

COMMAND REFERENCE :

COMMAND	DESCRIPTION	USAGE
SYSTEM COMMANDS		
help	loads the manual	help
dl help	downloads the manual	dl help
@liamtwise	launches my twitter profile	@liamtwise
@adliberum	launches adlengine's twitter profile	@adliberum
.creative	turns creative mode on	.creative / .creative [on/off]
speech on	Turns speech synthesis on	speech on
speech off	Turns speech synthesis off	speech off
list voices	lists the voices available	list voices
voice is ..	set the current voice	voice is 3
pause	pauses voice synthesis	pause
play	plays voice synthesis	play
p	toggles voice play / pause	p
list	lists anything with search parameters specified, i.e. objects, rooms etc.	list lists everything. list door would list all objects / rooms with door in the name.
goto	teleports the player to an object or room.	goto steel door goto dungeon
load	loads a .adlengine map file	load .. e.g. load dungeon ignore .adlengine extension.
dl	Downloads the map data to a .adlengine file, which can be shared with others to play. SET MAP NAME IS to set the name of the file when downloaded. (it will download as game.adlengine as	dl

	default)	
Import	imports a .verbose script file into a custom command the same as the filename. .verbose files are collections of commands that are run in order. e.g. build box.verbose will be stored in custom command build box. PLEASE SEE INSTRUCTIONS FOR WHERE TO PUT SCRIPTS!	import build box
global import	putting global in front means it will run anywhere, when the custom command is typed / called.	global import build box
run	runs a .verbose script file instead of storing it.	run build box

LANGUAGE COMMANDS (EXPERIMENTAL)

.uk	sets language to English	.uk
.us	sets language to US English	.us
.fr	sets language to French	.fr
.it	sets language to Italian	.it
.de	sets language to German	.de
.es	sets language to Spanish	.es
.ru	sets language to Russian	.ru

MOVEMENT

u	go up	u / up
d	go down	d / down
n	go north	n / north
e	go east	e / east
s	go south	s / south
w	go west	w / west
ne	go north east	ne / northeast / north east
nw	go north west	nw / northwest / north west
se	go south east	se / southeast / south east
sw	go south west	sw / southwest / south west

INTERACTION

look	clears the screen and looks at the room you are in.	look
look at	looks at an object in detail (reading the description), if the object has a picture in the package file of the same name it will display it as a popup.	Look at box
take drop	take an object drop an object	take box drop box
open close	open an object close an object	open door close door
lock unlock	lock an object unlock an object	lock chest unlock chest
push pull	push an object pull an object	push lever pull lever
wear remove	wear an object remove an object	wear clothes remove clothes
eat drink	eat an object drink an object	eat apple drink water
equip unequip	equip an object unequip an object	equip sword unequip sword
use read	uses an object reads an object	use control panel read old book
i	Lists what you are carrying	i
worn	lists what you are wearing	worn
eq	lists what you have equipped.	eq

BUILDING / EDITING EXITS

build exit ..	builds a one-way exit in the direction you specify.	build exit ne
delete exit ..	deletes the exit in the direction you specify.	delete exit s
exit .. is ..	allows you to set exits up within the rooms.	exit ne is [active/inactive] exit .. is hidden exit .. is visible exit .. is open exit .. is closed exit .. is locked exit .. is unlocked

EDITING THE MAP

new map	creates a new empty map	new map
map name is	Set the name of the mapname (setting this will download the data to the same name i.e. dungeon.adlengine)	map name is dungeon

EDITING ROOMS

room name is	set the name of the current room	room name is dungeon
room description is	sets the description of the current room	Room description is You are standing in a dank, dingy little dungeon, with only a skull for company

ADDING / EDITING OBJECTS

build	build an object objects can also inherit properties by specifying a class with the build command as per.	build key build key.obj (creates a takeable object) build key.chest (creates a container with a lock)
delete	delete object / custom command	delete dirt
requires	Used for controlling what is needed to perform a specific action.. typically unlocking / locking	chest requires silver key
is visible	sets an object to visible	trip wire is visible
is hidden	sets an object as hidden	trip switch is hidden
is openable	allows an object to be opened / closed	door [is/is not] openable
is lockable	allows an object to be locked / unlocked	door [is/is not] lockable
is open	makes an object open	chest is open
is closed	makes an object closed	chest is closed
is locked	makes an object locked	chest is locked
is unlocked	makes an object unlocked	chest is unlocked
is takeable	allows an object to be taken	key is takeable

is immovable	prevents an object from being taken / moved	stone block is immovable
is movable	allows an object to be moved	wooden box is movable
is eatable	allows an object to be eaten	apple [is/is not] eatable
is drinkable	allows an object to be drunk	potion [is/is not] drinkable
is wearable	allows an object to be worn	clothes [is/is not] wearable
is equipable	allows an object to be equipped	knife [is/is not] equipable
is removable	allows an object to be removed	cloak [is/is not] removable
is useable	allows an object to be used	control panel is useable
is readable	allows an object to be read	old book is readable
to take .. to drop .. to use .. to push .. to pull .. to eat .. to drink .. to wear .. to remove .. to equip .. to unequip .. to read ..	sets if an object is required to perform an action on the specified object.	to take dirt requires bucket to drop dirt requires bucket full of dirt
	""	to use well requires well handle
__.opens ____ __.closes ____ __.locks ____ __.unlocks ____ __.controls ____ __.creates ____ __.needs ____ __.uses ____ __.contains ____ __.activates ____ __.grants ____ __.targets ____ __.toggles ____ __.is inside ____ __.is under ____ __.is on ____ __.is behind ____ __.is above ____ __.is below ____ __.is attached to ____ __.is part of ____ __.is over ____ __.is left of ____	set to control another object or direction. these control where an object sits in relation to others, for example you may place something under a table or part of something, e.g. a big red button part of a control panel. When these are set you	lever controls steel door (all actions are mirrored) lever unlocks steel door note.is under dirt button.is part of control panel

__.is right of ____ __.is beside ____ __.is in front of ____	will be able to use commands like so: look inside chest (is inside) look behind box (is behind) look under box (is under) look on box (is on) look at box (is part of / is attached to) look above box (is above) look below grate (is below) look over wall (is over) some of these will be fed back automatically for example if you look at an object it will relay whether items are in front, beside, to the left and right of, part of or attached (IF the object is visible)	
.. name is ..	sets the name of an object.	box name is wooden box
.. description is ..	sets the description of an object.	box description is Just a plain old wooden box, nothing special
if	sets a local condition for performing certain actions on an object.	if .. then .. [and] [..] e.g. if look up then hatch is visible and exit u is visible alternatively.. __.if taken ____ __.if dropped ____ __.if eaten ____ __.if drunk ____ __.if read ____ __.if worn ____ __.if equipped ____ __.if removed ____ __.if pushed ____ __.if pulled ____ __.if opened ____ __.if closed ____ __.if locked ____ __.if unlocked ____ __.if built ____ __.if destroyed ____ __.if used ____ __.if examined ____ e.g. water.if drunk do something
global if	(placing global in front will perform it anywhere in the map).	global if drink water room is dark

global on on	provide feedback for specific actions.	on .. say .. e.g. on look up say you notice a small hatch above you

TIMED COMMANDS

after	sets an event / action to occur after so long...	after .. second[s] .. after .. minute[s] .. after .. hour[s] .. after .. day[s] .. after .. week[s] .. e.g. door==steel door steel door if opened then after 5 seconds steel door is closed and after 6 seconds steel door is locked.
every	sets an event / action to occur every so often...	every second .. every minute .. every hour .. every day .. every week ..

MULTIPLAYER

.join	launches a multiplayer session (if you are the first to launch, you will be made the Host / DM)	.join OR .join [pass]
.ghost	join the session as a spectator (you can't interact with the world or edit it in ghost mode)	.ghost [on/off]
.server	sets the current server name	.server dummy
.pass	sets a password required to be able to join	.pass word
.party	sets a unique id for specific party... good for hosting private games with friends only.	.party pooper e.g. .party adliberum
.nick	sets your name in the game for multiplayer.	.nick name e.g. .nick liam123
# say	chat to other players	#hello say hello
narrate	narrates some text to the player.	narrate you think you hear footsteps to the north.

