line says that when I type SWIM, I want to be sent to location #57034. If I type SWIM when I'm not carrying that carpet, though, the Muck computer will suggest kindly that I get professional help. Quickly.

Locations that are "public property" will have room numbers in the first line of the location's description (example: IMAGINARY SWIMMING POOL AT NO PARTICULAR LOCATION (111E). There's no such room, but if there WAS, you could get to it by substituting the number "111" for "57034" in the example above.) If the room description doesn't have a number on it, it's somebody's private property. There are a few public places where everybody and their cat would link if they were set up with room numbers (West Corner of the Park is one) and this would hog Muck computer database space... so these places AREN'T numbered though they are "public property".

You can link to a friend's house, but they've got to tell you the room number to use in your link.

The @action line tells MuckyComputer that you want to link a keyword, SWIM, with the carpet. The second tells it what you want to do when you tell it SWIM (go to room 57034).

@action CLIFF=carpet**@link CLIFF=#58607**

This is the cliff at Lover's Leap. You can jump off it (yes, it's fun, and you do survive). It's clever and worth seeing. Just be sure your magic carpet has another destination in it, or it's a LONG walk home!

Quick reminder of Rules Of Object Courtesy: don't put 50 links on one object. It uses Muck computer database space; limit your links to the places you go most often, or to central locations near several ...uh.. establishments that you visit. Keep a record of where you go most often and when you create your transporter for the evening, set those locations into your creation file.

So now that you know some basics of making a transportation object, why don't you make up your carpet and link it to your favorite spots, and leave the driving to us-- or it!

[Author's acknowledgments my mentor in object creation was European, who does a lot of intriguing things with his creations. His Hypercube is a ore sophisticated version of this very simple object.]

Sam_Siam Recycles

There've been a lot of messages lately on FurryMuck about recycling stuff. Now, being a pussycat who likes to do her best for Cat, Wizzards, and MuckyComputer, I decided to see how I fared in comparison with my limits and then go recycle. I knew that I had a talisman and a ring object (surely two little things wouldn't hog the database!) and three rooms: Cave of the Winds, Starloft, and an "environment room". Two of the rooms had only 1 exit and the other had three exits. I was running lean and mean, right? So I typed @quota to find out how I stood.

Shades of Sylvester!! It showed that I had two objects, 38 exits, 2 objects, and 9 rooms. NINE??? Where in the heck did MuckyComputer get NINE rooms! Was I being triple charged because I was a neo? Thirty EIGHT exits? Impossible!! Did MuckyComputer have a grudge against pussycats? The only way to find out was to ask Mr. Wizard... or Ms. Wizard, depending on who was available.

"Type @find to see the list of what's attached to you," was the advice. So I typed @find and got:

SWIM(#0001E)
 FALLS(#0002E)
 DIGSI(#0003E)
 CLIFF(#0004E)
 FURBAL(#0005E)
 a jeweled ring(#0006S)
 NEST(#0007E)
 w;workshop;work(#0008E)
 n;northroom;nor(#0009E)
 5;five(#0010ED)
 W;Workshop;Work(#0011E)
 jump1(#0012E)
 bedroom(#0013RJ)
 Starloft(#0013RCJ)
 Starloft;star;loft;s(#0014E)
 out(#0015E)
 gohome(#0016E)

NEST(#0017E)
 look;loo;lo;l(#0019E)
 workshop(#0019RJ)
 goenv(#0021E)
 workshop(#0119RJ)
 sauna(#0032RJ)
 sauna(#0035RJ)
 Sam_Siam(#0000PBJ)
 workshop(#0019RJ)
 eroom(#99999RJ)

That's part of what I saw. [NOTE: NAMES AND NUMBERS ARE NOT THE REAL NAMES AND NUMBERS THAT I GOT. You will get a different set of names and numbers]: Mind-boggling, isn't it??? I couldn't make heads or tails of it first, until I started matching up what I knew with the numbers on MuckyComputer's list.

The PBJ number's easy-- That's the player. Yes, Virginia, you are an object to the MuckyComputer. The E-items are "exits" or links to other places, done with the @link command. The S-object is a "ring" that I created that's set with the Sticky attribute. The R-objects are rooms. I sure did have a lot of them with the same name-- several workshops, several saunas, and several bedrooms! I had created some of those, and recycled them. . . or did I?

Well, I had and I hadn't. I had created most of those rooms while standing in Cave of the Winds (my central room), trying to get it set up. I'd use the @dig command to set up the room and then tried the @link command (instead of the @open command. I'd gotten very confused). So when I typed @dig WORKROOM, MuckyComputer dug it and obligingly told me the number. After that, I typed @link WORKROOM;WORK;W=(room number). This, of course, doesn't work. MuckyComputer told me that it didn't work (but the @link named WORKROOM was created as an "exit owned by Sam"). So then I'd @recycle WORKROOM.

That got rid of the "exit" named WORKROOM created by the @link command, but the room, WORKROOM was still there. I hadn't actually gotten rid of it.

The spurious exits were easy enough to get rid of. I got rid of NEST by typing

@recycle #0005

Spare objects were easy to dump by typing @recycle (and the object's name... like ring...) or @recycle and the object's number. I was on a roll.

Then I tried typing @recycle #0011 to get rid of an extra workshop. MuckyComputer said it couldn't find that object. I did what any adult would do-- I sulked. I yelled for a wizard.

It turns out that what I have to do to get rid of rooms is to @open them, step into them, and say @recycle here. I did it with:

@open dumpit=#0011

Then I typed 'dumpit', which let me into the extra workshop. I didn't bother creating an @open from there back to the Cave of the Winds; I just typed @recycle here

MuckyComputer got rid of the room and swept me back to my starting room. I used the same "@open dumpit=" command to open each of the rooms I wanted to get rid of, and then recycled them once I could get in. I trimmed and cleaned and swept up all the cat fur and by the end of the evening, I was down to a lean-and-mean 2 objects, 19 exits, and 5 rooms. Perfect!

APPENDIX, ACKNOWLEDGEMENTS, AND QUICK QUESTIONS

Furrymuck Gurus

FurryMuck Character Administrator: Riss Internet address:

fmadmin@sncils.snc.edu

Building Wizard: Tugrik

Keeper of the Furry Docs (not an official title, but he's the source for all sorts of online help files: Jordan Greywolf:

Internet address: PEACOCK6503@iscsvax.uni.edu

There are other wizards and help staff (who can be identified by typing "wizzes" and "helpstaff" while online) but these folks were the ones I always whimpered at when things went wrong. Helpstaff member BoingDragon kindly took me on a tour and helped me find a home. Nightwind also took time to help me out of a bad jam.

Everyone I met on Muck was generous with time and advice. Particular thanks goes to European, who showed me much of what I learned.

Jordan Greywolf kindly supplied me with enough technical references to cross my lil' eyes! His files contain the basic instructions about behavior online, building, character creation, who's who, where to go, and a lot of other nifty stuff! Ask for copies if you haven't already. He's (singlehandedly, I think) tackling the problem of translating some of the documents in the Library from Programmer into English... and long and thankless task, I suspect. Thanks, Greywolf!

QUICK QUESTIONS (AND ANSWERS):

Q: I see all the warnings about keeping objects and stuff to a minimum. How do I know if I've got too many?

A: They just (August 10, 1993) installed a program to tell you this (so you'll know when to worry and when not to worry). Type:

@quota

Q: I saw this person in a room and tried to talk to them, but they never said anything. Am I doing something wrong?

A: The character was probably "asleep". This means that their creator left the system (hung up, exited, or were disconnected) when they were in that "room". If you go into a room and want to know who's "awake", type

who

Note: this is a lower case command. The uppercase WHO gets you a list of everyone who's awake and on Muck.

Q: I got Pagemail! How do I read "page mail"?

A: Yeah, I get those, too... and I keep forgetting the commands to read them. Just type

p #mail

If you forget, MuckyComputer will remind you. To send a reply, type p# mail (person's name)=and your message. But it's gotta be short; about 170 letters (2-3 lines on your screen). And it's got to be one continuous entry. The minute you hit the ENTER (or RETURN) key, MuckyComputer thinks you're finished and will send the mail.

Check the player information list first, before you send mail. If someone's using multiple upload characters (in other words, if they are constantly changing their "name" along with their description (it's done to save database space.)) you will probably get a message to the effect that this person doesn't exist. The next time you see them online, ask for their Email address or type

#pinfo

Hopefully the person will have an Email address listed in pinfo (Player info) where you can send mail. If you are using uploaded character changes and name changes (I do this), it's courteous to put an Email address in your player info file.

Q: I just got a wierd message about mail, and I looked, but there's nothingn my page mail. What happened?

A: Your mail Came From Beyond. You've got a mail message waiting in the Email system back at wherever you logged on from (in my case, it was Email at Delphi)

Q: I sometimes see wierd messages that don't seem to be from anyone in the room (like messages from God or Elvis). What's going on?

A: That's a "spooof message"-- a sort of public anonymous prank. Someone's typed it in, just to be silly.

Q: One person knows the instant I log on. How are they doing that?

A: They're using the watchfor program. You can use it, too. Just type:
watchfor <name of person>

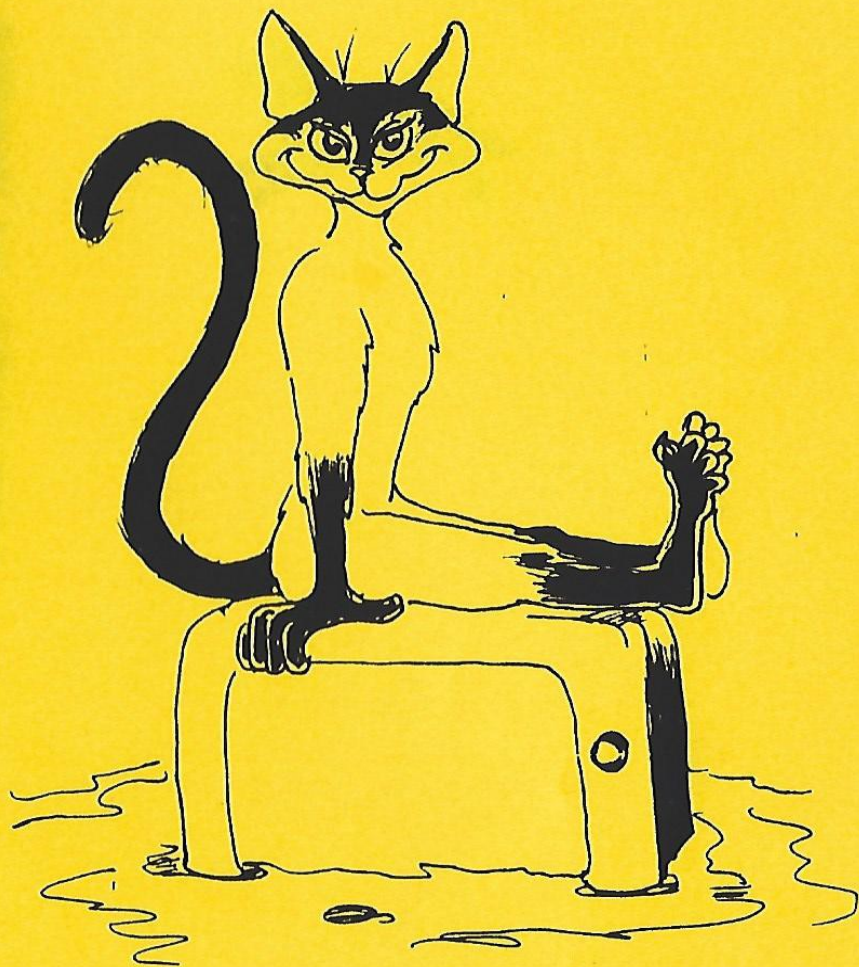
Note: Leave out the brackets <> when typing in the name of the person. And be sure you pay attention to how they capitalize and spell their name! You can later remove names of people on the list by typing watchfor !<name of person>

Note: The exclamation point in front of names and objects and commands is translated by MuckyComputer as "NOT".

Tech Notes

Windows 3.1 users-- I'm using the Cardfile to hold some of the quick description/object creation texts and simply do a cut from the Cardfile and a paste to the DOS application. I run Procomm in a DOS window (not full screen), so that I can see multiple objects on the screen at the same time. Being inherently lazy, most of my options are there in front of my nose and I cut and paste for some of the more common ones, such as verb changes or description changes or object linkages. One file has the addresses of many places on Muck, so I can custom create an object to hop me around as I wish.

For quick common changes, I use the Procomm macros. Generally these are for phrases like "giggles with delight." or searches for friends or clothing change descriptions if I'm playing Chameleon Siamese.



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