JACL Reference Card

Function Syntax

{*FunctionName*	function associated with preceding object or location
{+*FunctionName*	global function
{***FunctionName*	explicitly named function
}	closes a function
execute Function<arg0<arg1...	passing arguments to a function

Functions Called by the Interpreter

The following three lists detail all the functions called after an in-game command is issued:

grammar *verb >CoreFunction*

1. The interpreter attempts to execute the function **+before_***CoreFunction*. If this function exists and does not exist issue a break false command, execution will skip directly to **+after_***CoreFunction*.

2. If if does not exist, or returns **false**, an attempt will be made to execute *CoreFunction_CurrentLocation*. This is the function *CoreFunction* that is associated with the current location.

3. If this does not exist, an attempt will be made to execute the global function *+CoreFunction*.

4. If this function contains an **override** command, an attempt will be made to execute *CoreFunction***_override_***CurrentLocation*. This is the function *CoreFunction***_override** that is associated with the current location.

5. If it does not exist, or returns **false**, an attempt will be made to execute the function **+default_***CoreFunction*.

6. If this does not exist, or returns **false**, execution will continue from the line after the override command.

7. The interpreter attempts to execute the function **+after_***CoreFunction*.

grammar *verb **Object1 >CoreFunction*

1. The interpreter attempts to execute the function **+before_***CoreFunction*. If this function exists and does not exist or returns **false**, execution will skip directly to **+after_***CoreFunction*.

2. If if does not exist, or returns **false**, an attempt will be made to execute *CoreFunction_Object1*. This is a function called *CoreFunction* that is associated with *Object1*.

3. If this does not exist, an attempt will be made to execute the global function *+CoreFunction*.

4. If this function contains an **override** command, an attempt will be made to execute *CoreFunction***_override_***Object1*. This is a function called *CoreFunction***_override** that is associated with the specified object.

5. If it does not exist, or returns **false**, an attempt will be made to execute the function **+default_***CoreFunction*.

6. If this does not exist, or returns **false**, execution will continue from the line after the override command.

7. The interpreter attempts to execute the function **+after_***CoreFunction*.

grammar *verb **Object1 preposition **Object2 >CoreFunction*

1. The interpreter attempts to execute the function **+before_***CoreFunction*. If this function exists and does not return **false**, execution will skip directly to **+after_***CoreFunction*.

2. If if does not exist, or returns **false**, an attempt will be made to execute *CoreFunction_Object2_Object1*. This is a function called *CoreFunction_Object2* that is associated with *Object1*.

3. If this does not exist, or reutns **false**, an attempt will be made to execute the global function *+CoreFunction*.

4. If this function contains an **override** command, an attempt will be made to execute *CoreFunction_Object2***_override_***Object1*. This is a function called *CoreFunction_Object2***_override** that is associated with *Object1*.

5. If it does not exist, an attempt will be made to execute the function **+default_***CoreFunction*.

6. If this does not exist, or returns **false**, execution will continue from the line after the **override** command.

7. The interpreter attempts to execute the function **+after_***CoreFunction*.

Data Types

object	*Label : Name1 Name2 Name3...*
plural	*PluralName1 PluralName2...*
has	*Attribute1 Attribute2...*
short	*IndefiniteArticle Description*
definite	*DefiniteArticle*
long	***function*** or *LongDescription*
static	
location	*Label : Name1 Name2 Name3...*
integer	*Label* [*Value*]
constant	*Label Value*
string	*Label Value*
grammar	*Syntax* (***held**|***here**|***present**|***anywhere**) *>CoreFunction*
synonym	*OriginalWord ReplacementWord*
filter	*WordToFilter*
attribute	*Label*

Text Macros

{list}	{is}	{does}
{it}	{isnt}	{doesnt}
{that}	{the}	{s}
{long}	{names}	{label}

Object Elements

parent	0	index	8
capacity	1	status	9
mass	2	state	10
bearing	3	counter	11
velocity	4	points	12
next	5	class	13
previous	6	x	14
child	7	y	15

Flow Control

Value Operator Value	two values separated by an operator form an expression (*Expr*).
if *Expr1* **:** *Expr2…*	evaluates to true if one of the expressions is true
ifall *Expr1* **:** *Expr2…*	evaluates to true if all the expressions are true
ifstring *Expr1* **:** *Expr2…*	evaluates to true if one of the expressions is true
ifexecute *Function*	evaluates to true if the function exists and returns true
endif	closes the matching **if** or **ifall** block
else	code after executes if the previous **if** or **ifall** was false.
loop … **endloop**	loops through all defined objects and locations
repeat … **until** *Expr*	loops through the contained code until *Expr* is true
while *Expr* … **endwhile**	loops through the contained code while *Expr* is true
execute Function<arg0<arg1…	calls the specified function passing arguments into the arrays: **arg[]** and **$arg[]**
return *Value*	exits from a function returning the specified value

Operators

= or ==	has
!= or <>	hasnt
>	is
<	isnt
>= or =>	grandof
<= or =<	!grandof

Attributes

Object	Location
CLOSED	VISITED
LOCKED	DARK
DEAD	ON_WATER
IGNITABLE	UNDER_WATER
WORN	WITHOUT_AIR
CONCEALING	OUTDOORS
LUMINOUS	MID_AIR
WEARABLE	TIGHT_ROPE
CLOSABLE	POLLUTED
LOCKABLE	SOLVED
ANIMATE	MID_WATER
LIQUID	DARKNESS
CONTAINER	MAPPED
SURFACE	KNOWN
PLURAL	
FLAMMABLE	
BURNING	
LOCATION	LOCATION
ON	
DAMAGED	
FEMALE	
POSSESSIVE	
OUT_OF_REACH	
TOUCHED	
SCORED	SCORED
SITTING	
GAS	
NO_TAB	NO_TAB
NOT_IMPORTANT	NOT_IMPORTANT

Common Verb Functions

examine	take	drop
insert_in	insert_on	wear
remove	talk_to	ask_about
tell_about	ask_for	give_to
show_to	lock	unlock
open	close	turn_on
pull	listen_to	turn_off
push	throw_at	drink_from

JACL Command Summary

set	setstring	padstring
write	print	getstring
more	style	clear
move	proxy	bearing
distance	position	getyesorno
asknumber	getnumber	override
sound	volume	stop
image	execute	points
endgame	length	ensure
if	ifstring	ifall
else	endif	ifexecute
terminate	cursor	return
look	updatestatus	dir_to

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