

The Book of Romance II

A reference manual for Tootsville V, version 0.6.12.

Bruce-Robert Pocock <BRPocock@ciwta.org>

Copyright © 2008-2017 Bruce-Robert Pocock

Copyright © 2018-2021 The Corporation for Inter-World Tourism and Adventuring <https://ciwta.org/>

This manual is based upon manual-generating code taken from Declt 2.3.

Permission is granted to make and distribute verbatim copies of this manual provided the copyright notice and this permission notice are preserved on all copies.

Permission is granted to copy and distribute modified versions of this manual under the conditions for verbatim copying, provided also that the section entitled “Copying” is included exactly as in the original.

Permission is granted to copy and distribute translations of this manual into another language, under the above conditions for modified versions, except that this permission notice may be translated as well.

Table of Contents

Copying	1
1 Introduction	3
1.1 Who are CIWTA?	3
1.2 What is Tootsville?	3
1.3 What is the Romance Game System?	3
1.4 Technology Stack	3
1.5 Affiliated Services	4
1.6 Clusters	4
1.7 Overview of Major Systems	4
1.7.1 Methods of Connecting	4
1.7.1.1 REST Requests	4
1.7.1.2 Infinity Mode communications	4
1.7.1.3 The Adult Sign-in Process	5
1.7.1.4 The Child Sign-in Process	5
1.7.1.5 The Server-to-Server Sign-In Process	5
1.7.2 In-Game Actions	6
1.7.2.1 Moving in the Game	6
1.7.2.2 Speech and Related Things	6
1.7.2.3 Game Events System (including Store Items)	6
1.7.2.4 Land Ownership	6
1.7.2.5 Clothing, Tools, and Equipment	7
1.7.2.6 Metronome	7
1.7.3 World Simulation	7
1.7.4 Server-to-Server Streams	7
1.7.5 The front-end	7
1.7.5.1 Coding Standard	7
1.7.5.2 Babylon.js	8
1.7.5.3 Gatekeeper	8
1.7.5.4 Peer-to-Peer Streams (WebRTC)	8
1.7.5.5 JSCL	8
1.8 Back Story	9
1.8.1 The Magic Mist and Mist Parrots	9
1.8.2 The Founding of Tootsville	9
1.8.3 The Classical Period	9
1.8.4 The Evil Mayor and Shade	9
1.8.5 The Destruction of Tootsville	9
1.8.6 The Revival	10
2 Definitions	11
3 Package Choerogryllum	13
3.1 Choerogryllum::Cal-Month	14

3.1.1	Function	14
3.1.2	File	14
3.2	Chœrogryllum::Cal-Month-Header	15
3.2.1	Function	15
3.2.2	File	15
3.3	Chœrogryllum::Cal-Month-Header.Html	16
3.3.1	Function	16
3.3.2	File	16
3.4	Chœrogryllum::Cal-Month.Html	17
3.4.1	Function	17
3.4.2	File	17
3.5	Chœrogryllum::Cal-Month/ Print-Holiday-Footnotes	18
3.5.1	Function	18
3.5.2	File	18
3.6	Chœrogryllum::Cal-Year	19
3.6.1	Function	19
3.6.2	File	19
3.7	Chœrogryllum::Date-String	20
3.7.1	Function	20
3.7.2	File	20
3.8	Chœrogryllum::Day-Of-Week*	21
3.8.1	Function	21
3.8.2	File	21
3.9	Chœrogryllum::Decode*-Universal-Time	22
3.9.1	Function	22
3.9.2	File	22
3.10	Chœrogryllum::Encode*-Universal-Time	23
3.10.1	Function	23
3.10.2	File	23
3.11	Chœrogryllum::Exponent-Digit	24
3.11.1	Function	24
3.11.2	File	24
3.12	Chœrogryllum::First-Weekday-Of-Month	25
3.12.1	Function	25
3.12.2	File	25
3.13	Chœrogryllum::Holiday-On	26
3.13.1	Function	26
3.13.2	Chœrogryllum Holiday	26
3.13.3	File	27
3.14	Chœrogryllum::Month*	28
3.14.1	Function	28
3.14.2	File	28
3.15	Chœrogryllum::This-Month	29
3.15.1	Function	29
3.15.2	File	29
3.16	Chœrogryllum::This-Year	30
3.16.1	Function	30
3.16.2	File	30

4	Package Dreamhost	31
4.1	Dreamhost:: *Api-Key*	32
4.1.1	Variable	32
4.2	Dreamhost:: Cname-Already-On-Record	33
4.2.1	Class	33
4.2.2	Slots	33
4.3	Dreamhost:: Cname-Must-Be-Only-Record	34
4.3.1	Class	34
4.3.2	Slots	34
4.4	Dreamhost:: Dns-Add-Record	35
4.4.1	Function	35
4.4.2	Result success	35
4.4.3	Possible Errors	35
4.4.4	File	35
4.5	Dreamhost:: Dns-List-Records	36
4.5.1	Function	36
4.5.2	File	36
4.6	Dreamhost:: Dns-Remove-Record	37
4.6.1	Function	37
4.6.2	File	37
4.7	Dreamhost:: Dreamhost-Api-Error	38
4.7.1	Class	38
4.7.2	Slots	38
4.8	Dreamhost:: Dreamhost-Api-Error-With-Details	39
4.8.1	Class	39
4.8.2	Slots	39
4.9	Dreamhost:: Dreamhost-Api-Warning	40
4.9.1	Class	40
4.9.2	Slots	40
4.10	Dreamhost:: Dreamhost-Error-Details	41
4.10.1	Function	41
4.11	Dreamhost:: Internal-Error-Could-Not-Add-Record	42
4.11.1	Class	42
4.11.2	Slots	42
4.12	Dreamhost:: Internal-Error-Could-Not-Load-Zone	43
4.12.1	Class	43
4.12.2	Slots	43
4.13	Dreamhost:: Internal-Error-Updating-Zone	44
4.13.1	Class	44
4.13.2	Slots	44
4.14	Dreamhost:: Invalid-Record	45
4.14.1	Class	45
4.14.2	Slots	45
4.15	Dreamhost:: Invalid-Type	46
4.15.1	Class	46
4.15.2	Slots	46
4.16	Dreamhost:: Invalid-Value	47
4.16.1	Class	47

4.16.2	Slots	47
4.17	Dreamhost::No-Record	48
4.17.1	Class	48
4.17.2	Slots	48
4.18	Dreamhost::No-Such-Zone	49
4.18.1	Class	49
4.18.2	Slots	49
4.19	Dreamhost::No-Type	50
4.19.1	Class	50
4.19.2	Slots	50
4.20	Dreamhost::No-Value	51
4.20.1	Class	51
4.20.2	Slots	51
4.21	Dreamhost::Record-Already-Exists-Not-Editable	52
4.21.1	Class	52
4.21.2	Slots	52
4.22	Dreamhost::Record-Already-Exists-Remove-First	53
4.22.1	Class	53
4.22.2	Slots	53
4.23	Dreamhost::Register-Dns-Name	54
4.23.1	Function	54
4.23.2	File	54
4.24	Dreamhost::Validate-Dns-Value	55
4.24.1	Function	55
4.24.2	File	55
5	Package Rollbar	57
5.1	Rollbar::*Access-Token*	58
5.1.1	Variable	58
5.2	Rollbar::*Code-Version*	59
5.2.1	Variable	59
5.3	Rollbar::*Environment*	60
5.3.1	Variable	60
5.4	Rollbar::*Framework*	61
5.4.1	Variable	61
5.5	Rollbar::*Person-Hook*	62
5.5.1	Variable	62
5.6	Rollbar::*Server*	63
5.6.1	Variable	63
5.7	Rollbar::*Valid-Notifier-Levels*	64
5.7.1	Variable	64
5.8	Rollbar::+Context-Forms+	65
5.8.1	Variable	65
5.9	Rollbar::Backtrace-Frame-To-Plist	66
5.9.1	Function	66
5.9.2	File	66
5.10	Rollbar::Chain-Debugger-Hook	67
5.10.1	Function	67

5.10.2	File	67
5.11	Rollbar::Classify-Error-Level	68
5.11.1	Function	68
5.11.2	File	68
5.12	Rollbar::Condition-Telemetry	69
5.12.1	Function	69
5.12.2	File	69
5.13	Rollbar::Configure	70
5.13.1	Function	70
5.13.2	File	70
5.14	Rollbar::Constituent-Char-P	71
5.14.1	Function	71
5.14.2	File	71
5.15	Rollbar::Critical!	72
5.15.1	Function	72
5.15.2	File	72
5.16	Rollbar::Debug!	73
5.16.1	Function	73
5.16.2	File	73
5.17	Rollbar::Debugger-Hook	74
5.17.1	Function	74
5.17.2	File	74
5.18	Rollbar::Error!	75
5.18.1	Function	75
5.18.2	File	75
5.19	Rollbar::Escaped	76
5.19.1	Function	76
5.19.2	File	76
5.20	Rollbar::Find-Appropriate-Backtrace	77
5.20.1	Function	77
5.20.2	File	77
5.21	Rollbar::Format-Symbol-Name-Carefully	78
5.21.1	Function	78
5.21.2	File	78
5.22	Rollbar::Gather-Source-Info	79
5.22.1	Function	79
5.22.2	File	79
5.23	Rollbar::Http-Error	80
5.23.1	Class	80
5.23.2	Slots	80
5.24	Rollbar::Http-Error-Got-Uri	81
5.24.1	Function	81
5.25	Rollbar::Http-Error-Headers	82
5.25.1	Function	82
5.26	Rollbar::Http-Error-Status	83
5.26.1	Function	83
5.27	Rollbar::Http-Error-Status-Text	84
5.27.1	Function	84

5.28	Rollbar::Http-Error-Wanted-Uri	85
5.28.1	Function	85
5.29	Rollbar::Http-Successful-Request	86
5.29.1	Function	86
5.29.2	File	86
5.30	Rollbar::Info!	87
5.30.1	Function	87
5.30.2	File	87
5.31	Rollbar::Level-Is-Valid-P	88
5.31.1	Function	88
5.31.2	File	88
5.32	Rollbar::Make-Level-Notifier	89
5.32.1	Function	89
5.32.2	File	89
5.33	Rollbar::Notify	90
5.33.1	Function	90
5.33.2	File	90
5.34	Rollbar::Output-For-Level	91
5.34.1	Function	91
5.34.2	File	91
5.35	Rollbar::Package-Name-Can-Be-Unquoted-P	92
5.35.1	Function	92
5.35.2	File	92
5.36	Rollbar::Pretty-Function-Name	93
5.36.1	Function	93
5.36.2	File	93
5.37	Rollbar::Pretty-Symbol-Name	94
5.37.1	Function	94
5.37.2	File	94
5.38	Rollbar::Quoted	95
5.38.1	Function	95
5.38.2	File	95
5.39	Rollbar::Redact-Directory	96
5.39.1	Function	96
5.39.2	File	96
5.40	Rollbar::Report-Server-Info	97
5.40.1	Function	97
5.40.2	File	97
5.41	Rollbar::Report-Telemetry	98
5.41.1	Function	98
5.41.2	File	98
5.42	Rollbar::Request-Telemetry	99
5.42.1	Function	99
5.42.2	File	99
5.43	Rollbar::Rollbar-Notify-Deployment	100
5.43.1	Function	100
5.43.2	File	100
5.44	Rollbar::Sanitize-File-Name	101

5.44.1	Function	101
5.44.2	File	101
5.45	Rollbar::Send-Rollbar-Notification	102
5.45.1	Function	102
5.45.2	File	102
5.46	Rollbar::Symbol-Is-Exported-P	103
5.46.1	Function	103
5.46.2	File	103
5.47	Rollbar::Symbol-Name-Can-Be-Unquoted-P	104
5.47.1	Function	104
5.47.2	File	104
5.48	Rollbar::Warning!	105
5.48.1	Function	105
5.48.2	File	105
5.49	Rollbar::With-Configuration	106
5.49.1	Macro	106
5.49.2	File	106
5.50	Rollbar::With-Rollbar-For-Debugger	107
5.50.1	Macro	107
5.50.2	File	107

6 Package Thread-Pool-Taskmaster 109

6.1	Thread-Pool-Taskmaster::*Developmentp*	110
6.1.1	Variable	110
6.2	Thread-Pool-Taskmaster::*Mulligans*	111
6.2.1	Variable	111
6.3	Thread-Pool-Taskmaster::+Max-Queue-Size-For-Thread-Pool+ ..	112
6.3.1	Variable	112
6.4	Thread-Pool-Taskmaster::+Single-Core-Threads+	113
6.4.1	Variable	113
6.5	Thread-Pool-Taskmaster::+Threads-Per-Core+	114
6.5.1	Variable	114
6.6	Thread-Pool-Taskmaster::Cores*Threads-Per-Core	115
6.6.1	Function	115
6.6.2	File	115
6.7	Thread-Pool-Taskmaster::Make-Thread-Name	116
6.7.1	Function	116
6.7.2	File	116
6.8	Thread-Pool-Taskmaster::Name-Idle-Threads-Sequentially	117
6.8.1	Function	117
6.8.2	File	117
6.9	Thread-Pool-Taskmaster::Named-Thread-Pool-Runner	118
6.9.1	Macro	118
6.9.2	File	118
6.10	Thread-Pool-Taskmaster::Safe-Client-As-String	119
6.10.1	Function	119
6.10.2	File	119
6.11	Thread-Pool-Taskmaster::Swank-Connected-P	120

6.11.1	Function	120
6.11.2	File	120
6.12	Thread-Pool-Taskmaster::Taskmaster-Thread-Pool	121
6.12.1	Function	121
6.12.2	SetF Function	121
6.13	Thread-Pool-Taskmaster::Taskmaster-Thread-Pool-Channel ..	122
6.13.1	Function	122
6.13.2	SetF Function	122
6.14	Thread-Pool-Taskmaster::Thread-Pool-Taskmaster	123
6.14.1	Class	123
6.14.2	Slots	123
6.15	Thread-Pool-Taskmaster::With-Mulligan-Handlers	124
6.15.1	Macro	124
6.15.2	File	124
6.16	Thread-Pool-Taskmaster::With-Pool-Thread-Restarts	125
6.16.1	Macro	125
6.16.2	File	125
7	Package Tootsville-User	127
7.1	Tootsville-User::\$	128
7.1.1	Function	128
7.1.2	Usage	128
7.1.3	Example	128
7.1.4	File	128
7.2	Tootsville-User::*Apropos	129
7.2.1	Function	129
7.2.2	Usage	129
7.2.3	Example	129
7.2.4	File	129
7.3	Tootsville-User::*Time	130
7.3.1	Function	130
7.3.2	Usage	130
7.3.3	Example	130
7.3.4	Example Reply	130
7.3.5	Changes from 1.2 to 2.0	130
7.3.6	File	130
7.4	Tootsville-User::*Warn	131
7.4.1	Function	131
7.4.2	Usage	131
7.4.3	Examples	131
7.4.4	Reason Codes	131
7.4.5	Changes from 1.2 to 2.0	131
7.4.6	File	131
7.5	Tootsville-User::Addevent	132
7.5.1	Function	132
7.5.2	Usage	132
7.5.3	Examples	132
7.5.4	File	132

7.6	Tootsville-User::Agent	133
7.6.1	Function	133
7.6.2	Usage	133
7.6.3	Example	133
7.6.4	File	133
7.7	Tootsville-User::Askme	134
7.7.1	Function	134
7.7.2	Usage	134
7.7.3	200 OK	134
7.7.4	File	134
7.8	Tootsville-User::At	135
7.8.1	Function	135
7.8.2	Usage	135
7.8.3	Examples	135
7.8.4	File	135
7.9	Tootsville-User::Ban	136
7.9.1	Function	136
7.9.2	Usage	136
7.9.3	Examples	136
7.9.4	File	136
7.10	Tootsville-User::Banhammer	137
7.10.1	Function	137
7.10.2	Usage	137
7.10.3	Parameters	137
7.10.4	File	137
7.11	Tootsville-User::Beam	138
7.11.1	Function	138
7.11.2	Usage	138
7.11.3	Success	138
7.11.4	Changes from 1.2 to 2.0	138
7.11.5	File	138
7.12	Tootsville-User::Census	139
7.12.1	Function	139
7.12.2	Usage	139
7.12.3	Examples	139
7.12.4	File	139
7.13	Tootsville-User::Clearbadge	140
7.13.1	Function	140
7.13.2	Usage	140
7.13.3	Examples	140
7.13.4	Badges	140
7.13.5	Spots	140
7.13.6	File	140
7.14	Tootsville-User::Clearcache	141
7.14.1	Function	141
7.14.2	Usage	141
7.14.3	Example	141
7.14.4	File	141

7.15	Tootsville-User::Clearevent	142
7.15.1	Function	142
7.15.2	Usage	142
7.15.3	Examples	142
7.15.4	Changes from 1.2 to 2.0	142
7.15.5	File	142
7.16	Tootsville-User::Clearvar	143
7.16.1	Function	143
7.16.2	Usage	143
7.16.3	Examples	143
7.16.4	410 Gone.....	143
7.16.5	File	143
7.17	Tootsville-User::Clonerroom	144
7.17.1	Function	144
7.17.2	Usage	144
7.17.3	Legacy Operator Command	144
7.17.4	File	144
7.18	Tootsville-User::Createroom	145
7.18.1	Function	145
7.18.2	Usage	145
7.18.3	Example	145
7.18.4	Legacy Operator Command	145
7.18.5	File	145
7.19	Tootsville-User::Dbcpinfo	146
7.19.1	Function	146
7.19.2	Usage	146
7.19.3	File	146
7.20	Tootsville-User::Describeitem	147
7.20.1	Function	147
7.20.2	Usage	147
7.20.3	Examples	147
7.20.4	File	147
7.21	Tootsville-User::Doc	148
7.21.1	Function	148
7.21.2	Usage	148
7.21.3	Examples	148
7.21.4	File	148
7.22	Tootsville-User::Doodle	149
7.22.1	Function	149
7.22.2	Usage	149
7.22.3	Examples	149
7.22.4	File	149
7.23	Tootsville-User::Doodle-Pattern	150
7.23.1	Function	150
7.23.2	Usage	150
7.23.3	Example	150
7.23.4	File	150
7.24	Tootsville-User::Dress	151

7.24.1	Function	151
7.24.2	Usage	151
7.24.3	Examples	151
7.24.4	File	151
7.25	Tootsville-User::Drop	152
7.25.1	Function	152
7.25.2	File	152
7.26	Tootsville-User::Dropkick	153
7.26.1	Function	153
7.26.2	Usage	153
7.26.3	Example	153
7.26.4	File	153
7.27	Tootsville-User::Dumpthreads	154
7.27.1	Function	154
7.27.2	Usage	154
7.27.3	Example	154
7.27.4	File	154
7.28	Tootsville-User::Enablepathfinder	155
7.28.1	Function	155
7.28.2	Usage	155
7.28.3	Examples	155
7.28.4	File	155
7.29	Tootsville-User::Evacuate	156
7.29.1	Function	156
7.29.2	Usage	156
7.29.3	Example	156
7.29.4	File	156
7.30	Tootsville-User::Filter	157
7.30.1	Function	157
7.30.2	Usage	157
7.30.3	File	157
7.31	Tootsville-User::Finger	158
7.31.1	Function	158
7.31.2	Usage	158
7.31.3	Examples	158
7.31.4	Changes from 1.2 to 2.0	158
7.31.5	Response	158
7.31.6	File	158
7.32	Tootsville-User::Flush	159
7.32.1	Function	159
7.32.2	Usage	159
7.32.3	Changes from 1.2 to 2.0	159
7.32.4	File	159
7.33	Tootsville-User::Game	160
7.33.1	Function	160
7.33.2	Usage	160
7.33.3	File	160
7.34	Tootsville-User::Gc	161

7.34.1	Function	161
7.34.2	Usage	161
7.34.3	File	161
7.35	Tootsville-User::Getconfig	162
7.35.1	Function	162
7.35.2	Usage	162
7.35.3	Example	162
7.35.4	Changes from 1.2 to 2.0	162
7.35.5	File	162
7.36	Tootsville-User::Getevents	163
7.36.1	Function	163
7.36.2	Usage	163
7.36.3	Example	163
7.36.4	See Also	163
7.36.5	File	163
7.37	Tootsville-User::Getmotd	164
7.37.1	Function	164
7.37.2	Usage	164
7.37.3	Example	164
7.37.4	File	164
7.38	Tootsville-User::Getschedule	165
7.38.1	Function	165
7.38.2	File	165
7.39	Tootsville-User::Getschedulefor	166
7.39.1	Function	166
7.39.2	File	166
7.40	Tootsville-User::Getuvar	167
7.40.1	Function	167
7.40.2	Usage	167
7.40.3	Examples	167
7.40.4	See Also	167
7.40.5	File	167
7.41	Tootsville-User::Getuvars	168
7.41.1	Function	168
7.41.2	Usage	168
7.41.3	Examples	168
7.41.4	See Also	168
7.41.5	File	168
7.42	Tootsville-User::Getvar	169
7.42.1	Function	169
7.42.2	Usage	169
7.42.3	Examples	169
7.42.4	See Also	169
7.42.5	File	169
7.43	Tootsville-User::Getvars	170
7.43.1	Function	170
7.43.2	Usage	170
7.43.3	Examples	170

7.43.4	See Also.....	170
7.43.5	File	170
7.44	Tootsville-User::Git-Pull.....	171
7.44.1	Function	171
7.44.2	Usage	171
7.44.3	Effects	171
7.44.4	File	171
7.45	Tootsville-User::Give	172
7.45.1	Function	172
7.45.2	Usage	172
7.45.3	Example	172
7.45.4	File	172
7.46	Tootsville-User::Givehead.....	173
7.46.1	Function	173
7.46.2	Usage	173
7.46.3	Example	173
7.46.4	File	173
7.47	Tootsville-User::Grant	174
7.47.1	Function	174
7.47.2	Usage	174
7.47.3	Example	174
7.47.4	File	174
7.48	Tootsville-User::Headcount	175
7.48.1	Function	175
7.48.2	Usage	175
7.48.3	Examples	175
7.48.4	Headcount All.....	175
7.48.5	Headcount Members.....	175
7.48.6	Headcount Room.....	175
7.48.7	Headcount Highwater.....	175
7.48.8	File	175
7.49	Tootsville-User::Infinity-Stats.....	176
7.49.1	Function	176
7.49.2	Usage	176
7.49.3	Example	176
7.49.4	File	176
7.50	Tootsville-User::Inv	177
7.50.1	Function	177
7.50.2	Usage	177
7.50.3	File	177
7.51	Tootsville-User::Kick	178
7.51.1	Function	178
7.51.2	Usage	178
7.51.3	Example	178
7.51.4	Reason Codes	178
7.51.5	Reason Codes from 1.2.....	178
7.51.6	File	179
7.52	Tootsville-User::King.....	180

7.52.1	Function	180
7.52.2	Usage	180
7.52.3	Example	180
7.52.4	File	180
7.53	Tootsville-User::Liftban	181
7.53.1	Function	181
7.53.2	Usage	181
7.53.3	Example	181
7.53.4	File	181
7.54	Tootsville-User::Loadlists	182
7.54.1	Function	182
7.54.2	Usage	182
7.54.3	File	182
7.55	Tootsville-User::Mem	183
7.55.1	Function	183
7.55.2	Usage	183
7.55.3	Example	183
7.55.4	Example report	183
7.55.5	Changes from 1.2 to 2.0	183
7.55.6	File	183
7.56	Tootsville-User::Metronome	184
7.56.1	Function	184
7.56.2	Usage	184
7.56.3	Examples	184
7.56.3.1	Options	184
7.56.4	Changes from 1.2 to 2.0	184
7.56.5	File	184
7.57	Tootsville-User::Motd	185
7.57.1	Function	185
7.57.2	Usage	185
7.57.3	Example	185
7.57.4	Changes from 1.2 to 2.0	185
7.57.5	File	185
7.58	Tootsville-User::Mute	186
7.58.1	Function	186
7.58.2	See also	186
7.58.3	File	186
7.59	Tootsville-User::Nuke	187
7.59.1	Function	187
7.59.2	Usage	187
7.59.3	Example	187
7.59.4	Results	187
7.59.5	Rationale	187
7.59.6	Rationale for version 1.2	187
7.59.7	File	187
7.60	Tootsville-User::Parentapproves	188
7.60.1	Function	188
7.60.2	Usage	188

7.60.3	Example	188
7.60.4	Limitations.....	188
7.60.5	File	188
7.61	Tootsville-User::Ping	189
7.61.1	Function	189
7.61.2	Usage	189
7.61.3	Example	189
7.61.4	Reply	189
7.61.5	File	189
7.62	Tootsville-User::Place	190
7.62.1	Function	190
7.62.2	Usage	190
7.62.3	Examples	191
7.62.4	#download Placing a download trigger item.....	191
7.62.5	#exit Placing a transwarp conduit	191
7.62.5.1	Changes from 1.2 to 2.0	191
7.62.6	#fountain Placing a magic fountain	191
7.62.7	item Placing an item.....	191
7.62.7.1	Changes from 1.2 to 2.0	192
7.62.8	#item2.....	192
7.62.8.1	Changes from 1.2 to 2.0	192
7.62.9	#place Placing a Place designator.....	192
7.62.10	room Placing a “room” (spot) marker.....	192
7.62.11	#shop Placing a shop item.....	192
7.62.12	#mini Placing a minigame.....	192
7.62.12.1	Changes from 1.2 to 2.0	192
7.62.13	#snowball Placing a snowball source pile.....	192
7.62.14	#unwalk Placing an unwalkable space.....	192
7.62.15	vitem Placing an item-gifting item	193
7.62.15.1	Changes from 1.2 to 2.0	193
7.62.16	#walk Placing a walkable space.....	193
7.62.17	Implementation note	193
7.62.18	File	193
7.63	Tootsville-User::Purgephysics.....	194
7.63.1	Function	194
7.63.2	Changes from 1.2 to 2.0	194
7.63.3	File	194
7.64	Tootsville-User::Push-Script	195
7.64.1	Function	195
7.64.2	Usage	195
7.64.3	Example	195
7.64.4	File	195
7.65	Tootsville-User::Quick-Reload	196
7.65.1	Function	196
7.65.2	Usage	196
7.65.3	Effects	196
7.65.4	File	196
7.66	Tootsville-User::Rc	197

7.66.1	Function	197
7.66.2	Usage	197
7.66.3	Example	197
7.66.4	File	197
7.67	Tootsville-User::Reboot	198
7.67.1	Function	198
7.67.2	Usage	198
7.67.3	Example	198
7.67.4	Actual Effects	198
7.67.5	File	198
7.68	Tootsville-User::Reloadconfig	199
7.68.1	Function	199
7.68.2	Usage	199
7.68.3	Example	199
7.68.4	Effect	199
7.68.5	File	199
7.69	Tootsville-User::Retire	200
7.69.1	Function	200
7.69.2	Usage	200
7.69.3	Examples	200
7.69.4	File	200
7.70	Tootsville-User::Run	201
7.70.1	Function	201
7.70.2	USave	201
7.70.3	Examples	201
7.70.4	Changes from 1.2 to 2.0	201
7.70.5	File	201
7.71	Tootsville-User::Saveroomvars	202
7.71.1	Function	202
7.71.2	Legacy Usage (1.2)	202
7.71.3	File	202
7.72	Tootsville-User::Scotty	203
7.72.1	Function	203
7.72.2	Usage	203
7.72.3	Examples	203
7.72.4	Changes from 1.2 to 2.0	203
7.72.5	File	203
7.73	Tootsville-User::Script	204
7.73.1	Function	204
7.73.2	Usage	204
7.73.3	Example	204
7.73.4	File	204
7.74	Tootsville-User::Server-List	205
7.74.1	Function	205
7.74.2	Usage	205
7.74.3	Example	205
7.74.4	File	205
7.75	Tootsville-User::Setavatarcolors	206

7.75.1	Function	206
7.75.2	Usage	206
7.75.3	Examples	206
7.75.4	File	206
7.76	Tootsville-User::Setbadge	207
7.76.1	Function	207
7.76.2	Usage	207
7.76.3	Examples	207
7.76.4	File	207
7.77	Tootsville-User::Setconfig	208
7.77.1	Function	208
7.77.2	Usage	208
7.77.3	Example	208
7.77.4	File	208
7.78	Tootsville-User::Setstafflevel	209
7.78.1	Function	209
7.78.2	File	209
7.79	Tootsville-User::Setuvar	210
7.79.1	Function	210
7.79.2	Usage	210
7.79.3	Example	210
7.79.4	File	210
7.80	Tootsville-User::Setvar	211
7.80.1	Function	211
7.80.2	Description from Romance 1.2	211
7.80.3	Examples	211
7.80.4	File	211
7.81	Tootsville-User::Shanghai	212
7.81.1	Function	212
7.81.2	File	212
7.82	Tootsville-User::Shout	213
7.82.1	Function	213
7.82.2	Usage	213
7.82.3	Examples	213
7.82.4	File	213
7.83	Tootsville-User::Spawnroom	214
7.83.1	Function	214
7.83.2	Usage	214
7.83.3	Changes from 1.2 to 2.0	214
7.83.4	Legacy 1.2 Documentation	214
7.83.5	Usage in 1.2	214
7.83.6	Examples of 1.2 syntax	214
7.83.7	File	214
7.84	Tootsville-User::Spawnzone	215
7.84.1	Function	215
7.84.2	Usage	215
7.84.3	Examples	215
7.84.4	File	215

7.85	Tootsville-User::Speak	216
7.85.1	Function	216
7.85.2	Usage	216
7.85.3	Examples	216
7.85.4	File	216
7.86	Tootsville-User::Status	217
7.86.1	Function	217
7.86.2	Usage	217
7.86.3	File	217
7.87	Tootsville-User::Stfu	218
7.87.1	Function	218
7.87.2	Usage	218
7.87.3	Example	218
7.87.4	Effects	218
7.87.5	File	218
7.88	Tootsville-User::Testcensor	219
7.88.1	Function	219
7.88.2	Usage	219
7.88.3	Examples	219
7.88.4	File	219
7.89	Tootsville-User::Unbuild	220
7.89.1	Function	220
7.89.2	Usage	220
7.89.3	Example	220
7.89.4	Changes from 1.2 to 2.0	220
7.89.5	File	220
7.90	Tootsville-User::Uptime	221
7.90.1	Function	221
7.90.2	File	221
7.91	Tootsville-User::V	222
7.91.1	Function	222
7.91.2	Usage	222
7.91.3	Example	222
7.91.4	See also	222
7.91.5	Changes from 1.2 to 2.0	222
7.91.6	File	222
7.92	Tootsville-User::Verbosebugs	223
7.92.1	Function	223
7.92.2	Usage	223
7.92.3	Impact	223
7.92.4	File	223
7.93	Tootsville-User::Wall	224
7.93.1	Function	224
7.93.2	Usage	224
7.93.3	Example	224
7.93.4	File	224
7.94	Tootsville-User::Wallops	225
7.94.1	Function	225

7.94.2	Usage	225
7.94.3	Exampleyy	225
7.94.4	File	225
7.95	Tootsville-User::Wallzones	226
7.95.1	Function	226
7.95.2	Usage	226
7.95.3	Example	226
7.95.4	Changes from 1.2 to 2.0	226
7.95.5	File	226
7.96	Tootsville-User::Whatabout	227
7.96.1	Function	227
7.96.2	Usage	227
7.96.3	Example	227
7.96.4	File	227
7.97	Tootsville-User::Whatis	228
7.97.1	Function	228
7.97.2	Usage	228
7.97.3	Example	228
7.97.4	File	228
7.98	Tootsville-User::Whereami	229
7.98.1	Function	229
7.98.2	Usage	229
7.98.3	Example	229
7.98.4	File	229
7.99	Tootsville-User::Whereis	230
7.99.1	Function	230
7.99.2	Usage	230
7.99.3	Examples	230
7.99.4	File	230
7.100	Tootsville-User::Who	231
7.100.1	Function	231
7.100.2	Usage	231
7.100.3	Examples	231
7.100.4	File	231
7.101	Tootsville-User::Whoami	232
7.101.1	Function	232
7.101.2	Usage	232
7.101.3	Example	232
7.101.4	File	232
7.102	Tootsville-User::Whoareyou	233
7.102.1	Function	233
7.102.2	Usage	233
7.102.3	Example	233
7.102.4	Example Response	233
7.102.5	Changes from 1.2 to 2.0	233
7.102.6	File	233
7.103	Tootsville-User::Ws-Bandwidth-By-Source	234
7.103.1	Function	234

7.103.2	Usage	234
7.103.3	Example	234
7.103.4	File	234
7.104	Tootsville-User::Ws-Stats	235
7.104.1	Function	235
7.104.2	Usage	235
7.104.3	Example	235
7.104.4	File	235
7.105	Tootsville-User::Zoom	236
7.105.1	Function	236
7.105.2	Changes from 1.2 to 2.0	236
7.105.3	File	236

8 Package Tootsville 237

8.1	Tootsville::%Item-Click-Effect	238
8.1.1	Function	238
8.1.2	File	238
8.2	Tootsville::%Operator-Place-Download	239
8.2.1	Function	239
8.2.2	File	239
8.3	Tootsville::%Operator-Place-Exit	240
8.3.1	Function	240
8.3.2	File	240
8.4	Tootsville::%Operator-Place-Fountain	241
8.4.1	Function	241
8.4.2	File	241
8.5	Tootsville::%Operator-Place-Game	242
8.5.1	Function	242
8.5.2	File	242
8.6	Tootsville::%Operator-Place-Item	243
8.6.1	Function	243
8.6.2	File	243
8.7	Tootsville::%Operator-Place-Mini	244
8.7.1	Function	244
8.7.2	File	244
8.8	Tootsville::%Operator-Place-Place	245
8.8.1	Function	245
8.8.2	File	245
8.9	Tootsville::%Operator-Place-Room	246
8.9.1	Function	246
8.9.2	File	246
8.10	Tootsville::%Operator-Place-Shop	247
8.10.1	Function	247
8.10.2	File	247
8.11	Tootsville::%Operator-Place-Snowball	248
8.11.1	Function	248
8.11.2	File	248
8.12	Tootsville::%Operator-Place-Unwalk	249

8.12.1	Function	249
8.12.2	File	249
8.13	Tootsville::%Operator-Place-Vitem	250
8.13.1	Function	250
8.13.2	File	250
8.14	Tootsville::%Operator-Place-Walk	251
8.14.1	Function	251
8.14.2	File	251
8.15	Tootsville::%Parse-Operator-Place-Where	252
8.15.1	Function	252
8.15.2	File	252
8.16	Tootsville::*403.Json-Bytes*	253
8.16.1	Variable	253
8.17	Tootsville::*Acceptors*	254
8.17.1	Variable	254
8.18	Tootsville::*Application-Root*	255
8.18.1	Variable	255
8.19	Tootsville::*Async-Channel*	256
8.19.1	Variable	256
8.20	Tootsville::*Async-Tasks*	257
8.20.1	Variable	257
8.21	Tootsville::*Banhammer*	258
8.21.1	Variable	258
8.22	Tootsville::*Build-Date*	259
8.22.1	Variable	259
8.23	Tootsville::*Cassandra-Blacklist*	260
8.23.1	Variable	260
8.24	Tootsville::*Cassandra-Redlist*	261
8.24.1	Variable	261
8.25	Tootsville::*Client*	262
8.25.1	Variable	262
8.26	Tootsville::*Cluster*	263
8.26.1	Variable	263
8.27	Tootsville::*Compilation*	264
8.27.1	Variable	264
8.28	Tootsville::*Compiled*	265
8.28.1	Variable	265
8.29	Tootsville::*Config-File*	266
8.29.1	Variable	266
8.30	Tootsville::*Db*	267
8.30.1	Variable	267
8.31	Tootsville::*Dbi-Connection*	268
8.31.1	Variable	268
8.32	Tootsville::*Elevation-Map*	269
8.32.1	Variable	269
8.33	Tootsville::*Endpoint-List*	270
8.33.1	Variable	270
8.34	Tootsville::*Endpoints*	271

8.34.1	Variable.....	271
8.35	Tootsville:*Extensions-For-Content-Types*	290
8.35.1	Variable.....	290
8.36	Tootsville:*Google-Account-Keys-Refresh*	291
8.36.1	Variable.....	291
8.37	Tootsville:*Habitat-Map*	292
8.37.1	Variable.....	292
8.38	Tootsville:*Http-Status-Message*	293
8.38.1	Variable.....	293
8.39	Tootsville:*Humidity-Field*	295
8.39.1	Variable.....	295
8.40	Tootsville:*Ice-Credentials*	296
8.40.1	Variable.....	296
8.41	Tootsville:*Infinity-Ops*	297
8.41.1	Variable.....	297
8.42	Tootsville:*Infinity-Rest-Requests*	298
8.42.1	Variable.....	298
8.43	Tootsville:*Infinity-Stream-Requests*	299
8.43.1	Variable.....	299
8.44	Tootsville:*Infinity-Users*	300
8.44.1	Variable.....	300
8.45	Tootsville:*Infinity-Websocket-Resource*	301
8.45.1	Variable.....	301
8.46	Tootsville:*Maintenance-Tasks-Performed*	302
8.46.1	Variable.....	302
8.47	Tootsville:*Metronome*	303
8.47.1	Variable.....	303
8.48	Tootsville:*Metronome-Next-Tick*	304
8.48.1	Variable.....	304
8.49	Tootsville:*Metronome-Run*	305
8.49.1	Variable.....	305
8.50	Tootsville:*Metronome-Task-Lock*	306
8.50.1	Variable.....	306
8.51	Tootsville:*Metronome-Tasks*	307
8.51.1	Variable.....	307
8.52	Tootsville:*Motd*	308
8.52.1	Variable.....	308
8.53	Tootsville:*Npc-List*	309
8.53.1	Variable.....	309
8.54	Tootsville:*Original-Debugger-Hook*	310
8.54.1	Variable.....	310
8.55	Tootsville:*Post-Tests-Queue*	311
8.55.1	Variable.....	311
8.56	Tootsville:*Robots*	312
8.56.1	Variable.....	312
8.57	Tootsville:*Running-Main-Loop*	313
8.57.1	Variable.....	313
8.58	Tootsville:*Stable-Nonce*	314

8.58.1	Variable	314
8.59	Tootsville:*Started*	315
8.59.1	Variable	315
8.60	Tootsville:*Tcp-Clients*	316
8.60.1	Variable	316
8.61	Tootsville:*Tcp-Listener*	317
8.61.1	Variable	317
8.62	Tootsville:*Tcp-Peer-Traffic*	318
8.62.1	Variable	318
8.63	Tootsville:*The-Metronome-Thread*	319
8.63.1	Variable	319
8.64	Tootsville:*Toot*	320
8.64.1	Variable	320
8.65	Tootsville:*Trace-Output-Heartbeat-Time*	321
8.65.1	Variable	321
8.66	Tootsville:*User*	322
8.66.1	Variable	322
8.67	Tootsville:*Utc-Timezone*	323
8.67.1	Variable	323
8.68	Tootsville:*Verbose-Bugs*	324
8.68.1	Variable	324
8.69	Tootsville:*Verbose-Logging-Lock*	325
8.69.1	Variable	325
8.70	Tootsville:*Weak-Record-Cache*	326
8.70.1	Variable	326
8.71	Tootsville:*Weather-Kernel*	327
8.71.1	Variable	327
8.72	Tootsville:*Websocket-Server*	328
8.72.1	Variable	328
8.73	Tootsville:*Wind-Vector-Field*	329
8.73.1	Variable	329
8.74	Tootsville:*Ws-Chars-Broadcast*	330
8.74.1	Variable	330
8.75	Tootsville:*Ws-Chars-Received*	331
8.75.1	Variable	331
8.76	Tootsville:*Ws-Chars-Unicast*	332
8.76.1	Variable	332
8.77	Tootsville:*Ws-Client-For-Toot*	333
8.77.1	Variable	333
8.78	Tootsville:*Ws-Client-For-User*	334
8.78.1	Variable	334
8.79	Tootsville:*Ws-Connections*	335
8.79.1	Variable	335
8.80	Tootsville:*Ws-Sign-Ins*	336
8.80.1	Variable	336
8.81	Tootsville:*Ws-Surprise-Disconnects*	337
8.81.1	Variable	337
8.82	Tootsville:*Ws-Traffic-Commands*	338

8.82.1	Variable.....	338
8.83	Tootsville::*Ws-Traffic-From*	339
8.83.1	Variable.....	339
8.84	Tootsville::*Ws-Traffic-Other*	340
8.84.1	Variable.....	340
8.85	Tootsville::+Alexa-Timestamp-Tolerance+	341
8.85.1	Variable.....	341
8.86	Tootsville::+Amazon-Cert-Chain-Url-Matching+	342
8.86.1	Variable.....	342
8.87	Tootsville::+Backtrace-Regex+	343
8.87.1	Variable.....	343
8.88	Tootsville::+Builder-Toot-Hard-Hat-Template+	344
8.88.1	Variable.....	344
8.89	Tootsville::+Color24-Names+	345
8.89.1	Variable.....	345
8.90	Tootsville::+Color24-Values+	346
8.90.1	Variable.....	346
8.91	Tootsville::+Credits+	347
8.91.1	Variable.....	347
8.92	Tootsville::+Doc-Packages+	348
8.92.1	Variable.....	348
8.93	Tootsville::+Facing-Angles+	349
8.93.1	Variable.....	349
8.94	Tootsville::+Gravatar-Base-Uri+	350
8.94.1	Variable.....	350
8.95	Tootsville::+Habitat-Colors+	351
8.95.1	Variable.....	351
8.96	Tootsville::+Initial-T-Shirt-Colors+	352
8.96.1	Variable.....	352
8.97	Tootsville::+Moon-Day+	353
8.97.1	Variable.....	353
8.98	Tootsville::+Moon-Year+	354
8.98.1	Variable.....	354
8.99	Tootsville::+Other-Moon-Day+	355
8.99.1	Variable.....	355
8.100	Tootsville::+Other-Moon-Year+	356
8.100.1	Variable.....	356
8.101	Tootsville::+Pink-Moon-Day+	357
8.101.1	Variable.....	357
8.102	Tootsville::+Pink-Moon-Year+	358
8.102.1	Variable.....	358
8.103	Tootsville::+Pre-Login-Max-Commands+	359
8.103.1	Variable.....	359
8.104	Tootsville::+Pre-Login-Max-Time+	360
8.104.1	Variable.....	360
8.105	Tootsville::+Snowball-Item+	361
8.105.1	Variable.....	361
8.106	Tootsville::+Supported-Languages+	362

8.106.1	Variable.....	362
8.107	Tootsville::+Toot-Base-Color-Names+	363
8.107.1	Variable.....	363
8.108	Tootsville::+Toot-Basic-Pattern-Names+	364
8.108.1	Variable.....	364
8.109	Tootsville::+Toot-Extended-Pattern-Names+	365
8.109.1	Variable.....	365
8.110	Tootsville::+Toot-Pad-Color-Names+	366
8.110.1	Variable.....	366
8.111	Tootsville::+Toot-Pattern-Color-Names+	367
8.111.1	Variable.....	367
8.112	Tootsville::+Unix-Zero-In-Universal-Time+	368
8.112.1	Variable.....	368
8.113	Tootsville::+Ws-Idle-Seconds+	369
8.113.1	Variable.....	369
8.114	Tootsville::2-Days-Ago	370
8.114.1	Function	370
8.114.2	File	370
8.115	Tootsville::3-Days-Ago	371
8.115.1	Function	371
8.115.2	File	371
8.116	Tootsville::@-Message	372
8.116.1	Function	372
8.116.2	File	372
8.117	Tootsville::Accept-Type-Equal	373
8.117.1	Function	373
8.117.2	File	373
8.118	Tootsville::Acceptor-Status-Message	374
8.118.1	Function	374
8.119	Tootsville::Accepts-Content-Type-P	375
8.119.1	Function	375
8.119.2	File	375
8.120	Tootsville::Active-Player	376
8.120.1	Function	376
8.120.2	File	376
8.121	Tootsville::Add-Charset	377
8.121.1	Function	377
8.121.2	File	377
8.122	Tootsville::Add-Contact	378
8.122.1	Function	378
8.122.2	File	378
8.123	Tootsville::Add-Or-Replace-Endpoint	379
8.123.1	Function	379
8.124	Tootsville::Admin-Message	380
8.124.1	Function	380
8.124.2	File	380
8.125	Tootsville::After-Slash	381
8.125.1	Function	381

8.125.2	File	381
8.126	Tootsville::All-Connected	382
8.126.1	Function	382
8.126.2	File	382
8.127	Tootsville::All-Credits	383
8.127.1	Function	383
8.127.2	File	383
8.128	Tootsville::All-Links-To-Same-Person-P	384
8.128.1	Function	384
8.128.2	File	384
8.129	Tootsville::All-Symbols-Alphabetically	385
8.129.1	Function	385
8.129.2	File	385
8.130	Tootsville::Allowed-Base-Colors-Under-Pattern	386
8.130.1	Function	386
8.130.2	File	386
8.131	Tootsville::Allowed-Pattern-Colors-On-Base	387
8.131.1	Function	387
8.131.2	File	387
8.132	Tootsville::Altitude	388
8.132.1	Function	388
8.132.2	File	388
8.132.3	SetF Function	388
8.133	Tootsville::Answered-Child-Requests-By-Toot	389
8.133.1	Function	389
8.133.2	File	389
8.134	Tootsville::Apply-Config	390
8.134.1	Function	390
8.134.2	File	390
8.135	Tootsville::Apply-Extension-To-Template	391
8.135.1	Function	391
8.135.2	File	391
8.136	Tootsville::Arrange-Columns+Values-For-Find	392
8.136.1	Function	392
8.136.2	File	392
8.137	Tootsville::Assert-My-Character	393
8.137.1	Function	393
8.137.2	File	393
8.138	Tootsville::Associate-Credentials	394
8.138.1	Function	394
8.138.2	File	394
8.139	Tootsville::Atom-Or-Comma-List	395
8.139.1	Function	395
8.139.2	File	395
8.140	Tootsville::Avatar	396
8.140.1	Class	396
8.140.2	Slots	396
8.141	Tootsville::Avatar-Avatar-Scale-X	397

8.141.1	Function	397
8.141.2	SetF Function	397
8.142	Tootsville::Avatar-Avatar-Scale-Y	398
8.142.1	Function	398
8.142.2	SetF Function	398
8.143	Tootsville::Avatar-Avatar-Scale-Z	399
8.143.1	Function	399
8.143.2	SetF Function	399
8.144	Tootsville::Avatar-Has-Slot-P	400
8.144.1	Function	400
8.144.2	File	400
8.145	Tootsville::Avatar-Id	401
8.145.1	Function	401
8.145.2	SetF Function	401
8.146	Tootsville::Avatar-Moniker	402
8.146.1	Function	402
8.146.2	SetF Function	402
8.147	Tootsville::Avatar-Slot	403
8.147.1	Class	403
8.147.2	Slots	403
8.148	Tootsville::Avatar-Slot-Avatar	404
8.148.1	Function	404
8.148.2	SetF Function	404
8.149	Tootsville::Avatar-Slot-Id	405
8.149.1	Function	405
8.149.2	SetF Function	405
8.150	Tootsville::Avatar-Slot-Slot	406
8.150.1	Function	406
8.150.2	SetF Function	406
8.151	Tootsville::Avatar-Slot-Valence	407
8.151.1	Function	407
8.151.2	SetF Function	407
8.152	Tootsville::Average	408
8.152.1	Function	408
8.152.2	File	408
8.153	Tootsville::Ayt-Idle-Users	409
8.153.1	Function	409
8.153.2	File	409
8.154	Tootsville::Background-Gc	410
8.154.1	Function	410
8.154.2	File	410
8.155	Tootsville::Bad-Request	411
8.155.1	Class	411
8.155.2	Slots	411
8.156	Tootsville::Bad-Request-Thing	412
8.156.1	Function	412
8.156.2	SetF Function	412
8.157	Tootsville::Banhammer-Ip-Address	413

8.157.1	Function	413
8.157.2	File	413
8.158	Tootsville::Banner	414
8.158.1	Function	414
8.158.2	File	414
8.159	Tootsville::Banner/ Error-Output	415
8.159.1	Function	415
8.159.2	File	415
8.160	Tootsville::Banner/ Log	416
8.160.1	Function	416
8.160.2	File	416
8.161	Tootsville::Banner/ Query-IO	417
8.161.1	Function	417
8.161.2	File	417
8.162	Tootsville::Banner/ Standard-Output	418
8.162.1	Function	418
8.162.2	File	418
8.163	Tootsville::Banner/ Trace-Output	419
8.163.1	Function	419
8.163.2	File	419
8.164	Tootsville::Base64-From-Uri-Form	420
8.164.1	Function	420
8.164.2	File	420
8.165	Tootsville::Base64-To-Uuid	421
8.165.1	Function	421
8.165.2	File	421
8.166	Tootsville::Basic-8-Personality	422
8.166.1	Class	422
8.166.2	Slots	422
8.167	Tootsville::Before-Save-Normalize	423
8.167.1	Function	423
8.168	Tootsville::Bool-Sort	424
8.168.1	Function	424
8.168.2	File	424
8.169	Tootsville::Broadcast	425
8.169.1	Function	425
8.169.2	File	425
8.170	Tootsville::Build-Simple-Column-Query	426
8.170.1	Function	426
8.170.2	File	426
8.171	Tootsville::Build-Simple-Query	427
8.171.1	Function	427
8.171.2	File	427
8.172	Tootsville::Builder-Toot-P	428
8.172.1	Function	428
8.172.2	File	428
8.173	Tootsville::Burgeon-Quiesced-State	429
8.173.1	Function	429

8.173.2	File	429
8.174	Tootsville::Byte-Vector-To-Integer	430
8.174.1	Function	430
8.174.2	File	430
8.175	Tootsville::Bytes-Json	431
8.175.1	Function	431
8.175.2	File	431
8.176	Tootsville::Call-Infinity-From-Rest	432
8.176.1	Function	432
8.176.2	File	432
8.177	Tootsville::Call-Infinity-From-Stream	433
8.177.1	Function	433
8.177.2	File	433
8.178	Tootsville::Cassandra-Add-To-Blacklist	434
8.178.1	Function	434
8.178.2	File	434
8.179	Tootsville::Cassandra-Add-To-Redlist	435
8.179.1	Function	435
8.179.2	File	435
8.180	Tootsville::Cassandra-Boot	436
8.180.1	Function	436
8.180.2	File	436
8.181	Tootsville::Cassandra-Filter	437
8.181.1	Function	437
8.181.2	File	437
8.182	Tootsville::Cassandra-Obnoxious-Filter	438
8.182.1	Function	438
8.182.2	File	438
8.183	Tootsville::Cassandra-Remove-From-Blacklist	439
8.183.1	Function	439
8.183.2	File	439
8.184	Tootsville::Cassandra-Remove-From-Redlist	440
8.184.1	Function	440
8.184.2	File	440
8.185	Tootsville::Chaos-Personality	441
8.185.1	Class	441
8.185.2	Slots	441
8.186	Tootsville::Character-Music	442
8.186.1	Class	442
8.186.2	Slots	442
8.187	Tootsville::Character-Music-Music	443
8.187.1	Function	443
8.187.2	SetF Function	443
8.188	Tootsville::Character-Music-Toot	444
8.188.1	Function	444
8.188.2	SetF Function	444
8.189	Tootsville::Chdir	445
8.189.1	Function	445

8.189.2	File	445
8.190	Tootsville::Check-Alexa	446
8.190.1	Function	446
8.190.2	File	446
8.191	Tootsville::Check-Alexa-Signature	447
8.191.1	Function	447
8.191.2	File	447
8.192	Tootsville::Check-Alexa-Signature-Cert-Chain-Url	448
8.192.1	Function	448
8.192.2	File	448
8.193	Tootsville::Check-Alexa-Timestamp-Tolerance	449
8.193.1	Function	449
8.193.2	File	449
8.194	Tootsville::Check-Arg-Type	450
8.194.1	Macro	450
8.194.2	File	450
8.195	Tootsville::Check-Buddy-List-Signature	451
8.195.1	Function	451
8.195.2	File	451
8.196	Tootsville::Check-Cert-Chain-Valid	452
8.196.1	Function	452
8.196.2	File	452
8.197	Tootsville::Check-Cert-Dates-Valid	453
8.197.1	Function	453
8.197.2	File	453
8.198	Tootsville::Check-Firebase-Id-Token	454
8.198.1	Function	454
8.198.2	File	454
8.199	Tootsville::Check-Pattern-On-Base-Color	455
8.199.1	Function	455
8.199.2	File	455
8.200	Tootsville::Check-Toot-Name	456
8.200.1	Function	456
8.200.2	File	456
8.201	Tootsville::Check-X.509-San	457
8.201.1	Function	457
8.201.2	File	457
8.202	Tootsville::Child-Code	458
8.202.1	Type	458
8.203	Tootsville::Child-Request	459
8.203.1	Class	459
8.203.2	Slots	459
8.204	Tootsville::Child-Request-Allowed-At	460
8.204.1	Function	460
8.204.2	SetF Function	460
8.205	Tootsville::Child-Request-Allowed-For	461
8.205.1	Function	461
8.205.2	SetF Function	461

8.206	Tootsville::Child-Request-Allowed-Until	462
8.206.1	Function	462
8.206.2	File	462
8.207	Tootsville::Child-Request-Denied-At	463
8.207.1	Function	463
8.207.2	SetF Function	463
8.208	Tootsville::Child-Request-Placed-At	464
8.208.1	Function	464
8.208.2	SetF Function	464
8.209	Tootsville::Child-Request-Response	465
8.209.1	Function	465
8.209.2	SetF Function	465
8.210	Tootsville::Child-Request-Toot	466
8.210.1	Function	466
8.210.2	SetF Function	466
8.211	Tootsville::Child-Request-Uuid	467
8.211.1	Function	467
8.211.2	SetF Function	467
8.212	Tootsville::Clean-Ice-Credentials	468
8.212.1	Function	468
8.212.2	File	468
8.213	Tootsville::Clean-Symbols	469
8.213.1	Function	469
8.213.2	File	469
8.214	Tootsville::Clear-All-Endpoints	470
8.214.1	Function	470
8.214.2	File	470
8.215	Tootsville::Clouds	471
8.215.1	Function	471
8.215.2	File	471
8.216	Tootsville::Cluster	472
8.216.1	Function	472
8.216.2	File	472
8.217	Tootsville::Cluster-Name	473
8.217.1	Function	473
8.217.2	File	473
8.218	Tootsville::Cluster-Net-Name	474
8.218.1	Function	474
8.218.2	File	474
8.219	Tootsville::Cluster-Wide-Lock-Busy-Error	475
8.219.1	Class	475
8.219.2	Slots	475
8.220	Tootsville::Cluster-Wide-Lock-Busy-Warning	476
8.220.1	Class	476
8.220.2	Slots	476
8.221	Tootsville::Cluster-Wide-Lock-Condition	477
8.221.1	Class	477
8.221.2	Slots	477

8.222	Tootsville::Cluster-Wide-Lock-Error	478
8.222.1	Class	478
8.222.2	Slots	478
8.223	Tootsville::Cluster-Wide-Lock-Not-Locked	479
8.223.1	Class	479
8.223.2	Slots	479
8.224	Tootsville::Cluster-Wide-Lock-Not-Ours	480
8.224.1	Class	480
8.224.2	Slots	480
8.225	Tootsville::Color24	481
8.225.1	Class	481
8.225.2	Slots	481
8.226	Tootsville::Color24-Blue	482
8.226.1	Function	482
8.226.2	SetF Function	482
8.227	Tootsville::Color24-Green	483
8.227.1	Function	483
8.227.2	SetF Function	483
8.228	Tootsville::Color24-Hsv	484
8.228.1	Function	484
8.228.2	File	484
8.229	Tootsville::Color24-Hue	485
8.229.1	Function	485
8.229.2	File	485
8.230	Tootsville::Color24-Name	486
8.230.1	Function	486
8.230.2	File	486
8.231	Tootsville::Color24-Red	487
8.231.1	Function	487
8.231.2	SetF Function	487
8.232	Tootsville::Color24-Rgb	488
8.232.1	Function	488
8.232.2	File	488
8.233	Tootsville::Color24-Saturation	489
8.233.1	Function	489
8.233.2	File	489
8.234	Tootsville::Color24-To-Integer	490
8.234.1	Function	490
8.234.2	File	490
8.235	Tootsville::Color24-Value	491
8.235.1	Function	491
8.235.2	File	491
8.236	Tootsville::Color24/ =	492
8.236.1	Function	492
8.236.2	File	492
8.237	Tootsville::Color24=	493
8.237.1	Function	493
8.237.2	File	493

8.238	Tootsville::Column-Load-Mapping	494
8.238.1	Function	494
8.238.2	File	494
8.239	Tootsville::Column-Load-Value	495
8.239.1	Function	495
8.239.2	File	495
8.240	Tootsville::Column-Normalizer	496
8.240.1	Function	496
8.240.2	File	496
8.241	Tootsville::Column-Save-Mapping	497
8.241.1	Function	497
8.241.2	File	497
8.242	Tootsville::Column-Save-Value	498
8.242.1	Function	498
8.242.2	File	498
8.243	Tootsville::Compute-Fountain-Peanuts-For-Score	499
8.243.1	Function	499
8.243.2	File	499
8.244	Tootsville::Compute-Fountain-Random-Fairy-Dust	500
8.244.1	Function	500
8.244.2	File	500
8.245	Tootsville::Compute-Next-Keys-Update	501
8.245.1	Function	501
8.245.2	File	501
8.246	Tootsville::Concat	502
8.246.1	Function	502
8.246.2	File	502
8.247	Tootsville::Condition-Name	503
8.247.1	Function	503
8.247.2	File	503
8.248	Tootsville::Condition-Slots	504
8.248.1	Function	504
8.248.2	File	504
8.249	Tootsville::Config	505
8.249.1	Function	505
8.249.2	File	505
8.250	Tootsville::Connect-Cache	506
8.250.1	Function	506
8.250.2	File	506
8.251	Tootsville::Connect-Databases	507
8.251.1	Function	507
8.251.2	File	507
8.252	Tootsville::Connect-Maria	508
8.252.1	Function	508
8.252.2	File	508
8.253	Tootsville::Connect-Time	509
8.253.1	Function	509
8.254	Tootsville::Connected-Toot-Names	510

8.254.1	Function	510
8.254.2	File	510
8.255	Tootsville::Connected-Toots	511
8.255.1	Function	511
8.255.2	File	511
8.256	Tootsville::Consider-Child-Kick	512
8.256.1	Function	512
8.256.2	File	512
8.257	Tootsville::Constituentp	513
8.257.1	Function	513
8.257.2	File	513
8.258	Tootsville::Contact	514
8.258.1	Class	514
8.258.2	Slots	514
8.259	Tootsville::Contact-Added	515
8.259.1	Function	515
8.259.2	SetF Function	515
8.260	Tootsville::Contact-Contact	516
8.260.1	Function	516
8.260.2	SetF Function	516
8.261	Tootsville::Contact-Last-Used	517
8.261.1	Function	517
8.261.2	SetF Function	517
8.262	Tootsville::Contact-Owner	518
8.262.1	Function	518
8.262.2	SetF Function	518
8.263	Tootsville::Contact-Starredp	519
8.263.1	Function	519
8.263.2	SetF Function	519
8.264	Tootsville::Contact-Uuid	520
8.264.1	Function	520
8.264.2	SetF Function	520
8.265	Tootsville::Contents-To-Bytes	521
8.265.1	Function	521
8.265.2	File	521
8.266	Tootsville::Copy-Terrain-Edge-Horz	522
8.266.1	Function	522
8.266.2	File	522
8.267	Tootsville::Copy-Terrain-Edge-Vert	523
8.267.1	Function	523
8.267.2	File	523
8.268	Tootsville::Copy-Wind-Vector	524
8.268.1	Function	524
8.268.2	File	524
8.269	Tootsville::Create-Item	525
8.269.1	Function	525
8.269.2	File	525
8.270	Tootsville::Credential	526

8.270.1	Class.....	526
8.270.2	Slots.....	526
8.271	Tootsville::Credential-Auth-Token.....	527
8.271.1	Function.....	527
8.271.2	SetF Function.....	527
8.272	Tootsville::Credential-Id-Token.....	528
8.272.1	Function.....	528
8.272.2	SetF Function.....	528
8.273	Tootsville::Credential-Json-Info.....	529
8.273.1	Function.....	529
8.273.2	SetF Function.....	529
8.274	Tootsville::Credential-Person.....	530
8.274.1	Function.....	530
8.274.2	SetF Function.....	530
8.275	Tootsville::Credential-Provider.....	531
8.275.1	Function.....	531
8.275.2	SetF Function.....	531
8.276	Tootsville::Credential-Refresh-Token.....	532
8.276.1	Function.....	532
8.276.2	SetF Function.....	532
8.277	Tootsville::Credential-Uid.....	533
8.277.1	Function.....	533
8.277.2	SetF Function.....	533
8.278	Tootsville::Credential-Uuid.....	534
8.278.1	Function.....	534
8.278.2	SetF Function.....	534
8.279	Tootsville::Cupid-Personality.....	535
8.279.1	Class.....	535
8.279.2	Slots.....	535
8.280	Tootsville::Current-Position.....	536
8.280.1	Function.....	536
8.281	Tootsville::Current-Temp.....	537
8.281.1	Function.....	537
8.281.2	File.....	537
8.282	Tootsville::Database-For.....	538
8.282.1	Function.....	538
8.282.2	File.....	538
8.283	Tootsville::Db-Config.....	539
8.283.1	Function.....	539
8.283.2	File.....	539
8.284	Tootsville::Db-Record.....	540
8.284.1	Class.....	540
8.284.2	Slots.....	540
8.285	Tootsville::Db-Select.....	541
8.285.1	Function.....	541
8.285.2	File.....	541
8.286	Tootsville::Db-Select-All.....	542
8.286.1	Function.....	542

8.286.2	File	542
8.287	Tootsville::Db-Select-Records-Simply	543
8.287.1	Function	543
8.287.2	File	543
8.288	Tootsville::Db-Select-Single-Column	544
8.288.1	Function	544
8.288.2	File	544
8.289	Tootsville::Db-Select-Single-Record	545
8.289.1	Function	545
8.289.2	File	545
8.290	Tootsville::Db-Table-For	546
8.290.1	Function	546
8.290.2	File	546
8.291	Tootsville::Debugger	547
8.291.1	Function	547
8.291.2	File	547
8.292	Tootsville::Debugger-Hook	548
8.292.1	Function	548
8.292.2	File	548
8.293	Tootsville::Decode-Message	549
8.293.1	Function	549
8.293.2	File	549
8.294	Tootsville::Decorate-Endpoint-Template-Html	550
8.294.1	Function	550
8.294.2	File	550
8.295	Tootsville::Decorate-Method-Html	551
8.295.1	Function	551
8.295.2	File	551
8.296	Tootsville::Default-Config-File	552
8.296.1	Function	552
8.296.2	File	552
8.297	Tootsville::Defendpoint	553
8.297.1	Macro	553
8.297.2	File	553
8.298	Tootsville::Defendpoint/ Make-Docstring	554
8.298.1	Function	554
8.298.2	File	554
8.299	Tootsville::Defendpoint/ Make-Endpoint-Function	555
8.299.1	Function	555
8.299.2	File	555
8.300	Tootsville::Define-Alexa-Endpoint	556
8.300.1	Macro	556
8.300.2	File	556
8.301	Tootsville::Define-Character	557
8.301.1	Macro	557
8.301.2	File	557
8.302	Tootsville::Define-Maintenance-Task	558
8.302.1	Macro	558

8.302.2	File	558
8.303	Tootsville::Define-Operator-Command	559
8.303.1	Macro	559
8.303.2	File	559
8.304	Tootsville::Define-Personality	560
8.304.1	Macro	560
8.304.2	File	560
8.305	Tootsville::Define-Reply	561
8.305.1	Macro	561
8.305.2	File	561
8.306	Tootsville::Definfinity	562
8.306.1	Macro	562
8.306.2	History of Infinity Mode	562
8.306.3	Wire protocols	562
8.306.3.1	RESTful POSTs	562
8.306.4	Datagram constructions	563
8.306.5	logOK datagrams	563
8.306.6	Command datagrams	563
8.306.7	Gatekeeper datagrams	564
8.306.8	File	564
8.307	Tootsville::Defpost	565
8.307.1	Macro	565
8.307.2	File	565
8.308	Tootsville::Defrecord	566
8.308.1	Macro	566
8.308.2	File	566
8.309	Tootsville::Defrecord/ Before-Save-Normalize	567
8.309.1	Function	567
8.309.2	File	567
8.310	Tootsville::Defrecord/ Column-To-Json-Pair	568
8.310.1	Function	568
8.310.2	File	568
8.311	Tootsville::Defrecord/ Destroy-Record	569
8.311.1	Function	569
8.311.2	File	569
8.312	Tootsville::Defrecord/ Find-Record	570
8.312.1	Function	570
8.312.2	File	570
8.313	Tootsville::Defrecord/ Find-Record/ Pull	571
8.313.1	Function	571
8.313.2	File	571
8.314	Tootsville::Defrecord/ Find-Records	572
8.314.1	Function	572
8.314.2	File	572
8.315	Tootsville::Defrecord/ Find-Records-By-Sql	573
8.315.1	Function	573
8.315.2	File	573
8.316	Tootsville::Defrecord/ Find-Records/ Pull	574

8.316.1	Function	574
8.316.2	File	574
8.317	Tootsville::Defrecord/ Find-Reference	575
8.317.1	Function	575
8.317.2	File	575
8.318	Tootsville::Defrecord/ Find-Reference-Columns	576
8.318.1	Function	576
8.318.2	File	576
8.319	Tootsville::Defrecord/ Id-Column-For	577
8.319.1	Function	577
8.319.2	File	577
8.320	Tootsville::Defrecord/ Invalidate-Cache	578
8.320.1	Function	578
8.320.2	File	578
8.321	Tootsville::Defrecord/ Load-Record	579
8.321.1	Function	579
8.321.2	File	579
8.322	Tootsville::Defrecord/ Make-Record	580
8.322.1	Function	580
8.322.2	File	580
8.323	Tootsville::Defrecord/ Record=	581
8.323.1	Function	581
8.323.2	File	581
8.324	Tootsville::Defrecord/ Reload-Record	582
8.324.1	Function	582
8.324.2	File	582
8.325	Tootsville::Defrecord/ Save-Record	583
8.325.1	Function	583
8.325.2	File	583
8.326	Tootsville::Defrecord/ Save-Record-With-Id-Column	584
8.326.1	Function	584
8.326.2	File	584
8.327	Tootsville::Defrecord/ To-Json	585
8.327.1	Function	585
8.327.2	File	585
8.328	Tootsville::Delete-Contact	586
8.328.1	Function	586
8.328.2	File	586
8.329	Tootsville::Demand-Quiesce-Toot	587
8.329.1	Function	587
8.329.2	File	587
8.330	Tootsville::Describe-System	588
8.330.1	Function	588
8.330.2	Example Output	588
8.330.3	File	588
8.331	Tootsville::Describe-World	589
8.331.1	Function	589
8.331.2	File	589

8.332	Tootsville::Destroy-All-Idle-Workers	590
8.332.1	Function	590
8.332.2	File	590
8.333	Tootsville::Destroy-All-Listeners	591
8.333.1	Function	591
8.333.2	File	591
8.334	Tootsville::Destroy-All-Web-Tasks	592
8.334.1	Function	592
8.334.2	File	592
8.335	Tootsville::Destroy-Disowned-Items	593
8.335.1	Function	593
8.335.2	File	593
8.336	Tootsville::Destroy-Endpoint	594
8.336.1	Function	594
8.336.2	File	594
8.337	Tootsville::Destroy-Record	595
8.337.1	Function	595
8.337.2	File	595
8.338	Tootsville::Destroy-Toot	596
8.338.1	Function	596
8.338.2	File	596
8.339	Tootsville::Detailed-Time	597
8.339.1	Function	597
8.339.2	File	597
8.340	Tootsville::Devel	598
8.340.1	Variable	598
8.341	Tootsville::Disable-Sbcl-Ldb	599
8.341.1	Function	599
8.341.2	File	599
8.342	Tootsville::Disconnect-No-Login	600
8.342.1	Function	600
8.342.2	File	600
8.343	Tootsville::Dispatch-Endpoint	601
8.343.1	Function	601
8.343.2	File	601
8.344	Tootsville::Distance	602
8.344.1	Function	602
8.344.2	File	602
8.345	Tootsville::Divisible-By-200-P	603
8.345.1	Function	603
8.345.2	File	603
8.346	Tootsville::Dns-Name	604
8.346.1	Type	604
8.347	Tootsville::Do-After	605
8.347.1	Macro	605
8.347.2	File	605
8.348	Tootsville::Do-Db-Records-Simply	606
8.348.1	Macro	606

8.348.2	File	606
8.349	Tootsville::Do-Metronome	607
8.349.1	Macro	607
8.349.2	File	607
8.350	Tootsville::Do-Records	608
8.350.1	Macro	608
8.350.2	File	608
8.351	Tootsville::Docstring->Html	609
8.351.1	Function	609
8.351.2	File	609
8.352	Tootsville::Docstring->Markdown	610
8.352.1	Function	610
8.352.2	File	610
8.353	Tootsville::Doff-Any-Conflicting-Item	611
8.353.1	Function	611
8.353.2	File	611
8.354	Tootsville::Doff-Item	612
8.354.1	Function	612
8.354.2	File	612
8.355	Tootsville::Doff-Item-In-Slot	613
8.355.1	Function	613
8.355.2	File	613
8.356	Tootsville::Don-Item	614
8.356.1	Function	614
8.356.2	File	614
8.357	Tootsville::Doodle-Personality	615
8.357.1	Class	615
8.357.2	Slots	615
8.358	Tootsville::Dottie-Personality	616
8.358.1	Class	616
8.358.2	Slots	616
8.359	Tootsville::Double-@	617
8.359.1	Function	617
8.359.2	File	617
8.360	Tootsville::Drop-Item	618
8.360.1	Function	618
8.360.2	File	618
8.361	Tootsville::Dump-Credits	619
8.361.1	Function	619
8.361.2	File	619
8.362	Tootsville::Dump-Global-Heightmap	620
8.362.1	Function	620
8.362.2	File	620
8.363	Tootsville::Email-Lhs	621
8.363.1	Function	621
8.363.2	File	621
8.364	Tootsville::Enable-Sbcl-Ldb	622
8.364.1	Function	622

8.364.2	File	622
8.365	Tootsville::Enable-Ssl-P	623
8.365.1	Function	623
8.365.2	File	623
8.366	Tootsville::Encode-Endpoint-Reply	624
8.366.1	Function	624
8.366.2	File	624
8.367	Tootsville::Endpoint	625
8.367.1	Class	625
8.367.2	Slots	625
8.368	Tootsville::Endpoint->Html	626
8.368.1	Function	626
8.368.2	File	626
8.369	Tootsville::Endpoint->Openapi	627
8.369.1	Function	627
8.369.2	File	627
8.370	Tootsville::Endpoint->Plist	628
8.370.1	Function	628
8.370.2	File	628
8.371	Tootsville::Endpoint-Close	629
8.371.1	Function	629
8.371.2	File	629
8.372	Tootsville::Endpoint-Close-Key	630
8.372.1	Function	630
8.372.2	File	630
8.373	Tootsville::Endpoint-Content-Type	631
8.373.1	Function	631
8.374	Tootsville::Endpoint-Delete-/ Users/ Me/ Toots/ Toot-Name→Json	632
8.374.1	Function	632
8.374.2	Status: 202 Toot deletion in progress	632
8.374.3	Status: 204 Toot deleted	632
8.374.4	Status: 401 Authorization Required	632
8.374.5	Status: 403 Authorization Failed	632
8.374.6	Status: 404 Not Found	632
8.374.7	Status: 405 Not Allowed	632
8.374.8	Web Service Endpoint	632
8.374.9	File	632
8.375	Tootsville::Endpoint-Function	633
8.375.1	Function	633
8.376	Tootsville::Endpoint-Get-/ Favicon/ Ico→Vnd.Microsoft.Icon	634
8.376.1	Function	634
8.376.2	Web Service Endpoint	634
8.376.3	File	634
8.377	Tootsville::Endpoint-Get-/ Favicon→Gif	635
8.377.1	Function	635
8.377.2	Web Service Endpoint	635
8.377.3	File	635

8.378	Tootsville::Endpoint-Get-/ Favicon→Png	636
8.378.1	Function	636
8.378.2	Web Service Endpoint	636
8.378.3	File	636
8.379	Tootsville::Endpoint-Get-/ Gossip/ Answers/ Uuid→Sdp . . .	637
8.379.1	Function	637
8.379.2	204 No Content	637
8.379.3	200 OK	637
8.379.4	Web Service Endpoint	637
8.379.5	File	637
8.380	Tootsville::Endpoint-Get-/ Gossip/ Ice-Servers→Json	638
8.380.1	Function	638
8.380.2	Web Service Endpoint	638
8.380.3	File	638
8.381	Tootsville::Endpoint-Get-/ Gossip/ Offers→Json	639
8.381.1	Function	639
8.381.2	Web Service Endpoint	639
8.381.3	File	639
8.382	Tootsville::Endpoint-Get-/ Maintenance/ →Txt	640
8.382.1	Function	640
8.382.2	Web Service Endpoint	640
8.382.3	File	640
8.383	Tootsville::Endpoint-Get-/ Meta-Game/ Headers→Json	641
8.383.1	Function	641
8.383.2	Web Service Endpoint	641
8.383.3	File	641
8.384	Tootsville::Endpoint-Get-/ Meta-Game/ Ping→Txt	642
8.384.1	Function	642
8.384.2	200: OK	642
8.384.3	Web Service Endpoint	642
8.384.4	File	642
8.385	Tootsville::Endpoint-Get-/ Meta-Game/ Services/ Old→Json . .	643
8.385.1	Function	643
8.385.2	Web Service Endpoint	643
8.385.3	File	643
8.386	Tootsville::Endpoint-Get-/ Meta-Game/ Services→Html	644
8.386.1	Function	644
8.386.2	Web Service Endpoint	644
8.386.3	File	644
8.387	Tootsville::Endpoint-Get-/ Meta-Game/ Services→Json	645
8.387.1	Function	645
8.387.2	Status: 200 OK	645
8.387.3	Web Service Endpoint	645
8.387.4	File	645
8.388	Tootsville::Endpoint-Get-/ Toots/ Toot-Name→Json	646
8.388.1	Function	646
8.388.2	200 OK	646
8.388.3	404 Not Found	646

8.388.4	Web Service Endpoint	646
8.388.5	File	646
8.389	Tootsville::Endpoint-Get-/ Toots/ Toot-Name→Txt	647
8.389.1	Function	647
8.389.2	Web Service Endpoint	647
8.389.3	File	647
8.390	Tootsville::Endpoint-Get-/ Users/ Me/ Toots/ Toot-Name→Json	648
8.390.1	Function	648
8.390.2	Status: 200 OK	648
8.390.3	Status: 401 Authorization Required	648
8.390.4	Status: 403 Authorization Failed	648
8.390.5	Status: 404 Not Found	648
8.390.6	Web Service Endpoint	648
8.390.7	File	648
8.391	Tootsville::Endpoint-Get-/ Users/ Me/ Toots/ Toot-Name→Txt	649
8.391.1	Function	649
8.391.2	Web Service Endpoint	649
8.391.3	File	649
8.392	Tootsville::Endpoint-Get-/ Users/ Me/ Toots→Json	650
8.392.1	Function	650
8.392.2	200 OK	650
8.392.3	Web Service Endpoint	650
8.392.4	File	650
8.393	Tootsville::Endpoint-Get-/ Users/ Me/ Toots→Txt	651
8.393.1	Function	651
8.393.2	Web Service Endpoint	651
8.393.3	File	651
8.394	Tootsville::Endpoint-Get-/ Users/ Me→Json	652
8.394.1	Function	652
8.394.2	Status: 200 OK	652
8.394.3	Status: 401 Authorization Required	652
8.394.4	Status: 403 Authorization Failed	652
8.394.5	Web Service Endpoint	652
8.394.6	File	652
8.395	Tootsville::Endpoint-Get-/ Users/ Me→Txt	653
8.395.1	Function	653
8.395.2	Web Service Endpoint	653
8.395.3	File	653
8.396	Tootsville::Endpoint-Get-/ Version/ About/ Detail/ Param→Json	654
8.396.1	Function	654
8.396.2	Web Service Endpoint	654
8.396.3	File	654
8.397	Tootsville::Endpoint-Get-/ Version/ About/ Detail/ Param→Txt	655
8.397.1	Function	655

8.397.2	Web Service Endpoint	656
8.397.3	File	656
8.398	Tootsville::Endpoint-Get-/ Version/ About→Json	657
8.398.1	Function	657
8.398.2	Web Service Endpoint	657
8.398.3	File	657
8.399	Tootsville::Endpoint-Get-/ Version/ About→Txt	658
8.399.1	Function	658
8.399.2	Web Service Endpoint	658
8.399.3	File	658
8.400	Tootsville::Endpoint-Get-/ World/ Clock/ Calendar/ Now/ Fragment→Html	659
8.400.1	Function	659
8.400.2	Web Service Endpoint	659
8.400.3	File	659
8.401	Tootsville::Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Fragment→Html	660
8.401.1	Function	660
8.401.2	Web Service Endpoint	660
8.401.3	File	660
8.402	Tootsville::Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Month/ Month/ Fragment→Html	661
8.402.1	Function	661
8.402.2	Web Service Endpoint	661
8.402.3	File	661
8.403	Tootsville::Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Month/ Month→Html	662
8.403.1	Function	662
8.403.2	Web Service Endpoint	662
8.403.3	File	662
8.404	Tootsville::Endpoint-Get-/ World/ Clock/ Date/ Abbrev→Txt ..	663
8.404.1	Function	663
8.404.2	Web Service Endpoint	663
8.404.3	File	663
8.405	Tootsville::Endpoint-Get-/ World/ Clock/ Date/ Long→Txt ..	664
8.405.1	Function	664
8.405.2	Web Service Endpoint	664
8.405.3	File	664
8.406	Tootsville::Endpoint-Get-/ World/ Clock/ Date→Txt	665
8.406.1	Function	665
8.406.2	Web Service Endpoint	665
8.406.3	File	665
8.407	Tootsville::Endpoint-Get-/ World/ Clock/ Time/ Detailed→Txt	666
8.407.1	Function	666
8.407.2	Web Service Endpoint	666
8.407.3	File	666
8.408	Tootsville::Endpoint-Get-/ World/ Clock/ Time→Json	667

8.408.1	Function	667
8.408.2	Web Service Endpoint	667
8.408.3	File	667
8.409	Tootsville::Endpoint-Get-/ World/ Clock/ Time→Txt	668
8.409.1	Function	668
8.409.2	Web Service Endpoint	668
8.409.3	File	668
8.410	Tootsville::Endpoint-Get-/ World/ Sky/ Tootanga/ Latitude/ Longitude→Json	669
8.410.1	Function	669
8.410.2	Web Service Endpoint	669
8.410.3	File	669
8.411	Tootsville::Endpoint-Get-/ World/ Tootanga/ Latitude/ Longitude/ Altitude→Json	670
8.411.1	Function	670
8.411.2	Web Service Endpoint	670
8.411.3	File	670
8.412	Tootsville::Endpoint-Get-/ World→Json	671
8.412.1	Function	671
8.412.2	Web Service Endpoint	671
8.412.3	File	671
8.413	Tootsville::Endpoint-Get-/ ↦Html	672
8.413.1	Function	672
8.413.2	Web Service Endpoint	672
8.413.3	File	672
8.414	Tootsville::Endpoint-Hash	673
8.414.1	Function	673
8.414.2	File	673
8.415	Tootsville::Endpoint-Kinda-Key	674
8.415.1	Function	674
8.415.2	File	674
8.416	Tootsville::Endpoint-Method	675
8.416.1	Function	675
8.417	Tootsville::Endpoint-Patch-/ Users/ Me→Json	676
8.417.1	Function	676
8.417.2	Status: 200 OK	676
8.417.3	Status: 401 Authorization Required	676
8.417.4	Status: 403 Authorization Failed	676
8.417.5	Status: 405 Not Allowed	676
8.417.6	Web Service Endpoint	676
8.417.7	File	676
8.418	Tootsville::Endpoint-Post-/ Gossip/ Alexa/ Chat/ Region/ Region→Json	677
8.418.1	Function	677
8.418.2	Web Service Endpoint	677
8.418.3	File	677
8.419	Tootsville::Endpoint-Post-/ Gossip/ Alexa/ Clock/ Region/ Region→Json	678

8.419.1	Function	678
8.419.2	Web Service Endpoint	678
8.419.3	File	678
8.420	Tootsville::Endpoint-Post-/ Gossip/ Alexa/ Info/ Region/ Region→Json	679
8.420.1	Function	679
8.420.2	Web Service Endpoint	679
8.420.3	File	679
8.421	Tootsville::Endpoint-Post-/ Gossip/ Answers/ Uuid→Sdp... ..	680
8.421.1	Function	680
8.421.2	202 Accepted	680
8.421.3	404 Not Found	680
8.421.4	Web Service Endpoint	680
8.421.5	File	680
8.422	Tootsville::Endpoint-Post-/ Gossip/ Offers→Sdp	681
8.422.1	Function	681
8.422.2	Web Service Endpoint	681
8.422.3	File	681
8.423	Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Call→Xml	682
8.423.1	Function	682
8.423.2	Web Service Endpoint	682
8.423.3	File	682
8.424	Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Fax→Xml	683
8.424.1	Function	683
8.424.2	Web Service Endpoint	683
8.424.3	File	683
8.425	Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Sms→Xml	684
8.425.1	Function	684
8.425.2	Web Service Endpoint	684
8.425.3	File	684
8.426	Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Verify→Xml	685
8.426.1	Function	685
8.426.2	Web Service Endpoint	685
8.426.3	File	685
8.427	Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Whatsapp→Xml	686
8.427.1	Function	686
8.427.2	Web Service Endpoint	686
8.427.3	File	686
8.428	Tootsville::Endpoint-Post-/ Login/ Child→Json	687
8.428.1	Function	687
8.428.2	Web Service Endpoint	687
8.428.3	File	687

8.429	Tootsville::Endpoint-Post-/	
	Maintenance/ Buildapp/ Status→Nil	688
8.429.1	Function	688
8.429.2	Web Service Endpoint	688
8.429.3	File	688
8.430	Tootsville::Endpoint-Post-/ Maintenance/ Buildapp→Nil ...	689
8.430.1	Function	689
8.430.2	Web Service Endpoint	689
8.430.3	File	689
8.431	Tootsville::Endpoint-Post-/ Maintenance/ Hot-Reload→Nil ..	690
8.431.1	Function	690
8.431.2	Web Service Endpoint	690
8.431.3	File	690
8.432	Tootsville::Endpoint-Post-/	
	Maintenance/ Quicklisp-Update→Nil	691
8.432.1	Function	691
8.432.2	Web Service Endpoint	691
8.432.3	File	691
8.433	Tootsville::Endpoint-Post-/ Maintenance/ Quit→Nil	692
8.433.1	Function	692
8.433.2	Web Service Endpoint	692
8.433.3	File	692
8.434	Tootsville::Endpoint-Post-/ Maintenance/ Reload-Jscl→Nil ..	693
8.434.1	Function	693
8.434.2	Web Service Endpoint	693
8.434.3	File	693
8.435	Tootsville::Endpoint-Post-/ Toots→Json	694
8.435.1	Function	694
8.435.2	Web Service Endpoint	694
8.435.3	File	694
8.436	Tootsville::Endpoint-Post-/ Users/ Me/	
	Play-With/ Toot-Name→Json	695
8.436.1	Function	695
8.436.2	Status: 200 OK	695
8.436.3	Status: 401 Authorization Required	695
8.436.4	Status: 403 Authorization Failed	695
8.436.5	Status: 404 Not Found	695
8.436.6	Status: 405 Not Allowed	695
8.436.7	Web Service Endpoint	695
8.436.8	File	695
8.437	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Add-Furniture→Json	696
8.437.1	Function	696
8.437.2	Infinity Mode command	696
8.437.3	Web Service Endpoint	696
8.437.4	File	696
8.438	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Add-Journal-Entry→Json	697

8.438.1	Function	697
8.438.2	Infinity Mode command	697
8.438.3	Web Service Endpoint	697
8.438.4	File	697
8.439	Tootsville::Endpoint-Post-/ World/ Infinity/ Add-To-List→Json	698
8.439.1	Function	698
8.439.2	Infinity Mode command	698
8.439.3	Web Service Endpoint	698
8.439.4	File	698
8.440	Tootsville::Endpoint-Post-/ World/ Infinity/ Click→Json ...	699
8.440.1	Function	699
8.440.2	Infinity Mode command	699
8.440.3	Web Service Endpoint	699
8.440.4	File	699
8.441	Tootsville::Endpoint-Post-/ World/ Infinity/ Consider-Child-Approval→Json	700
8.441.1	Function	700
8.441.2	Infinity Mode command	700
8.441.3	Web Service Endpoint	700
8.441.4	File	700
8.442	Tootsville::Endpoint-Post-/ World/ Infinity/ Create-User-House→Json	701
8.442.1	Function	701
8.442.2	Infinity Mode command	701
8.442.3	Web Service Endpoint	701
8.442.4	File	701
8.443	Tootsville::Endpoint-Post-/ World/ Infinity/ Delete-Mail-Message→Json	702
8.443.1	Function	702
8.443.2	Infinity Mode command	702
8.443.3	Web Service Endpoint	702
8.443.4	File	702
8.444	Tootsville::Endpoint-Post-/ World/ Infinity/ Dofff→Json ...	703
8.444.1	Function	703
8.444.2	Infinity Mode command	703
8.444.3	Web Service Endpoint	703
8.444.4	File	703
8.445	Tootsville::Endpoint-Post-/ World/ Infinity/ Doffi→Json ...	704
8.445.1	Function	704
8.445.2	Infinity Mode command	704
8.445.3	Web Service Endpoint	704
8.445.4	File	704
8.446	Tootsville::Endpoint-Post-/ World/ Infinity/ Don→Json ...	705
8.446.1	Function	705
8.446.2	Infinity Mode command	705
8.446.3	Web Service Endpoint	705
8.446.4	File	705

8.447	Tootsville::Endpoint-Post-/ World/ Infinity/ Echo \mapsto Json ...	706
8.447.1	Function	706
8.447.2	Infinity Mode command	706
8.447.3	Web Service Endpoint	706
8.447.4	File	706
8.448	Tootsville::Endpoint-Post-/ World/ Infinity/ End-Event \mapsto Json..	707
8.448.1	Function	707
8.448.2	Infinity Mode command	707
8.448.3	Web Service Endpoint	707
8.448.4	File	707
8.449	Tootsville::Endpoint-Post-/ World/ Infinity/ Enumerate-Wear-Slots \mapsto Json	708
8.449.1	Function	708
8.449.2	Infinity Mode command	708
8.449.3	Web Service Endpoint	708
8.449.4	File	708
8.450	Tootsville::Endpoint-Post-/ World/ Infinity/ Finger \mapsto Json..	709
8.450.1	Function	709
8.450.2	Infinity Mode command	709
8.450.3	Web Service Endpoint	709
8.450.4	File	709
8.451	Tootsville::Endpoint-Post-/ World/ Infinity/ Game-Action \mapsto Json	710
8.451.1	Function	710
8.451.2	Infinity Mode command	710
8.451.3	Web Service Endpoint	710
8.451.4	File	710
8.452	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Avatars \mapsto Json	711
8.452.1	Function	711
8.452.2	Infinity Mode command	711
8.452.3	Web Service Endpoint	711
8.452.4	File	711
8.453	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Color-Palettes \mapsto Json	712
8.453.1	Function	712
8.453.2	Infinity Mode command	712
8.453.3	Web Service Endpoint	712
8.453.4	File	712
8.454	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Inventory-By-Type \mapsto Json	713
8.454.1	Function	713
8.454.2	Infinity Mode command	713
8.454.3	Web Service Endpoint	713
8.454.4	File	713
8.455	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Inventory \mapsto Json	714
8.455.1	Function	714

8.455.2	Infinity Mode command	714
8.455.3	Web Service Endpoint	714
8.455.4	File	714
8.456	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Mail-In-Box→Json	715
8.456.1	Function	715
8.456.2	Infinity Mode command	715
8.456.3	Web Service Endpoint	715
8.456.4	File	715
8.457	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Online-Users→Json	716
8.457.1	Function	716
8.457.2	Infinity Mode command	716
8.457.3	Web Service Endpoint	716
8.457.4	File	716
8.458	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Passport→Json	717
8.458.1	Function	717
8.458.2	Infinity Mode command	717
8.458.3	Web Service Endpoint	717
8.458.4	File	717
8.459	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Room-List→Json	718
8.459.1	Function	718
8.459.2	Infinity Mode command	718
8.459.3	Web Service Endpoint	718
8.459.4	File	718
8.460	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Room-Vars→Json	719
8.460.1	Function	719
8.460.2	Infinity Mode command	719
8.460.3	Web Service Endpoint	719
8.460.4	File	719
8.461	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Server-Time→Json	720
8.461.1	Function	720
8.461.2	Infinity Mode command	720
8.461.3	Web Service Endpoint	720
8.461.4	File	720
8.462	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Session-Apple→Json	721
8.462.1	Function	721
8.462.2	Infinity Mode command	721
8.462.3	Web Service Endpoint	721
8.462.4	File	721
8.463	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Store-Item-Info→Json	722
8.463.1	Function	722

8.463.2	Infinity Mode command	722
8.463.3	Web Service Endpoint	722
8.463.4	File	722
8.464	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-User-Lists→Json	723
8.464.1	Function	723
8.464.2	Infinity Mode command	723
8.464.3	Web Service Endpoint	723
8.464.4	File	723
8.465	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Wallet→Json ..	724
8.465.1	Function	724
8.465.2	Infinity Mode command	724
8.465.3	Web Service Endpoint	724
8.465.4	File	724
8.466	Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Zone-List→Json	725
8.466.1	Function	725
8.466.2	Infinity Mode command	725
8.466.3	Web Service Endpoint	725
8.466.4	File	725
8.467	Tootsville::Endpoint-Post-/ World/ Infinity/ Give→Json	726
8.467.1	Function	726
8.467.2	Infinity Mode command	726
8.467.3	Web Service Endpoint	726
8.467.4	File	726
8.468	Tootsville::Endpoint-Post-/ World/ Infinity/ Go→Json	727
8.468.1	Function	727
8.468.2	Infinity Mode command	727
8.468.3	Web Service Endpoint	727
8.468.4	File	727
8.469	Tootsville::Endpoint-Post-/ World/ Infinity/ Init-User-Room→Json	728
8.469.1	Function	728
8.469.2	Infinity Mode command	728
8.469.3	Web Service Endpoint	728
8.469.4	File	728
8.470	Tootsville::Endpoint-Post-/ World/ Infinity/ Join→Json	729
8.470.1	Function	729
8.470.2	Infinity Mode command	729
8.470.3	Web Service Endpoint	729
8.470.4	File	729
8.471	Tootsville::Endpoint-Post-/ World/ Infinity/ Logout→Json ..	730
8.471.1	Function	730
8.471.2	Infinity Mode command	730
8.471.3	Web Service Endpoint	730
8.471.4	File	730
8.472	Tootsville::Endpoint-Post-/ World/ Infinity/ Mail-Customer-Service→Json	731

8.472.1	Function	731
8.472.2	Infinity Mode command	731
8.472.3	Web Service Endpoint	731
8.472.4	File	731
8.473	Tootsville::Endpoint-Post-/ World/ Infinity/ Peek-At-Inventory \mapsto Json	732
8.473.1	Function	732
8.473.2	Infinity Mode command	732
8.473.3	Web Service Endpoint	732
8.473.4	File	732
8.474	Tootsville::Endpoint-Post-/ World/ Infinity/ Ping \mapsto Json	733
8.474.1	Function	733
8.474.2	Infinity Mode command	733
8.474.3	Web Service Endpoint	733
8.474.4	File	733
8.475	Tootsville::Endpoint-Post-/ World/ Infinity/ Play-With \mapsto Json ..	734
8.475.1	Function	734
8.475.2	Infinity Mode command	734
8.475.3	Web Service Endpoint	734
8.475.4	File	734
8.476	Tootsville::Endpoint-Post-/ World/ Infinity/ Prompt-Reply \mapsto Json	735
8.476.1	Function	735
8.476.2	Infinity Mode command	735
8.476.3	Web Service Endpoint	735
8.476.4	File	735
8.477	Tootsville::Endpoint-Post-/ World/ Infinity/ Quiesce \mapsto Json ..	736
8.477.1	Function	736
8.477.2	Infinity Mode command	736
8.477.3	Web Service Endpoint	736
8.477.4	File	736
8.478	Tootsville::Endpoint-Post-/ World/ Infinity/ Read-Map \mapsto Json ..	737
8.478.1	Function	737
8.478.2	Infinity Mode command	737
8.478.3	Web Service Endpoint	737
8.478.4	File	737
8.479	Tootsville::Endpoint-Post-/ World/ Infinity/ Remove-From-List \mapsto Json	738
8.479.1	Function	738
8.479.2	Infinity Mode command	738
8.479.3	Web Service Endpoint	738
8.479.4	File	738
8.480	Tootsville::Endpoint-Post-/ World/ Infinity/ Report-Bug \mapsto Json	739
8.480.1	Function	739
8.480.2	Infinity Mode command	739
8.480.3	Web Service Endpoint	739
8.480.4	File	739

8.481	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Report-User \mapsto Json	740
8.481.1	Function	740
8.481.2	Infinity Mode command	740
8.481.3	Web Service Endpoint	740
8.481.4	File	740
8.482	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Request-Buddy \mapsto Json	741
8.482.1	Function	741
8.482.2	Infinity Mode command	741
8.482.3	Web Service Endpoint	741
8.482.4	File	741
8.483	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Send-Mail-Message \mapsto Json	742
8.483.1	Function	742
8.483.2	Infinity Mode command	742
8.483.3	Web Service Endpoint	742
8.483.4	File	742
8.484	Tootsville::Endpoint-Post-/ World/ Infinity/	
	Send-Out-Of-Band-Message \mapsto Json	743
8.484.1	Function	743
8.484.2	Infinity Mode command	743
8.484.3	Web Service Endpoint	743
8.484.4	File	743
8.485	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Server-Time \mapsto Json	744
8.485.1	Function	744
8.485.2	Infinity Mode command	744
8.485.3	Web Service Endpoint	744
8.485.4	File	744
8.486	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Set-Avatar-Color \mapsto Json	745
8.486.1	Function	745
8.486.2	Infinity Mode command	745
8.486.3	Web Service Endpoint	745
8.486.4	File	745
8.487	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Set-Furniture \mapsto Json	746
8.487.1	Function	746
8.487.2	Infinity Mode command	746
8.487.3	Web Service Endpoint	746
8.487.4	File	746
8.488	Tootsville::Endpoint-Post-/ World/	
	Infinity/ Set-Room-Var \mapsto Json	747
8.488.1	Function	747
8.488.2	Infinity Mode command	747
8.488.3	Web Service Endpoint	747
8.488.4	File	747

8.489	Tootsville::Endpoint-Post-/ World/ Infinity/ Set-User-Var \mapsto Json	748
8.489.1	Function	748
8.489.2	Infinity Mode command	748
8.489.3	Web Service Endpoint	748
8.489.4	File	748
8.490	Tootsville::Endpoint-Post-/ World/ Infinity/ Shoot \mapsto Json...	749
8.490.1	Function	749
8.490.2	Infinity Mode command	749
8.490.3	Web Service Endpoint	749
8.490.4	File	749
8.491	Tootsville::Endpoint-Post-/ World/ Infinity/ Spawn-Zone \mapsto Json	750
8.491.1	Function	750
8.491.2	Infinity Mode command	750
8.491.3	Web Service Endpoint	750
8.491.4	File	750
8.492	Tootsville::Endpoint-Post-/ World/ Infinity/ Speak \mapsto Json ..	751
8.492.1	Function	751
8.492.2	Infinity Mode command	751
8.492.3	Web Service Endpoint	751
8.492.4	File	751
8.493	Tootsville::Endpoint-Post-/ World/ Infinity/ Stamp-Passport \mapsto Json	752
8.493.1	Function	752
8.493.2	Infinity Mode command	752
8.493.3	Web Service Endpoint	752
8.493.4	File	752
8.494	Tootsville::Endpoint-Post-/ World/ Infinity/ Start-Event \mapsto Json	753
8.494.1	Function	753
8.494.2	Infinity Mode command	753
8.494.3	Web Service Endpoint	753
8.494.4	File	753
8.495	Tootsville::Endpoint-Post-/ World/ Infinity/ Toot-List \mapsto Json ..	754
8.495.1	Function	754
8.495.2	Infinity Mode command	754
8.495.3	Web Service Endpoint	754
8.495.4	File	754
8.496	Tootsville::Endpoint-Post-/ World/ Infinity/ Use-Equipment \mapsto Json	755
8.496.1	Function	755
8.496.2	Infinity Mode command	755
8.496.3	Web Service Endpoint	755
8.496.4	File	755
8.497	Tootsville::Endpoint-Post-/ World/ Infinity/ User-Agent \mapsto Json ..	756
8.497.1	Function	756
8.497.2	Infinity Mode command	756

8.497.3	Web Service Endpoint	756
8.497.4	File	756
8.498	Tootsville::Endpoint-Post-/ World/ Infinity/ Wardrobe \mapsto Json ..	757
8.498.1	Function	757
8.498.2	Infinity Mode command	757
8.498.3	Web Service Endpoint	757
8.498.4	File	757
8.499	Tootsville::Endpoint-Post-/ World/ Infinity/ Wtl-4 \mapsto Json ...	758
8.499.1	Function	758
8.499.2	Infinity Mode command	758
8.499.3	Web Service Endpoint	758
8.499.4	File	758
8.500	Tootsville::Endpoint-Post-/ World/ Infinity/ Wtl \mapsto Json	759
8.500.1	Function	759
8.500.2	Infinity Mode command	759
8.500.3	Web Service Endpoint	759
8.500.4	File	759
8.501	Tootsville::Endpoint-Post-/ World/ Infinity \mapsto Json	760
8.501.1	Function	760
8.501.2	Web Service Endpoint	760
8.501.3	File	760
8.502	Tootsville::Endpoint-Put-/ Toots/ Toot-Name \mapsto Json	761
8.502.1	Function	761
8.502.2	Web Service Endpoint	761
8.502.3	File	761
8.503	Tootsville::Endpoint-Put-/ Users/ Me \mapsto Json	762
8.503.1	Function	762
8.503.2	Status: 201 Created	762
8.503.3	Status: 401 Authorization Required	762
8.503.4	Status: 403 Authorization Failed	762
8.503.5	Status: 405 Not Allowed	762
8.503.6	Status: 422	762
8.503.7	Web Service Endpoint	762
8.503.8	File	762
8.504	Tootsville::Endpoint-Template	763
8.504.1	Function	763
8.505	Tootsville::Endpoint-Template-Arity	764
8.505.1	Function	764
8.506	Tootsville::Endpoint-Template-Match	765
8.506.1	Function	765
8.506.2	File	765
8.507	Tootsville::Endpoint-Template-String	766
8.507.1	Function	766
8.507.2	File	766
8.508	Tootsville::Endpoint-Vars->Openapi	767
8.508.1	Function	767
8.508.2	File	767
8.509	Tootsville::Endpoints-Equal	768

8.509.1	Function	768
8.509.2	File	768
8.510	Tootsville::Endpoints-Page-Footer	769
8.510.1	Function	769
8.510.2	File	769
8.511	Tootsville::Endpoints-Page-Header	770
8.511.1	Function	770
8.511.2	File	770
8.512	Tootsville::Endpoints-Prefixed	771
8.512.1	Function	771
8.512.2	File	771
8.513	Tootsville::Ensure-Integer	772
8.513.1	Function	772
8.513.2	File	772
8.514	Tootsville::Ensure-Inventory-Item	773
8.514.1	Function	773
8.515	Tootsville::Ensure-List-Of-People	774
8.515.1	Function	774
8.515.2	File	774
8.516	Tootsville::Ensure-Message-Is-Characters	775
8.516.1	Function	775
8.516.2	File	775
8.517	Tootsville::Ensure-Number	776
8.517.1	Function	776
8.517.2	File	776
8.518	Tootsville::Ensure-Record	777
8.518.1	Function	777
8.518.2	File	777
8.519	Tootsville::Ensure-Site-Name	778
8.519.1	Function	778
8.519.2	File	778
8.520	Tootsville::Ensure-Toot	779
8.520.1	Function	779
8.520.2	File	779
8.521	Tootsville::Ensure-User-For-Plist	780
8.521.1	Function	780
8.521.2	File	780
8.522	Tootsville::Ensure-Wear-Slot	781
8.522.1	Function	781
8.523	Tootsville::Ensure-Weather-Kernel	782
8.523.1	Function	782
8.523.2	File	782
8.524	Tootsville::Entry	783
8.524.1	Function	783
8.524.2	File	783
8.525	Tootsville::Enumerate-Endpoints	784
8.525.1	Function	784
8.525.2	File	784

8.526	Tootsville::Erase-All-Memcached-For	785
8.526.1	Function	785
8.526.2	File	785
8.527	Tootsville::Error-Log-File	786
8.527.1	Function	786
8.527.2	File	786
8.528	Tootsville::Every-Toot-Name	787
8.528.1	Function	787
8.528.2	File	787
8.529	Tootsville::Extension-For-Content-Type	788
8.529.1	Function	788
8.529.2	File	788
8.530	Tootsville::Extract-Certificate-Base64	789
8.530.1	Function	789
8.530.2	File	789
8.531	Tootsville::Extract-Plist-Path	790
8.531.1	Function	790
8.531.2	File	790
8.532	Tootsville::Extract-Public-Key-From-Cert	791
8.532.1	Function	791
8.532.2	File	791
8.533	Tootsville::Facing	792
8.533.1	Function	792
8.533.2	SetF Function	792
8.534	Tootsville::Fetch-Ice-Credentials/ Xirsys	793
8.534.1	Function	793
8.534.2	File	793
8.535	Tootsville::Fetch-Json	794
8.535.1	Function	794
8.535.2	File	794
8.536	Tootsville::Fill-Blank-Contour	795
8.536.1	Function	795
8.536.2	File	795
8.537	Tootsville::Find-Acceptor	796
8.537.1	Function	796
8.537.2	File	796
8.538	Tootsville::Find-Best-Endpoint	797
8.538.1	Function	797
8.538.2	File	797
8.539	Tootsville::Find-Client-For-Socket	798
8.539.1	Function	798
8.539.2	File	798
8.540	Tootsville::Find-Exact-Endpoint	799
8.540.1	Function	799
8.540.2	File	799
8.541	Tootsville::Find-Infinity-Websocket-Resource	800
8.541.1	Function	800
8.541.2	File	800

8.542	Tootsville::Find-Kinda-Endpoint	801
8.542.1	Function	801
8.542.2	File	801
8.543	Tootsville::Find-Log-Dir	802
8.543.1	Function	802
8.543.2	File	802
8.544	Tootsville::Find-Person-By-Url	803
8.544.1	Function	803
8.544.2	File	803
8.545	Tootsville::Find-Player-Or-Die	804
8.545.1	Function	804
8.545.2	File	804
8.546	Tootsville::Find-Random-Point-If	805
8.546.1	Function	805
8.546.2	File	805
8.547	Tootsville::Find-Record	806
8.547.1	Function	806
8.547.2	File	806
8.548	Tootsville::Find-Records	807
8.548.1	Function	807
8.548.2	File	807
8.549	Tootsville::Find-Records-By-Sql	808
8.549.1	Function	808
8.549.2	File	808
8.550	Tootsville::Find-Reference	809
8.550.1	Function	809
8.550.2	File	809
8.551	Tootsville::Find-Results-In-Docstring	810
8.551.1	Function	810
8.551.2	File	810
8.552	Tootsville::Find-Robot	811
8.552.1	Function	811
8.552.2	File	811
8.553	Tootsville::Find-Terrain	812
8.553.1	Function	812
8.553.2	File	812
8.554	Tootsville::Find-Thread	813
8.554.1	Function	813
8.554.2	File	813
8.555	Tootsville::Find-Toot-By-Name	814
8.555.1	Function	814
8.555.2	File	814
8.556	Tootsville::Find-Toot-Passport	815
8.556.1	Function	815
8.556.2	File	815
8.557	Tootsville::Find-User-For-Credentials	816
8.557.1	Function	816
8.557.2	File	816

8.558	Tootsville::Find-User-For-Headers	817
8.558.1	Function	817
8.558.2	File	817
8.559	Tootsville::Find-User-For-Json	818
8.559.1	Function	818
8.559.2	File	818
8.560	Tootsville::Find-Var-In-Docstring	819
8.560.1	Function	819
8.560.2	File	819
8.561	Tootsville::First-Line	820
8.561.1	Function	820
8.561.2	File	820
8.562	Tootsville::First-Paragraph	821
8.562.1	Function	821
8.562.2	File	821
8.563	Tootsville::Flatten-Plist-Tree	822
8.563.1	Function	822
8.563.2	File	822
8.564	Tootsville::Flora-Personality	823
8.564.1	Class	823
8.564.2	Slots	823
8.565	Tootsville::Force-Close-Hunchensocket	824
8.565.1	Function	824
8.565.2	File	824
8.566	Tootsville::Fountain-Duplicate-P	825
8.566.1	Function	825
8.566.2	File	825
8.567	Tootsville::Fountain-Reject-As-Already-Done	826
8.567.1	Function	826
8.567.2	File	826
8.568	Tootsville::From-Avatars	827
8.568.1	Function	827
8.568.2	File	827
8.569	Tootsville::Game-Action-Bowling-Reset-Pins	828
8.569.1	Function	828
8.569.2	Usage	828
8.569.3	Effects	828
8.569.4	File	828
8.570	Tootsville::Game-Action-Bowling-Strike-Pins	829
8.570.1	Function	829
8.570.2	Usage	829
8.570.3	Effects	829
8.570.4	File	829
8.571	Tootsville::Game-Action-Card-Game-Arrange	830
8.571.1	Function	830
8.571.2	Usage	830
8.571.3	Effects	830
8.571.4	File	830

8.572	Tootsville::Game-Action-Card-Game-Deal	831
8.572.1	Function	831
8.572.2	Usage	831
8.572.3	Effects	831
8.572.4	File	831
8.573	Tootsville::Game-Action-Card-Game-Draw	832
8.573.1	Function	832
8.573.2	Usage	832
8.573.3	Effects	832
8.573.4	File	832
8.574	Tootsville::Game-Action-Card-Game-Move	833
8.574.1	Function	833
8.574.2	Usage	833
8.574.3	Effects	833
8.574.4	File	833
8.575	Tootsville::Game-Action-Card-Game-Play	834
8.575.1	Function	834
8.575.2	Usage	834
8.575.3	Effects	834
8.575.4	File	834
8.576	Tootsville::Game-Action-Card-Game-Shuffle	835
8.576.1	Function	835
8.576.2	Usage	835
8.576.3	Effects	835
8.576.4	File	835
8.577	Tootsville::Game-Action-Card-Game-Take	836
8.577.1	Function	836
8.577.2	Usage	836
8.577.3	Effects	836
8.577.4	File	836
8.578	Tootsville::Game-Action-Get-Bowling-Scorecard	837
8.578.1	Function	837
8.578.2	Usage	837
8.578.3	Effects	837
8.578.4	File	837
8.579	Tootsville::Game-Action-Join-Bowling-Game	838
8.579.1	Function	838
8.579.2	Usage	838
8.579.3	Effects	838
8.579.4	File	838
8.580	Tootsville::Game-Action-Join-Card-Game	839
8.580.1	Function	839
8.580.2	Usage	839
8.580.3	Overview of Card Games	839
8.580.4	Joining a Card Game	839
8.580.5	Usage	840
8.580.6	Effects	840
8.580.7	File	840

8.581	Tootsville::Game-Action-Part-Bowling-Game	841
8.581.1	Function	841
8.581.2	Usage	841
8.581.3	Effects	841
8.581.4	File	841
8.582	Tootsville::Game-Action-Part-Card-Game	842
8.582.1	Function	842
8.582.2	Usage	842
8.582.3	Effects	842
8.582.4	File	842
8.583	Tootsville::Game-Action-Pause-Sports-Ball-Timer	843
8.583.1	Function	843
8.583.2	Usage	843
8.583.3	Effects	843
8.583.4	File	843
8.584	Tootsville::Game-Action-Sports-Ball-Goal	844
8.584.1	Function	844
8.584.2	Usage	844
8.584.3	Example	844
8.584.4	Effects	844
8.584.5	File	844
8.585	Tootsville::Game-Action-Start-Bowling	845
8.585.1	Function	845
8.585.2	Usage	845
8.585.3	Effects	845
8.585.4	Overview of Bowling	845
8.585.5	Bowling gameAction actions	845
8.585.6	Starting a Bowling Game	845
8.585.7	File	845
8.586	Tootsville::Game-Action-Start-Sports-Ball-Game	846
8.586.1	Function	846
8.586.2	Usage	846
8.586.3	Example	846
8.586.4	Effects	846
8.586.5	About SportsBall	846
8.586.6	File	846
8.587	Tootsville::Game-Action-Start-Sports-Ball-Timer	847
8.587.1	Function	847
8.587.2	Usage	847
8.587.3	Effects	847
8.587.4	File	847
8.588	Tootsville::Game-Action-Tag-You-Re-It	848
8.588.1	Function	848
8.588.2	Usage	848
8.588.3	Effects	848
8.588.4	File	848
8.589	Tootsville::Game-Point	849
8.589.1	Class	849

8.589.2	Slots	849
8.590	Tootsville::Game-Point-X	850
8.590.1	Function	850
8.590.2	SetF Function	850
8.591	Tootsville::Game-Point-Y	851
8.591.1	Function	851
8.591.2	SetF Function	851
8.592	Tootsville::Game-Point-Z	852
8.592.1	Function	852
8.592.2	SetF Function	852
8.593	Tootsville::Gather-All-Symbols	853
8.593.1	Function	853
8.593.2	File	853
8.594	Tootsville::Generate-Blank-Contour	854
8.594.1	Function	854
8.594.2	File	854
8.595	Tootsville::Generate-Buddy-List-Signature	855
8.595.1	Function	855
8.595.2	File	855
8.596	Tootsville::Generate-Skydome-Cloud-Layer	856
8.596.1	Function	856
8.596.2	File	856
8.597	Tootsville::Generate-Terrain-Blank-Edge-Horz	857
8.597.1	Function	857
8.597.2	File	857
8.598	Tootsville::Generate-Terrain-Blank-Edge-Vert	858
8.598.1	Function	858
8.598.2	File	858
8.599	Tootsville::Generate-Terrain-Contour	859
8.599.1	Function	859
8.599.2	File	859
8.600	Tootsville::Generate-Terrain-Features	860
8.600.1	Function	860
8.600.2	File	860
8.601	Tootsville::Get-9-Terrain-Tiles	861
8.601.1	Function	861
8.601.2	File	861
8.602	Tootsville::Get-Daily-Greeting	862
8.602.1	Function	862
8.602.2	File	862
8.603	Tootsville::Get-Google-Account-Keys	863
8.603.1	Function	863
8.603.2	File	863
8.604	Tootsville::Get-Java-Time	864
8.604.1	Function	864
8.604.2	File	864
8.605	Tootsville::Get-Last-Insert-Id	865
8.605.1	Function	865

8.605.2	File	865
8.606	Tootsville::Get-Mariadb-Lock	866
8.606.1	Function	866
8.606.2	File	866
8.607	Tootsville::Get-Rollbar-Person	867
8.607.1	Function	867
8.607.2	File	867
8.608	Tootsville::Get-Universal-Time*	868
8.608.1	Function	868
8.608.2	File	868
8.609	Tootsville::Get-Unix-Time	869
8.609.1	Function	869
8.609.2	File	869
8.610	Tootsville::Gift-Item	870
8.610.1	Function	870
8.610.2	File	870
8.611	Tootsville::Global-Heightmap-Corner	871
8.611.1	Function	871
8.611.2	File	871
8.611.3	SetF Function	871
8.611.4	File	871
8.612	Tootsville::Gone	872
8.612.1	Class	872
8.612.2	Slots	872
8.613	Tootsville::Gossip-Initiation	873
8.613.1	Class	873
8.613.2	Slots	873
8.614	Tootsville::Gossip-Initiation-Answer	874
8.614.1	Function	874
8.614.2	SetF Function	874
8.615	Tootsville::Gossip-Initiation-Uid	875
8.615.1	Function	875
8.615.2	SetF Function	875
8.616	Tootsville::Gracefully-Report-Error.Html	876
8.616.1	Function	876
8.616.2	File	876
8.617	Tootsville::Gracefully-Report-Error.Json	877
8.617.1	Function	877
8.617.2	File	877
8.618	Tootsville::Gracefully-Report-Http-Client-Error	878
8.618.1	Function	878
8.618.2	File	878
8.619	Tootsville::Grant-Item	879
8.619.1	Function	879
8.619.2	File	879
8.620	Tootsville::Grant-Snowballs	880
8.620.1	Function	880
8.620.2	File	880

8.621	Tootsville::Gravatar-Hash	881
8.621.1	Function	881
8.621.2	File	881
8.622	Tootsville::Gravatar-Image-Url	882
8.622.1	Function	882
8.622.2	File	882
8.623	Tootsville::Greeting/ Daemon/ Error-Output	883
8.623.1	Function	883
8.623.2	File	883
8.624	Tootsville::Greeting/ Daemon/ Log-Output	884
8.624.1	Function	884
8.624.2	File	884
8.625	Tootsville::Greeting/ Daemon/ Standard-Output	885
8.625.1	Function	885
8.625.2	File	885
8.626	Tootsville::Greeting/ Daemon/ Trace-Output	886
8.626.1	Function	886
8.626.2	File	886
8.627	Tootsville::Group-Plists	887
8.627.1	Function	887
8.627.2	File	887
8.628	Tootsville::Habitat-Elevation-Roughness	888
8.628.1	Function	888
8.628.2	File	888
8.629	Tootsville::Habitat<-Pixel	889
8.629.1	Function	889
8.629.2	File	889
8.630	Tootsville::Handle-Normal-Request	890
8.630.1	Function	890
8.630.2	File	890
8.631	Tootsville::Handle-Options-Request	891
8.631.1	Function	891
8.631.2	File	891
8.632	Tootsville::Harmony-Personality	892
8.632.1	Class	892
8.632.2	Slots	892
8.633	Tootsville::Header-Time	893
8.633.1	Function	893
8.633.2	File	893
8.634	Tootsville::Holiday-Special-Personality	894
8.634.1	Class	894
8.634.2	Slots	894
8.635	Tootsville::Hook-Into-Debugger	895
8.635.1	Function	895
8.635.2	File	895
8.636	Tootsville::Host-Name-Char-P	896
8.636.1	Function	896
8.636.2	File	896

8.637	Tootsville::Host-Name-Like-P	897
8.637.1	Function	897
8.637.2	File	897
8.638	Tootsville::How-Slow-Is-Slow	898
8.638.1	Function	898
8.639	Tootsville::Http-Client-Error	899
8.639.1	Class	899
8.639.2	Slots	899
8.640	Tootsville::Http-Idempotent-Request-Method	900
8.640.1	Type	900
8.641	Tootsville::Http-Is-Success-P	901
8.641.1	Function	901
8.641.2	File	901
8.642	Tootsville::Http-Request-Method	902
8.642.1	Type	902
8.643	Tootsville::Http-Safe-Request-Method	903
8.643.1	Type	903
8.644	Tootsville::Http-Status-Code	904
8.644.1	Function	904
8.645	Tootsville::Ice-Credentials	905
8.645.1	Function	905
8.645.2	File	905
8.646	Tootsville::Ice-Url-To-Urns	906
8.646.1	Function	906
8.646.2	File	906
8.647	Tootsville::Id-Column-For	907
8.647.1	Function	907
8.647.2	File	907
8.648	Tootsville::Ignore-Duplicates	908
8.648.1	Macro	908
8.648.2	File	908
8.649	Tootsville::Ignore-Not-Found	909
8.649.1	Macro	909
8.649.2	File	909
8.650	Tootsville::Infinity-Add-Furniture	910
8.650.1	Function	910
8.650.2	File	910
8.651	Tootsville::Infinity-Add-Journal-Entry	911
8.651.1	Function	911
8.651.2	Usage	911
8.651.3	Example	911
8.651.4	Romance 1.2 documentation	911
8.651.5	Formerly Proprietary Extension	911
8.651.6	File	911
8.652	Tootsville::Infinity-Add-To-List	912
8.652.1	Function	912
8.652.2	Usage	912
8.652.3	200 OK	912

8.652.4	410 Gone	912
8.652.5	Changes from 1.1 to 1.2	912
8.652.6	File	912
8.653	Tootsville::Infinity-Click	913
8.653.1	Function	913
8.653.2	Usage	913
8.653.3	Modifiers characters	913
8.653.4	Flash details	914
8.653.5	Changes from 1.2 to 2.0	914
8.653.6	202 Accepted	914
8.653.7	204 No Content	914
8.653.8	File	914
8.654	Tootsville::Infinity-Consider-Child-Approval	915
8.654.1	Function	915
8.654.2	Usage	915
8.654.3	Error conditions	915
8.654.4	File	915
8.655	Tootsville::Infinity-Create-User-House	916
8.655.1	Function	916
8.655.2	Usage	916
8.655.3	Examples	916
8.655.4	200 OK — Query Form	916
8.655.5	Example	919
8.655.6	400 Bad Request	919
8.655.7	200 OK	919
8.655.8	Formerly Proprietary Extension	920
8.655.9	File	920
8.656	Tootsville::Infinity-Dofff	921
8.656.1	Function	921
8.656.2	Usage	921
8.656.3	Limitations	921
8.656.4	Status 200 OK	921
8.656.5	File	921
8.657	Tootsville::Infinity-Don	922
8.657.1	Function	922
8.657.2	Usage	922
8.657.3	200 OK	922
8.657.4	400 Bad Request	922
8.657.5	404 Not Found	922
8.657.6	403 Forbidden	922
8.657.7	409 Conflict	922
8.657.8	Changes from 1.2 to 2.0	922
8.657.9	Changes from 1.0 to 1.1	923
8.657.10	File	923
8.658	Tootsville::Infinity-Echo	924
8.658.1	Function	924
8.658.2	Usage	924
8.658.2.1	Parameters	924

8.658.3	Example	924
8.658.4	200 OK	924
8.658.5	Limitations	924
8.658.6	Changes from 1.2 to 2.0	924
8.658.7	Known bugs.....	924
8.658.8	File	924
8.659	Tootsville::Infinity-End-Event	925
8.659.1	Function	925
8.659.2	Calling.....	925
8.659.3	Success Response to Canceled Event	925
8.659.4	Success Response to Completed Event	926
8.659.5	Error Responses.....	926
8.659.6	Changes from 1.2 to 2.0	927
8.659.7	File	927
8.660	Tootsville::Infinity-Enumerate-Wear-Slots	928
8.660.1	Function	928
8.660.2	Usage	928
8.660.3	200 OK	928
8.660.4	File	928
8.661	Tootsville::Infinity-Finger	929
8.661.1	Function	929
8.661.2	Usage	929
8.661.3	Reply format.....	929
8.661.4	File	929
8.662	Tootsville::Infinity-Game-Action.....	930
8.662.1	Function	930
8.662.2	Usage	930
8.662.3	Example	930
8.662.4	Overview of In-World Minigames	930
8.662.5	General Structure	930
8.662.6	Response format	931
8.662.7	Status 400 Error	931
8.662.8	File	931
8.663	Tootsville::Infinity-Get-Apple.....	932
8.663.1	Function	932
8.663.2	Theory.....	932
8.663.3	Apple-based authentication.....	932
8.663.4	New in 1.1	933
8.663.5	Changes from 1.1 to 1.2	934
8.663.6	Changes from 1.2 to 2.0	934
8.663.7	File	934
8.664	Tootsville::Infinity-Get-Avatars.....	935
8.664.1	Function	935
8.664.2	Usage	935
8.664.3	Example	935
8.664.4	Status 200 OK	935
8.664.5	File	935
8.665	Tootsville::Infinity-Get-Color-Palettes	936

8.665.1	Function	936
8.665.2	Usage	936
8.665.3	Status 410 Gone	936
8.665.4	Changes from 1.1 to 1.2	936
8.665.5	Revival?	936
8.665.6	File	936
8.666	Tootsville::Infinity-Get-Inventory	937
8.666.1	Function	937
8.666.2	Usage	937
8.666.3	Status 200 OK	937
8.666.4	File	937
8.667	Tootsville::Infinity-Get-Inventory-By-Type	938
8.667.1	Function	938
8.667.2	Usage	938
8.667.3	Changes from 1.2 to 2.0	939
8.667.4	Status 200 OK	939
8.667.5	File	939
8.668	Tootsville::Infinity-Get-Mail-In-Box	940
8.668.1	Function	940
8.668.2	Usage	940
8.668.3	Examples	940
8.668.4	200 OK	940
8.668.5	416 Request Range Not Satisfiable	940
8.668.6	Changes from 1.2 to 2.0	940
8.668.7	Formerly Proprietary Extension	941
8.668.8	File	941
8.669	Tootsville::Infinity-Get-Online-Users	942
8.669.1	Function	942
8.669.2	Usage	942
8.669.3	Example	942
8.669.4	Status 200 OK	942
8.669.5	Status 403 Permission Denied	942
8.669.6	File	942
8.670	Tootsville::Infinity-Get-Passport	943
8.670.1	Function	943
8.670.2	Usage	943
8.670.3	200 OK	943
8.670.4	Changes from 1.2 to 2.0	943
8.670.5	Formerly Proprietary Extension	943
8.670.6	File	943
8.671	Tootsville::Infinity-Get-Room-List	944
8.671.1	Function	944
8.671.2	Usage	944
8.671.3	Status 200 OK	944
8.671.4	Changes from 1.2 to 2.0	944
8.671.5	File	944
8.672	Tootsville::Infinity-Get-Room-Vars	945
8.672.1	Function	945

8.672.2	Usage	945
8.672.3	Historical Usage (Romance I)	945
8.672.4	Room Environment	945
8.672.5	Sky Variables	945
8.672.6	Weather	945
8.672.7	Room Objects	945
8.672.7.1	Changes from 1.2 to 2.0	946
8.672.7.2	Changes from 1.1 to 1.2	947
8.672.8	Places	947
8.672.8.1	Changes from 1.2 to 2.0	948
8.672.8.2	Changes from 1.0 to 1.1	948
8.672.9	More good stuff	948
8.672.10	See Also	948
8.672.11	File	948
8.673	Tootsville::Infinity-Get-Server-Time	949
8.673.1	Function	949
8.673.2	File	949
8.674	Tootsville::Infinity-Get-Session-Apple	950
8.674.1	Function	950
8.674.2	410 Gone	950
8.674.3	New in 1.1	950
8.674.4	File	950
8.675	Tootsville::Infinity-Get-Store-Item-Info	951
8.675.1	Function	951
8.675.2	Changes from 1.2 to 2.0	951
8.675.3	200 OK	951
8.675.4	404 Not Found	951
8.675.5	File	951
8.676	Tootsville::Infinity-Get-User-Lists	952
8.676.1	Function	952
8.676.2	Changes from 1.2 to 2.0	952
8.676.3	File	952
8.677	Tootsville::Infinity-Get-Wallet	953
8.677.1	Function	953
8.677.2	Changes from 1.1 to 1.2	953
8.677.3	Changes from 1.2 to 2.0	953
8.677.4	200 OK	953
8.677.5	File	953
8.678	Tootsville::Infinity-Get-Zone-List	954
8.678.1	Function	954
8.678.2	Changes from 1.2 to 2.0	954
8.678.3	File	954
8.679	Tootsville::Infinity-Give	955
8.679.1	Function	955
8.679.2	412 Precondition Failed	955
8.679.3	404 Not Found	955
8.679.4	403 Forbidden	955
8.679.5	Changes from 1.2 to 2.0	955

8.679.6	File	955
8.680	Tootsville::Infinity-Go	956
8.680.1	Function	956
8.680.2	Changes from 1.2 to 2.0	956
8.680.3	File	956
8.681	Tootsville::Infinity-Init-User-Room	957
8.681.1	Function	957
8.681.2	410 Gone	957
8.681.3	File	957
8.682	Tootsville::Infinity-Join	958
8.682.1	Function	958
8.682.2	Usage	958
8.682.3	Status 200 OK	958
8.682.4	Error Return values (room join form)	958
8.682.5	410 Gone	959
8.682.6	Changes from 1.2 to 2.0	959
8.682.7	File	959
8.683	Tootsville::Infinity-Login	960
8.683.1	Function	960
8.683.2	Usage	960
8.683.3	Example	960
8.683.4	Changes from 1.2 to 2.0	960
8.683.5	Changes from 1.1 to 1.2	960
8.683.6	Changes from 1.0 to 1.1	960
8.683.7	File	961
8.684	Tootsville::Infinity-Logout	962
8.684.1	Function	962
8.684.2	Changes from 1.2 to 2.0	962
8.684.3	File	962
8.685	Tootsville::Infinity-Mail-Customer-Service	963
8.685.1	Function	963
8.685.2	Usage	963
8.685.3	File	963
8.686	Tootsville::Infinity-Peek-At-Inventory	964
8.686.1	Function	964
8.686.2	Usage	964
8.686.3	Examples	964
8.686.4	Status 200 OK	964
8.686.5	Status 404 Not Found	964
8.686.6	Status 400 Argument Error	964
8.686.7	File	964
8.687	Tootsville::Infinity-Ping	965
8.687.1	Function	965
8.687.2	Usage	965
8.687.3	Examples	965
8.687.4	200 OK	965
8.687.5	File	965
8.688	Tootsville::Infinity-Play-With	966

8.688.1	Function	966
8.688.2	Usage	966
8.688.3	Status 200 OK	966
8.688.4	Status 403 Not Your Toot	966
8.688.5	Status 404 No Such Toot	966
8.688.6	File	966
8.689	Tootsville::Infinity-Pre-Login	967
8.689.1	Function	967
8.689.2	Changes from 1.0 to 1.2	967
8.689.3	Changes from 1.2 to 2.0	967
8.689.4	File	967
8.690	Tootsville::Infinity-Prompt-Reply	968
8.690.1	Function	968
8.690.2	Usage	968
8.690.3	Overview of Prompts	968
8.690.4	Canceling a prompt	970
8.690.5	File	970
8.691	Tootsville::Infinity-Quiesce	971
8.691.1	Function	971
8.691.2	Usage	971
8.691.3	Status 200 OK	971
8.691.4	Asynchronous periodic demands	971
8.691.5	File	971
8.692	Tootsville::Infinity-Read-Map	972
8.692.1	Function	972
8.692.2	Usage	972
8.692.3	Status 200 OK	972
8.692.4	Overview of Spots and Badges	972
8.692.5	File	972
8.693	Tootsville::Infinity-Remove-From-List	973
8.693.1	Function	973
8.693.2	Usage	973
8.693.3	Status 200 OK	973
8.693.4	Status 404 Not Found	973
8.693.5	Status 412 Precondition Failed	973
8.693.6	File	973
8.694	Tootsville::Infinity-Report-Bug	974
8.694.1	Function	974
8.694.2	Usage	974
8.694.3	Fields of “info”	974
8.694.4	File	978
8.695	Tootsville::Infinity-Report-User	979
8.695.1	Function	979
8.695.2	Usage	979
8.695.3	Example	979
8.695.4	File	979
8.696	Tootsville::Infinity-Request-Buddy	980
8.696.1	Function	980

8.696.2	Usage	980
8.696.3	Example	980
8.696.4	Changes from 1.0 to 1.1	980
8.696.5	New in 1.1	980
8.696.6	File	980
8.697	Tootsville::Infinity-Send-Mail-Message	981
8.697.1	Function	981
8.697.2	Usage	981
8.697.3	Examples	981
8.697.4	Changes from 1.2 to 2.0	981
8.697.5	Formerly Proprietary Extension	981
8.697.6	200 OK	981
8.697.7	400 Bad Request	982
8.697.8	413 Payload Too Large	982
8.697.9	Formerly Proprietary Extension	982
8.697.10	File	982
8.698	Tootsville::Infinity-Send-Out-Of-Band-Message	983
8.698.1	Function	983
8.698.2	File	983
8.699	Tootsville::Infinity-Server-Time	984
8.699.1	Function	984
8.699.2	Usage	984
8.699.3	Example	984
8.699.4	File	984
8.700	Tootsville::Infinity-Set-Avatar-Color	985
8.700.1	Function	985
8.700.2	Romance 1.1 instructions	985
8.700.3	File	985
8.701	Tootsville::Infinity-Set-Furniture	986
8.701.1	Function	986
8.701.2	Romance 1.2 instructions	986
8.701.3	Changes from 1.2 to 2.0	987
8.701.4	200 OK	987
8.701.5	400 Error in parameters	987
8.701.6	File	987
8.702	Tootsville::Infinity-Set-Room-Var	988
8.702.1	Function	988
8.702.2	Usage	988
8.702.3	Example	988
8.702.4	Changes from 1.2 to 2.0	988
8.702.5	File	988
8.703	Tootsville::Infinity-Set-User-Var	989
8.703.1	Function	989
8.703.2	Usage	989
8.703.3	Example	989
8.703.4	Changes from 1.2 to 2.0	989
8.703.5	Available Attributes (2.0)	989
8.703.6	200 OK	990

8.703.7	400 Illegal	990
8.703.8	File	990
8.704	Tootsville::Infinity-Shoot	991
8.704.1	Function	991
8.704.2	Usage	991
8.704.3	Example	991
8.704.4	See also	991
8.704.5	File	991
8.705	Tootsville::Infinity-Spawn-Zone	992
8.705.1	Function	992
8.705.2	Implementation in 2.0	992
8.705.3	Changes from 1.2 to 2.0	992
8.705.4	File	992
8.706	Tootsville::Infinity-Speak	993
8.706.1	Function	993
8.706.2	Usage	993
8.706.3	Speech filtering	993
8.706.4	Special character handling	993
8.706.5	Special commands	995
8.706.6	Changes from 1.2 to 2.0	995
8.706.7	File	995
8.707	Tootsville::Infinity-Stamp-Passport	996
8.707.1	Function	996
8.707.2	Usage	996
8.707.3	Example	996
8.707.4	Changes from 1.2 to 2.0	996
8.707.5	Formerly Proprietary Extension	996
8.707.6	File	996
8.708	Tootsville::Infinity-Start-Event	997
8.708.1	Function	997
8.708.2	What is a “Quaestor Event”?	997
8.708.3	Usage	997
8.708.4	Responses	997
8.708.4.1	Event already completed	997
8.708.4.2	Event started successfully	998
8.708.4.3	Event requires a download to begin	998
8.708.5	Error response	999
8.708.6	Ending an event	999
8.708.7	Quaestor Events in Detail	999
8.708.7.1	Magic Fountains	999
8.708.7.2	Shops	999
8.708.7.3	Secrets and Treasures	999
8.708.7.4	Minigames	999
8.708.8	Changes from 1.2 to 2.0	999
8.708.9	File	999
8.709	Tootsville::Infinity-Stats	1000
8.709.1	Function	1000
8.709.2	File	1000

8.710	Tootsville::Infinity-Toot-List.....	1001
8.710.1	Function.....	1001
8.710.2	Usage.....	1001
8.710.3	200 OK.....	1001
8.710.4	File.....	1001
8.711	Tootsville::Infinity-Use-Equipment.....	1002
8.711.1	Function.....	1002
8.711.2	Usage.....	1002
8.711.3	Changes from 1.2 to 2.0.....	1002
8.711.4	File.....	1002
8.712	Tootsville::Infinity-User-Agent.....	1003
8.712.1	Function.....	1003
8.712.2	File.....	1003
8.713	Tootsville::Infinity-Wardrobe.....	1004
8.713.1	Function.....	1004
8.713.2	Usage.....	1004
8.713.3	200 OK.....	1004
8.713.4	Changes from 1.2 to 2.0.....	1004
8.713.5	File.....	1004
8.714	Tootsville::Infinity-Websocket-Resource.....	1005
8.714.1	Class.....	1005
8.714.2	Slots.....	1005
8.715	Tootsville::Infinity-Wtl.....	1006
8.715.1	Function.....	1006
8.715.2	Usage.....	1006
8.715.3	Reply.....	1006
8.715.4	Future Directions.....	1006
8.715.5	See Also.....	1006
8.715.6	Changes from 1.1.....	1006
8.715.7	File.....	1007
8.716	Tootsville::Infinity-Wtl-4.....	1008
8.716.1	Function.....	1008
8.716.2	Usage.....	1008
8.716.3	File.....	1008
8.717	Tootsville::Init-Async.....	1009
8.717.1	Function.....	1009
8.717.2	File.....	1009
8.718	Tootsville::Init-Characters.....	1010
8.718.1	Function.....	1010
8.718.2	File.....	1010
8.719	Tootsville::Integer-To-Byte-Vector.....	1011
8.719.1	Function.....	1011
8.719.2	File.....	1011
8.720	Tootsville::Integer-To-Color24.....	1012
8.720.1	Function.....	1012
8.720.2	File.....	1012
8.721	Tootsville::Interpret-Facing.....	1013
8.721.1	Function.....	1013

8.721.2	Changes from 1.2 to 2.0	1013
8.721.3	File	1013
8.722	Tootsville::Invalidate-Cache	1014
8.722.1	Function	1014
8.722.2	File	1014
8.723	Tootsville::Inventory-Item	1015
8.723.1	Class	1015
8.723.2	Slots	1015
8.724	Tootsville::Inventory-Item-Equipped	1016
8.724.1	Function	1016
8.724.2	SetF Function	1016
8.725	Tootsville::Inventory-Item-Equipped-P	1017
8.725.1	Function	1017
8.725.2	File	1017
8.726	Tootsville::Inventory-Item-Equippedp	1018
8.726.1	Function	1018
8.727	Tootsville::Inventory-Item-Item	1019
8.727.1	Function	1019
8.727.2	SetF Function	1019
8.728	Tootsville::Inventory-Item-Person	1020
8.728.1	Function	1020
8.728.2	SetF Function	1020
8.729	Tootsville::Inventory-Item-Toot	1021
8.729.1	Function	1021
8.729.2	SetF Function	1021
8.730	Tootsville::Item	1022
8.730.1	Class	1022
8.730.2	Slots	1022
8.731	Tootsville::Item-Accept-Click	1023
8.731.1	Function	1023
8.731.2	File	1023
8.732	Tootsville::Item-Alt-Color	1024
8.732.1	Function	1024
8.732.2	SetF Function	1024
8.733	Tootsville::Item-Altitude	1025
8.733.1	Function	1025
8.733.2	SetF Function	1025
8.734	Tootsville::Item-Attributes	1026
8.734.1	Function	1026
8.734.2	SetF Function	1026
8.735	Tootsville::Item-Avatar-Scale-X	1027
8.735.1	Function	1027
8.735.2	SetF Function	1027
8.736	Tootsville::Item-Avatar-Scale-Y	1028
8.736.1	Function	1028
8.736.2	SetF Function	1028
8.737	Tootsville::Item-Avatar-Scale-Z	1029
8.737.1	Function	1029

8.737.2	SetF Function	1029
8.738	Tootsville::Item-Base-Color	1030
8.738.1	Function	1030
8.738.2	SetF Function	1030
8.739	Tootsville::Item-Effect	1031
8.739.1	Function	1031
8.739.2	SetF Function	1031
8.740	Tootsville::Item-Energy	1032
8.740.1	Function	1032
8.740.2	SetF Function	1032
8.741	Tootsville::Item-Facing	1033
8.741.1	Function	1033
8.741.2	SetF Function	1033
8.742	Tootsville::Item-Gain-Energy	1034
8.742.1	Function	1034
8.742.2	File	1034
8.743	Tootsville::Item-In-Inventory-P	1035
8.743.1	Function	1035
8.743.2	File	1035
8.744	Tootsville::Item-Info	1036
8.744.1	Function	1036
8.744.2	File	1037
8.745	Tootsville::Item-Latitude	1038
8.745.1	Function	1038
8.745.2	SetF Function	1038
8.746	Tootsville::Item-Longitude	1039
8.746.1	Function	1039
8.746.2	SetF Function	1039
8.747	Tootsville::Item-Lose-Energy	1040
8.747.1	Function	1040
8.747.2	File	1040
8.748	Tootsville::Item-Owned-By-P	1041
8.748.1	Function	1041
8.748.2	File	1041
8.749	Tootsville::Item-Special-Texture	1042
8.749.1	Function	1042
8.749.2	SetF Function	1042
8.750	Tootsville::Item-Tag	1043
8.750.1	Class	1043
8.750.2	Slots	1043
8.751	Tootsville::Item-Tag-Item	1044
8.751.1	Function	1044
8.751.2	SetF Function	1044
8.752	Tootsville::Item-Tag-Tag	1045
8.752.1	Function	1045
8.752.2	SetF Function	1045
8.753	Tootsville::Item-Template	1046
8.753.1	Function	1046

8.753.2	SetF Function	1046
8.753.3	Class	1046
8.753.4	Slots	1046
8.754	Tootsville::Item-Template-Avatar	1047
8.754.1	Function	1047
8.754.2	SetF Function	1047
8.755	Tootsville::Item-Template-Avatar-Scale-X	1048
8.755.1	Function	1048
8.755.2	SetF Function	1048
8.756	Tootsville::Item-Template-Avatar-Scale-Y	1049
8.756.1	Function	1049
8.756.2	SetF Function	1049
8.757	Tootsville::Item-Template-Avatar-Scale-Z	1050
8.757.1	Function	1050
8.757.2	SetF Function	1050
8.758	Tootsville::Item-Template-Default-Alt-Color	1051
8.758.1	Function	1051
8.758.2	SetF Function	1051
8.759	Tootsville::Item-Template-Default-Base-Color	1052
8.759.1	Function	1052
8.759.2	SetF Function	1052
8.760	Tootsville::Item-Template-Description	1053
8.760.1	Function	1053
8.760.2	SetF Function	1053
8.761	Tootsville::Item-Template-Energy-Kind	1054
8.761.1	Function	1054
8.761.2	SetF Function	1054
8.762	Tootsville::Item-Template-Energy-Max	1055
8.762.1	Function	1055
8.762.2	SetF Function	1055
8.763	Tootsville::Item-Template-Id	1056
8.763.1	Function	1056
8.763.2	SetF Function	1056
8.764	Tootsville::Item-Template-Info	1057
8.764.1	Function	1057
8.764.2	File	1057
8.765	Tootsville::Item-Template-Name	1058
8.765.1	Function	1058
8.765.2	SetF Function	1058
8.766	Tootsville::Item-Template-On-Zero	1059
8.766.1	Function	1059
8.766.2	SetF Function	1059
8.767	Tootsville::Item-Template-Tags	1060
8.767.1	Function	1060
8.767.2	File	1060
8.768	Tootsville::Item-Template-Trade	1061
8.768.1	Function	1061
8.768.2	SetF Function	1061

8.769	Tootsville::Item-Template-Wear-Slot	1062
8.769.1	Function	1062
8.769.2	SetF Function	1062
8.770	Tootsville::Item-Template-Weight	1063
8.770.1	Function	1063
8.770.2	SetF Function	1063
8.771	Tootsville::Item-Uid	1064
8.771.1	Function	1064
8.771.2	SetF Function	1064
8.772	Tootsville::Item-World	1065
8.772.1	Function	1065
8.772.2	SetF Function	1065
8.773	Tootsville::Item-X	1066
8.773.1	Function	1066
8.773.2	SetF Function	1066
8.774	Tootsville::Item-Y	1067
8.774.1	Function	1067
8.774.2	SetF Function	1067
8.775	Tootsville::Item-Z	1068
8.775.1	Function	1068
8.775.2	SetF Function	1068
8.776	Tootsville::Items-At	1069
8.776.1	Function	1069
8.776.2	File	1069
8.777	Tootsville::Jack-Personality	1070
8.777.1	Class	1070
8.777.2	Slots	1070
8.778	Tootsville::Journal	1071
8.778.1	Function	1071
8.778.2	Usage	1071
8.778.3	Examples	1071
8.778.4	File	1071
8.779	Tootsville::Json-To-Html	1072
8.779.1	Function	1072
8.779.2	File	1072
8.780	Tootsville::Kick	1073
8.780.1	Function	1073
8.780.2	File	1073
8.781	Tootsville::Kick-Child-Time-Up	1074
8.781.1	Function	1074
8.781.2	File	1074
8.782	Tootsville::Kind-Of-Habitat	1075
8.782.1	Type	1075
8.783	Tootsville::Lambda-List-As-Variables	1076
8.783.1	Function	1076
8.783.2	File	1076
8.784	Tootsville::Last-Active	1077
8.784.1	Function	1077

8.784.2	SetF Function	1077
8.785	Tootsville::Latitude	1078
8.785.1	Function	1078
8.785.2	File	1078
8.785.3	SetF Function	1078
8.786	Tootsville::Legal-Age	1079
8.786.1	Function	1079
8.786.2	File	1079
8.787	Tootsville::Lil-Mc-Personality	1080
8.787.1	Class	1080
8.787.2	Slots	1080
8.788	Tootsville::Limit-String-Length	1081
8.788.1	Function	1081
8.788.2	File	1081
8.789	Tootsville::Lisp-To-Db-Name	1082
8.789.1	Function	1082
8.789.2	File	1082
8.790	Tootsville::List-Banhammers	1083
8.790.1	Function	1083
8.790.2	File	1083
8.791	Tootsville::List-Of-String=	1084
8.791.1	Function	1084
8.791.2	File	1084
8.792	Tootsville::Listen-For-Websockets	1085
8.792.1	Function	1085
8.792.2	File	1085
8.793	Tootsville::Listener-Name	1086
8.793.1	Function	1086
8.793.2	File	1086
8.794	Tootsville::Load-Config	1087
8.794.1	Function	1087
8.794.2	File	1087
8.795	Tootsville::Load-Record	1088
8.795.1	Function	1088
8.795.2	File	1088
8.796	Tootsville::Local-Room-Vars	1089
8.796.1	Function	1089
8.796.2	Example	1089
8.796.3	File	1089
8.797	Tootsville::Locale-Music	1090
8.797.1	Class	1090
8.797.2	Slots	1090
8.798	Tootsville::Locale-Music-Music	1091
8.798.1	Function	1091
8.798.2	SetF Function	1091
8.799	Tootsville::Locale-Music-Radius	1092
8.799.1	Function	1092
8.799.2	SetF Function	1092

8.800	Tootsville::Locale-Music-X	1093
8.800.1	Function	1093
8.800.2	SetF Function	1093
8.801	Tootsville::Locale-Music-Y	1094
8.801.1	Function	1094
8.801.2	SetF Function	1094
8.802	Tootsville::Locale-Music-Z	1095
8.802.1	Function	1095
8.802.2	SetF Function	1095
8.803	Tootsville::Login	1096
8.803.1	Class	1096
8.803.2	Slots	1096
8.804	Tootsville::Login-Child	1097
8.804.1	Function	1097
8.804.2	File	1097
8.805	Tootsville::Login-Credential	1098
8.805.1	Function	1098
8.805.2	SetF Function	1098
8.806	Tootsville::Login-Fail	1099
8.806.1	Function	1099
8.806.2	File	1099
8.807	Tootsville::Login-Failed-Message	1100
8.807.1	Function	1100
8.807.2	File	1100
8.808	Tootsville::Login-Last-Seen	1101
8.808.1	Function	1101
8.808.2	SetF Function	1101
8.809	Tootsville::Login-Ok-Message	1102
8.809.1	Function	1102
8.809.2	File	1102
8.810	Tootsville::Login-Origin	1103
8.810.1	Function	1103
8.810.2	SetF Function	1103
8.811	Tootsville::Login-Person	1104
8.811.1	Function	1104
8.811.2	SetF Function	1104
8.812	Tootsville::Login-Renewed	1105
8.812.1	Function	1105
8.812.2	SetF Function	1105
8.813	Tootsville::Login-Start	1106
8.813.1	Function	1106
8.813.2	SetF Function	1106
8.814	Tootsville::Login-Uuid	1107
8.814.1	Function	1107
8.814.2	SetF Function	1107
8.815	Tootsville::Longitude	1108
8.815.1	Function	1108
8.815.2	File	1108

8.815.3	SetF Function	1108
8.816	Tootsville::Look-For-Ssl-Certs	1109
8.816.1	Function	1109
8.816.2	File	1109
8.817	Tootsville::Lot	1110
8.817.1	Class	1110
8.817.2	Slots	1110
8.818	Tootsville::Lot-Owner-Toot	1111
8.818.1	Function	1111
8.818.2	SetF Function	1111
8.819	Tootsville::Lot-Ownership	1112
8.819.1	Function	1112
8.819.2	SetF Function	1112
8.820	Tootsville::Lot-World	1113
8.820.1	Function	1113
8.820.2	SetF Function	1113
8.821	Tootsville::Lot-X1	1114
8.821.1	Function	1114
8.821.2	SetF Function	1114
8.822	Tootsville::Lot-X2	1115
8.822.1	Function	1115
8.822.2	SetF Function	1115
8.823	Tootsville::Lot-Y1	1116
8.823.1	Function	1116
8.823.2	SetF Function	1116
8.824	Tootsville::Lot-Y2	1117
8.824.1	Function	1117
8.824.2	SetF Function	1117
8.825	Tootsville::Lot-Z1	1118
8.825.1	Function	1118
8.825.2	SetF Function	1118
8.826	Tootsville::Lot-Z2	1119
8.826.1	Function	1119
8.826.2	SetF Function	1119
8.827	Tootsville::Make-Endpoint-Function-Name	1120
8.827.1	Function	1120
8.827.2	File	1120
8.828	Tootsville::Make-New-Toot-State	1121
8.828.1	Function	1121
8.828.2	File	1121
8.829	Tootsville::Make-Record	1122
8.829.1	Function	1122
8.829.2	File	1122
8.830	Tootsville::Make-Wind-Vector	1123
8.830.1	Function	1123
8.830.2	File	1123
8.831	Tootsville::Make-Wind-Vector-Field	1124
8.831.1	Function	1124

8.831.2	File	1124
8.832	Tootsville::Map-Places	1125
8.832.1	Type	1125
8.833	Tootsville::Maybe-Parent-Approval	1126
8.833.1	Function	1126
8.833.2	File	1126
8.834	Tootsville::Mayor-Louis-Personality	1127
8.834.1	Class	1127
8.834.2	Slots	1127
8.835	Tootsville::Memcached-Get-Key	1128
8.835.1	Function	1128
8.835.2	File	1128
8.836	Tootsville::Metronome-Idle-Tasks	1129
8.836.1	Function	1129
8.836.2	File	1129
8.837	Tootsville::Metronome-Register	1130
8.837.1	Function	1130
8.837.2	File	1130
8.838	Tootsville::Metronome-Remove	1131
8.838.1	Function	1131
8.838.2	File	1131
8.839	Tootsville::Metronome-Task	1132
8.839.1	Class	1132
8.839.2	Slots	1132
8.840	Tootsville::Metronome-Task-Frequency	1133
8.840.1	Function	1133
8.840.2	SetF Function	1133
8.841	Tootsville::Metronome-Task-Function	1134
8.841.1	Function	1134
8.841.2	SetF Function	1134
8.842	Tootsville::Metronome-Task-Name	1135
8.842.1	Function	1135
8.842.2	SetF Function	1135
8.843	Tootsville::Metronome-Task-One-Shot-Time	1136
8.843.1	Function	1136
8.843.2	SetF Function	1136
8.844	Tootsville::Metronome-Task-Thread	1137
8.844.1	Function	1137
8.844.2	SetF Function	1137
8.845	Tootsville::Mist	1138
8.845.1	Class	1138
8.845.2	Slots	1138
8.846	Tootsville::Mist-Altitude-1	1139
8.846.1	Function	1139
8.846.2	SetF Function	1139
8.847	Tootsville::Mist-Altitude-2	1140
8.847.1	Function	1140
8.847.2	SetF Function	1140

8.848	Tootsville::Mist-Definedp	1141
8.848.1	Function	1141
8.848.2	SetF Function	1141
8.849	Tootsville::Mist-Latitude-1	1142
8.849.1	Function	1142
8.849.2	SetF Function	1142
8.850	Tootsville::Mist-Latitude-2	1143
8.850.1	Function	1143
8.850.2	SetF Function	1143
8.851	Tootsville::Mist-Longitude-1	1144
8.851.1	Function	1144
8.851.2	SetF Function	1144
8.852	Tootsville::Mist-Longitude-2	1145
8.852.1	Function	1145
8.852.2	SetF Function	1145
8.853	Tootsville::Mist-World	1146
8.853.1	Function	1146
8.853.2	SetF Function	1146
8.854	Tootsville::Moo-Personality	1147
8.854.1	Class	1147
8.854.2	Slots	1147
8.855	Tootsville::Moon-Position	1148
8.855.1	Function	1148
8.855.2	File	1148
8.856	Tootsville::Music	1149
8.856.1	Class	1149
8.856.2	Slots	1149
8.857	Tootsville::Music-Artist	1150
8.857.1	Function	1150
8.857.2	SetF Function	1150
8.858	Tootsville::Music-Genre	1151
8.858.1	Function	1151
8.858.2	SetF Function	1151
8.859	Tootsville::Music-Id	1152
8.859.1	Function	1152
8.859.2	SetF Function	1152
8.860	Tootsville::Music-License	1153
8.860.1	Function	1153
8.860.2	SetF Function	1153
8.861	Tootsville::Music-Moniker	1154
8.861.1	Function	1154
8.861.2	SetF Function	1154
8.862	Tootsville::Music-Title	1155
8.862.1	Function	1155
8.862.2	SetF Function	1155
8.863	Tootsville::Name-For-Content-Type	1156
8.863.1	Function	1156
8.863.2	File	1156

8.864	Tootsville::Name-Idle-Threads-Sequentially	1157
8.864.1	Function	1157
8.864.2	File	1157
8.865	Tootsville::Named-Spot	1158
8.865.1	Class	1158
8.865.2	Slots	1158
8.866	Tootsville::Named-Spot-Altitude	1159
8.866.1	Function	1159
8.866.2	SetF Function	1159
8.867	Tootsville::Named-Spot-Badgedp	1160
8.867.1	Function	1160
8.867.2	SetF Function	1160
8.868	Tootsville::Named-Spot-Latitude	1161
8.868.1	Function	1161
8.868.2	SetF Function	1161
8.869	Tootsville::Named-Spot-Longitude	1162
8.869.1	Function	1162
8.869.2	SetF Function	1162
8.870	Tootsville::Named-Spot-Name	1163
8.870.1	Function	1163
8.870.2	SetF Function	1163
8.871	Tootsville::Named-Spot-World	1164
8.871.1	Function	1164
8.871.2	SetF Function	1164
8.872	Tootsville::Named-Spot-X	1165
8.872.1	Function	1165
8.872.2	SetF Function	1165
8.873	Tootsville::Named-Spot-Y	1166
8.873.1	Function	1166
8.873.2	SetF Function	1166
8.874	Tootsville::Named-Spot-Z	1167
8.874.1	Function	1167
8.874.2	SetF Function	1167
8.875	Tootsville::Nearp	1168
8.875.1	Function	1168
8.875.2	File	1168
8.876	Tootsville::Nevermind-Personality	1169
8.876.1	Class	1169
8.876.2	Slots	1169
8.877	Tootsville::Normalize-Url	1170
8.877.1	Function	1170
8.877.2	File	1170
8.878	Tootsville::Not-Found	1171
8.878.1	Class	1171
8.878.2	Slots	1171
8.879	Tootsville::Not-Found-If-Null	1172
8.879.1	Function	1172
8.879.2	File	1172

8.880	Tootsville::Not-Found-Thing	1173
8.880.1	Function	1173
8.880.2	SetF Function	1173
8.881	Tootsville::Not-Your-Toot-Error	1174
8.881.1	Class	1174
8.881.2	Slots	1174
8.882	Tootsville::Null-If-Empty	1175
8.882.1	Function	1175
8.882.2	File	1175
8.883	Tootsville::On-Exception	1176
8.883.1	Function	1176
8.884	Tootsville::Open-Log-File	1177
8.884.1	Function	1177
8.884.2	File	1177
8.885	Tootsville::Pad-To-Multiple-Of-8	1178
8.885.1	Function	1178
8.885.2	File	1178
8.886	Tootsville::Parent-Child	1179
8.886.1	Class	1179
8.886.2	Slots	1179
8.887	Tootsville::Parent-Child-Child	1180
8.887.1	Function	1180
8.887.2	SetF Function	1180
8.888	Tootsville::Parent-Child-Parent	1181
8.888.1	Function	1181
8.888.2	SetF Function	1181
8.889	Tootsville::Parent-Deny-Permission	1182
8.889.1	Function	1182
8.889.2	File	1182
8.890	Tootsville::Parent-Grant-Permission	1183
8.890.1	Function	1183
8.890.2	File	1183
8.891	Tootsville::Parse-Backtrace	1184
8.891.1	Function	1184
8.891.2	File	1184
8.892	Tootsville::Parse-Color24	1185
8.892.1	Function	1185
8.892.2	File	1185
8.893	Tootsville::Parse-Operator-Command	1186
8.893.1	Function	1186
8.893.2	File	1186
8.894	Tootsville::Parse-Polygon	1187
8.894.1	Function	1187
8.894.2	Examples	1187
8.894.3	File	1187
8.895	Tootsville::Parse-Uri-As-Template	1188
8.895.1	Function	1188
8.895.2	File	1188

8.896	Tootsville::Parse-Wtl-Course	1189
8.896.1	Function	1189
8.896.2	File	1189
8.897	Tootsville::Parse-Wtl-For-Robot	1190
8.897.1	Function	1190
8.897.2	File	1190
8.898	Tootsville::Path->Openapi	1191
8.898.1	Function	1191
8.898.2	File	1191
8.899	Tootsville::Pattern	1192
8.899.1	Class	1192
8.899.2	Slots	1192
8.900	Tootsville::Pattern-Id	1193
8.900.1	Function	1193
8.900.2	SetF Function	1193
8.901	Tootsville::Pattern-Name	1194
8.901.1	Function	1194
8.901.2	SetF Function	1194
8.902	Tootsville::Peer-Address	1195
8.902.1	Function	1195
8.903	Tootsville::Pending-Child-Approval-Request	1196
8.903.1	Function	1196
8.903.2	File	1196
8.904	Tootsville::Pending-Child-Requests-By-Toot	1197
8.904.1	Function	1197
8.904.2	File	1197
8.905	Tootsville::Perform-All-Migrations	1198
8.905.1	Function	1198
8.905.2	File	1198
8.906	Tootsville::Person	1199
8.906.1	Class	1199
8.906.2	Slots	1199
8.907	Tootsville::Person-Age	1200
8.907.1	Function	1200
8.907.2	SetF Function	1200
8.908	Tootsville::Person-Age*	1201
8.908.1	Function	1201
8.908.2	File	1201
8.909	Tootsville::Person-Date-Of-Birth	1202
8.909.1	Function	1202
8.909.2	SetF Function	1202
8.910	Tootsville::Person-Display-Name	1203
8.910.1	Function	1203
8.910.2	SetF Function	1203
8.911	Tootsville::Person-First-Email	1204
8.911.1	Function	1204
8.911.2	File	1204
8.912	Tootsville::Person-Gender	1205

8.912.1	Function	1205
8.912.2	SetF Function	1205
8.913	Tootsville::Person-Given-Name	1206
8.913.1	Function	1206
8.913.2	SetF Function	1206
8.914	Tootsville::Person-Info	1207
8.914.1	Function	1207
8.914.2	File	1207
8.915	Tootsville::Person-Is-Patron-P	1208
8.915.1	Function	1208
8.915.2	File	1208
8.916	Tootsville::Person-Lang	1209
8.916.1	Function	1209
8.916.2	SetF Function	1209
8.917	Tootsville::Person-Link	1210
8.917.1	Class	1210
8.917.2	Slots	1210
8.918	Tootsville::Person-Link-Label	1211
8.918.1	Function	1211
8.918.2	SetF Function	1211
8.919	Tootsville::Person-Link-Person	1212
8.919.1	Function	1212
8.919.2	SetF Function	1212
8.920	Tootsville::Person-Link-Provenance	1213
8.920.1	Function	1213
8.920.2	SetF Function	1213
8.921	Tootsville::Person-Link-Rel	1214
8.921.1	Function	1214
8.921.2	SetF Function	1214
8.922	Tootsville::Person-Link-Url	1215
8.922.1	Function	1215
8.922.2	SetF Function	1215
8.923	Tootsville::Person-Link-Uuid	1216
8.923.1	Function	1216
8.923.2	SetF Function	1216
8.924	Tootsville::Person-Links-To-Email	1217
8.924.1	Function	1217
8.924.2	File	1217
8.925	Tootsville::Person-Sensitivep	1218
8.925.1	Function	1218
8.925.2	SetF Function	1218
8.926	Tootsville::Person-Surname	1219
8.926.1	Function	1219
8.926.2	SetF Function	1219
8.927	Tootsville::Person-Uuid	1220
8.927.1	Function	1220
8.927.2	SetF Function	1220
8.928	Tootsville::Picasso-Personality	1221

8.928.1	Class	1221
8.928.2	Slots	1221
8.929	Tootsville::Place	1222
8.929.1	Class	1222
8.929.2	Slots	1222
8.930	Tootsville::Place-Altitude	1223
8.930.1	Function	1223
8.930.2	SetF Function	1223
8.931	Tootsville::Place-Appearance	1224
8.931.1	Function	1224
8.931.2	SetF Function	1224
8.932	Tootsville::Place-Attributes	1225
8.932.1	Function	1225
8.932.2	SetF Function	1225
8.933	Tootsville::Place-Furniture	1226
8.933.1	Function	1226
8.933.2	File	1226
8.934	Tootsville::Place-Kind	1227
8.934.1	Function	1227
8.934.2	SetF Function	1227
8.935	Tootsville::Place-Latitude	1228
8.935.1	Function	1228
8.935.2	SetF Function	1228
8.936	Tootsville::Place-Longitude	1229
8.936.1	Function	1229
8.936.2	SetF Function	1229
8.937	Tootsville::Place-Shape	1230
8.937.1	Function	1230
8.937.2	SetF Function	1230
8.938	Tootsville::Place-String	1231
8.938.1	Function	1231
8.938.2	File	1231
8.939	Tootsville::Place-String-Circle	1232
8.939.1	Function	1232
8.939.2	File	1232
8.940	Tootsville::Place-Uuid	1233
8.940.1	Function	1233
8.940.2	SetF Function	1233
8.941	Tootsville::Place-World	1234
8.941.1	Function	1234
8.941.2	SetF Function	1234
8.942	Tootsville::Places-At-Position	1235
8.942.1	Function	1235
8.942.2	File	1235
8.943	Tootsville::Play-With-Toot	1236
8.943.1	Function	1236
8.943.2	File	1236
8.944	Tootsville::Player-Adultp	1237

8.944.1	Function	1237
8.944.2	File	1237
8.945	Tootsville::Player-Alert	1238
8.945.1	Function	1238
8.945.2	File	1238
8.946	Tootsville::Player-Childp	1239
8.946.1	Function	1239
8.946.2	File	1239
8.947	Tootsville::Player-Speak	1240
8.947.1	Function	1240
8.947.2	File	1240
8.948	Tootsville::Player-Toots	1241
8.948.1	Function	1241
8.948.2	File	1241
8.949	Tootsville::Plist-To-English	1242
8.949.1	Function	1242
8.949.2	File	1242
8.950	Tootsville::Plist-With-Index	1243
8.950.1	Function	1243
8.950.2	File	1243
8.951	Tootsville::Point-Underwater-P	1244
8.951.1	Function	1244
8.951.2	File	1244
8.952	Tootsville::Post-Sign-In	1245
8.952.1	Function	1245
8.952.2	File	1245
8.953	Tootsville::Post/ Read-Version-Page	1246
8.953.1	Function	1246
8.953.2	File	1246
8.954	Tootsville::Potential-Toot-Name-Character-P	1247
8.954.1	Function	1247
8.954.2	File	1247
8.955	Tootsville::Potential-Toot-Name-P	1248
8.955.1	Function	1248
8.955.2	File	1248
8.956	Tootsville::Power-On-Self-Test	1249
8.956.1	Function	1249
8.956.2	File	1249
8.957	Tootsville::Powerset	1250
8.957.1	Function	1250
8.957.2	File	1250
8.958	Tootsville::Pre-Login-Commands	1251
8.958.1	Function	1251
8.958.2	SetF Function	1251
8.959	Tootsville::Precipitation	1252
8.959.1	Function	1252
8.959.2	File	1252
8.960	Tootsville::Pretty-Print-Html-Error	1253

8.960.1	Function	1253
8.960.2	File	1253
8.961	Tootsville::Print-Help	1254
8.961.1	Function	1254
8.961.2	File	1254
8.962	Tootsville::Private-Admin-Message	1255
8.962.1	Function	1255
8.962.2	File	1255
8.963	Tootsville::Prod	1256
8.963.1	Variable	1256
8.964	Tootsville::Props-Personality	1257
8.964.1	Class	1257
8.964.2	Slots	1257
8.965	Tootsville::Pull-Records	1258
8.965.1	Function	1258
8.965.2	File	1258
8.966	Tootsville::Pull-Records-Cache	1259
8.966.1	Variable	1259
8.967	Tootsville::Qa	1260
8.967.1	Variable	1260
8.968	Tootsville::Quaestor-Cancel-Event	1261
8.968.1	Function	1261
8.968.2	File	1261
8.969	Tootsville::Quaestor-Complete-Event	1262
8.969.1	Function	1262
8.969.2	File	1262
8.970	Tootsville::Quaestor-End-Fountain	1263
8.970.1	Function	1263
8.970.2	File	1263
8.971	Tootsville::Quaestor-Event	1264
8.971.1	Class	1264
8.971.2	Slots	1264
8.972	Tootsville::Quaestor-Event-Completedp	1265
8.972.1	Function	1265
8.972.2	SetF Function	1265
8.973	Tootsville::Quaestor-Event-Ended-At	1266
8.973.1	Function	1266
8.973.2	SetF Function	1266
8.974	Tootsville::Quaestor-Event-Fairy-Dust	1267
8.974.1	Function	1267
8.974.2	SetF Function	1267
8.975	Tootsville::Quaestor-Event-Item	1268
8.975.1	Function	1268
8.975.2	SetF Function	1268
8.976	Tootsville::Quaestor-Event-Kind	1269
8.976.1	Function	1269
8.976.2	SetF Function	1269
8.977	Tootsville::Quaestor-Event-Medal	1270

8.977.1	Function	1270
8.977.2	SetF Function	1270
8.978	Tootsville::Quaestor-Event-Peanuts	1271
8.978.1	Function	1271
8.978.2	SetF Function	1271
8.979	Tootsville::Quaestor-Event-Score	1272
8.979.1	Function	1272
8.979.2	SetF Function	1272
8.980	Tootsville::Quaestor-Event-Source	1273
8.980.1	Function	1273
8.980.2	SetF Function	1273
8.981	Tootsville::Quaestor-Event-Started-At	1274
8.981.1	Function	1274
8.981.2	SetF Function	1274
8.982	Tootsville::Quaestor-Event-Started-By	1275
8.982.1	Function	1275
8.982.2	SetF Function	1275
8.983	Tootsville::Quaestor-Event-Uuid	1276
8.983.1	Function	1276
8.983.2	SetF Function	1276
8.984	Tootsville::Quaestor-New-Toot	1277
8.984.1	Function	1277
8.984.2	File	1277
8.985	Tootsville::Quaestor-Start-Event	1278
8.985.1	Function	1278
8.985.2	File	1278
8.986	Tootsville::Quaestor-Start-General	1279
8.986.1	Function	1279
8.986.2	File	1279
8.987	Tootsville::Query-Params	1280
8.987.1	Function	1280
8.987.2	File	1280
8.988	Tootsville::Query-String->Plist	1281
8.988.1	Function	1281
8.988.2	File	1281
8.989	Tootsville::Query-To-Memcache-Key	1282
8.989.1	Function	1282
8.989.2	File	1282
8.990	Tootsville::Quiesce-Connected-Toots	1283
8.990.1	Function	1283
8.990.2	File	1283
8.991	Tootsville::Rad-Personality	1284
8.991.1	Class	1284
8.991.2	Slots	1284
8.992	Tootsville::Random-Key	1285
8.992.1	Function	1285
8.992.2	SetF Function	1285
8.993	Tootsville::Random-Start-Wtl-For-Toot	1286

8.993.1	Function	1286
8.993.2	File	1286
8.994	Tootsville::Raw-Post-String	1287
8.994.1	Function	1287
8.994.2	File	1287
8.995	Tootsville::Read-Related-Journal	1288
8.995.1	Function	1288
8.995.2	File	1288
8.996	Tootsville::Read-Staff-Journal	1289
8.996.1	Function	1289
8.996.2	File	1289
8.997	Tootsville::Reap-Uninteresting-Child-Requests	1290
8.997.1	Function	1290
8.997.2	File	1290
8.998	Tootsville::Reasonable-Name-Char-P	1291
8.998.1	Function	1291
8.998.2	File	1291
8.999	Tootsville::Reasonable-Name-P	1292
8.999.1	Function	1292
8.999.2	File	1292
8.1000	Tootsville::Rebuild-Myself	1293
8.1000.1	Function	1293
8.1000.2	File	1293
8.1001	Tootsville::Redirect-To	1294
8.1001.1	Function	1294
8.1001.2	File	1294
8.1002	Tootsville::Redirect-To/ Html-Body	1295
8.1002.1	Function	1295
8.1002.2	File	1295
8.1003	Tootsville::Refind-Record	1296
8.1003.1	Function	1296
8.1003.2	File	1296
8.1004	Tootsville::Register-Metronome-Tasks	1297
8.1004.1	Function	1297
8.1004.2	File	1297
8.1005	Tootsville::Register-Signal-Handlers	1298
8.1005.1	Function	1298
8.1005.2	File	1298
8.1006	Tootsville::Relative-Facing	1299
8.1006.1	Function	1299
8.1006.2	File	1299
8.1007	Tootsville::Reload-Production	1300
8.1007.1	Function	1300
8.1007.2	File	1300
8.1008	Tootsville::Reload-Record	1301
8.1008.1	Function	1301
8.1008.2	File	1301
8.1009	Tootsville::Remap-Endpoints	1302

8.1009.1	Function	1302
8.1009.2	File	1302
8.1010	Tootsville::Remove-Furniture	1303
8.1010.1	Function	1303
8.1010.2	File	1303
8.1011	Tootsville::Remove-Repeats-For-Toot-Name	1304
8.1011.1	Function	1304
8.1011.2	File	1304
8.1012	Tootsville::Rename-Toot	1305
8.1012.1	Function	1305
8.1012.2	File	1305
8.1013	Tootsville::Render-Json	1306
8.1013.1	Function	1306
8.1013.2	File	1306
8.1014	Tootsville::Replace-TeXinfo-Tables	1307
8.1014.1	Function	1307
8.1014.2	File	1307
8.1015	Tootsville::Report-Slow-Query	1308
8.1015.1	Function	1308
8.1015.2	File	1308
8.1016	Tootsville::Request-Accept-Types	1309
8.1016.1	Function	1309
8.1016.2	File	1309
8.1017	Tootsville::Respond-To-Error	1310
8.1017.1	Function	1310
8.1017.2	File	1310
8.1018	Tootsville::Restore-Robot-Wtl	1311
8.1018.1	Function	1311
8.1018.2	File	1311
8.1019	Tootsville::Return-New-Apple	1312
8.1019.1	Function	1312
8.1019.2	File	1312
8.1020	Tootsville::Rgb-Bytes->Rgb	1313
8.1020.1	Function	1313
8.1020.2	File	1313
8.1021	Tootsville::Robot	1314
8.1021.1	Class	1314
8.1021.2	Slots	1314
8.1022	Tootsville::Robot-Broadcast	1315
8.1022.1	Function	1315
8.1022.2	File	1315
8.1023	Tootsville::Robot-Chaos	1316
8.1023.1	Class	1316
8.1023.2	Slots	1316
8.1024	Tootsville::Robot-Course	1317
8.1024.1	Function	1317
8.1024.2	SetF Function	1317
8.1025	Tootsville::Robot-Course-Wtl	1318

8.1025.1	Function	1318
8.1025.2	File	1318
8.1026	Tootsville::Robot-Cupid	1319
8.1026.1	Class	1319
8.1026.2	Slots	1319
8.1027	Tootsville::Robot-Doodle	1320
8.1027.1	Class	1320
8.1027.2	Slots	1320
8.1028	Tootsville::Robot-Dottie	1321
8.1028.1	Class	1321
8.1028.2	Slots	1321
8.1029	Tootsville::Robot-Flora	1322
8.1029.1	Class	1322
8.1029.2	Slots	1322
8.1030	Tootsville::Robot-Go-To	1323
8.1030.1	Function	1323
8.1031	Tootsville::Robot-Handle	1324
8.1031.1	Function	1324
8.1031.2	File	1324
8.1032	Tootsville::Robot-Harmony	1325
8.1032.1	Class	1325
8.1032.2	Slots	1325
8.1033	Tootsville::Robot-Has-Heard	1326
8.1033.1	Function	1326
8.1033.2	SetF Function	1326
8.1034	Tootsville::Robot-Heard	1327
8.1034.1	Function	1327
8.1034.2	File	1327
8.1035	Tootsville::Robot-Jack	1328
8.1035.1	Class	1328
8.1035.2	Slots	1328
8.1036	Tootsville::Robot-Lil-Mc	1329
8.1036.1	Class	1329
8.1036.2	Slots	1329
8.1037	Tootsville::Robot-Listen	1330
8.1037.1	Function	1330
8.1037.2	File	1330
8.1038	Tootsville::Robot-Match	1331
8.1038.1	Macro	1331
8.1038.2	File	1331
8.1039	Tootsville::Robot-Mayor-Louis	1332
8.1039.1	Class	1332
8.1039.2	Slots	1332
8.1040	Tootsville::Robot-Mode	1333
8.1040.1	Function	1333
8.1040.2	SetF Function	1333
8.1041	Tootsville::Robot-Moo	1334
8.1041.1	Class	1334

8.1041.2	Slots	1334
8.1042	Tootsville::Robot-Nevermind	1335
8.1042.1	Class	1335
8.1042.2	Slots	1335
8.1043	Tootsville::Robot-Picasso	1336
8.1043.1	Class	1336
8.1043.2	Slots	1336
8.1044	Tootsville::Robot-Position	1337
8.1044.1	Function	1337
8.1044.2	File	1337
8.1045	Tootsville::Robot-Props	1338
8.1045.1	Class	1338
8.1045.2	Slots	1338
8.1046	Tootsville::Robot-Rad	1339
8.1046.1	Class	1339
8.1046.2	Slots	1339
8.1047	Tootsville::Robot-Say	1340
8.1047.1	Function	1340
8.1048	Tootsville::Robot-Set-Mode	1341
8.1048.1	Macro	1341
8.1048.2	File	1341
8.1049	Tootsville::Robot-Shade	1342
8.1049.1	Class	1342
8.1049.2	Slots	1342
8.1050	Tootsville::Robot-Smudge	1343
8.1050.1	Class	1343
8.1050.2	Slots	1343
8.1051	Tootsville::Robot-Snowcone	1344
8.1051.1	Class	1344
8.1051.2	Slots	1344
8.1052	Tootsville::Robot-Sparkle	1345
8.1052.1	Class	1345
8.1052.2	Slots	1345
8.1053	Tootsville::Robot-Sploot	1346
8.1053.1	Class	1346
8.1053.2	Slots	1346
8.1054	Tootsville::Robot-Superstar	1347
8.1054.1	Class	1347
8.1054.2	Slots	1347
8.1055	Tootsville::Robot-Unicast	1348
8.1055.1	Function	1348
8.1055.2	File	1348
8.1056	Tootsville::Robot-Welduh	1349
8.1056.1	Class	1349
8.1056.2	Slots	1349
8.1057	Tootsville::Robot-Zap	1350
8.1057.1	Class	1350
8.1057.2	Slots	1350

8.1058	Tootsville::Robotp	1351
8.1058.1	Function	1351
8.1058.2	File	1351
8.1059	Tootsville::Romance-Ii-Copyright-Latest	1352
8.1059.1	Function	1352
8.1059.2	File	1352
8.1060	Tootsville::Romance-Ii-Program-Name	1353
8.1060.1	Function	1353
8.1060.2	File	1353
8.1061	Tootsville::Romance-Ii-Program-Name/ Version	1354
8.1061.1	Function	1354
8.1061.2	File	1354
8.1062	Tootsville::Romance-Ii-Program-Version	1355
8.1062.1	Function	1355
8.1062.2	File	1355
8.1063	Tootsville::Run-Async	1356
8.1063.1	Function	1356
8.1063.2	File	1356
8.1064	Tootsville::Run-Metronome-Tasks	1357
8.1064.1	Function	1357
8.1064.2	File	1357
8.1065	Tootsville::Save-Record	1358
8.1065.1	Function	1358
8.1065.2	File	1358
8.1066	Tootsville::Send-Parent-Child-Login-Email	1359
8.1066.1	Function	1359
8.1066.2	File	1359
8.1067	Tootsville::Send-Parent-Child-Login-Request	1360
8.1067.1	Function	1360
8.1067.2	File	1360
8.1068	Tootsville::Send-Reply-As-Bytes	1361
8.1068.1	Function	1361
8.1068.2	File	1361
8.1069	Tootsville::Send-Sms-Message	1362
8.1069.1	Function	1362
8.1069.2	File	1362
8.1070	Tootsville::Server-List	1363
8.1070.1	Function	1363
8.1070.2	File	1363
8.1071	Tootsville::Set-Http-Default-Headers	1364
8.1071.1	Function	1364
8.1071.2	File	1364
8.1072	Tootsville::Set-Up-For-Daemon/ Error-Output	1365
8.1072.1	Function	1365
8.1072.2	File	1365
8.1073	Tootsville::Set-Up-For-Daemon/ Log-Output	1366
8.1073.1	Function	1366
8.1073.2	File	1366

8.1074	Tootsville::Set-Up-For-Daemon/ Standard-Output	1367
8.1074.1	Function	1367
8.1074.2	File	1367
8.1075	Tootsville::Set-Up-For-Daemon/ Start-Logging	1368
8.1075.1	Function	1368
8.1075.2	File	1368
8.1076	Tootsville::Set-Up-For-Daemon/ Trace-Output	1369
8.1076.1	Function	1369
8.1076.2	File	1369
8.1077	Tootsville::Set-User-Var	1370
8.1077.1	Function	1370
8.1077.2	File	1370
8.1078	Tootsville::Set-User-Var-D	1371
8.1078.1	Function	1371
8.1078.2	File	1371
8.1079	Tootsville::Set-User-Var-Wtl	1372
8.1079.1	Function	1372
8.1079.2	File	1372
8.1080	Tootsville::Sha1-Hash	1373
8.1080.1	Function	1373
8.1080.2	File	1373
8.1081	Tootsville::Sha1-Hex	1374
8.1081.1	Function	1374
8.1081.2	File	1374
8.1082	Tootsville::Shaddow-Personality	1375
8.1082.1	Class	1375
8.1082.2	Slots	1375
8.1083	Tootsville::Shade-Personality	1376
8.1083.1	Class	1376
8.1083.2	Slots	1376
8.1084	Tootsville::Shift-Contour-Point	1377
8.1084.1	Function	1377
8.1084.2	File	1377
8.1085	Tootsville::Sinus	1378
8.1085.1	Function	1378
8.1085.2	File	1378
8.1086	Tootsville::Sky-Contents	1379
8.1086.1	Function	1379
8.1086.2	File	1379
8.1087	Tootsville::Sky-Room-Var	1380
8.1087.1	Function	1380
8.1087.2	Example structure	1380
8.1087.3	File	1380
8.1088	Tootsville::Slot-Values	1381
8.1088.1	Function	1381
8.1088.2	File	1381
8.1089	Tootsville::Smoothe-Contour-200×200	1382
8.1089.1	Function	1382

8.1089.2	File.....	1382
8.1090	Tootsville::Sms	1383
8.1090.1	Class	1383
8.1090.2	Slots.....	1383
8.1091	Tootsville::Sms-Destination	1384
8.1091.1	Function.....	1384
8.1091.2	SetF Function	1384
8.1092	Tootsville::Sms-Message.....	1385
8.1092.1	Function.....	1385
8.1092.2	SetF Function	1385
8.1093	Tootsville::Sms-Message-Index	1386
8.1093.1	Function.....	1386
8.1093.2	File.....	1386
8.1094	Tootsville::Sms-Mmsp.....	1387
8.1094.1	Function.....	1387
8.1094.2	SetF Function	1387
8.1095	Tootsville::Sms-Sender	1388
8.1095.1	Function.....	1388
8.1095.2	SetF Function	1388
8.1096	Tootsville::Sms-Uuid.....	1389
8.1096.1	Function.....	1389
8.1096.2	SetF Function	1389
8.1097	Tootsville::Smudge-Personality	1390
8.1097.1	Class	1390
8.1097.2	Slots.....	1390
8.1098	Tootsville::Snowcone-Personality	1391
8.1098.1	Class	1391
8.1098.2	Slots.....	1391
8.1099	Tootsville::Sparkle-Personality	1392
8.1099.1	Class	1392
8.1099.2	Slots.....	1392
8.1100	Tootsville::Spawn-Terrain.....	1393
8.1100.1	Function.....	1393
8.1100.2	File.....	1393
8.1101	Tootsville::Split-Backtrace	1394
8.1101.1	Function.....	1394
8.1101.2	File.....	1394
8.1102	Tootsville::Split-Plist.....	1395
8.1102.1	Function.....	1395
8.1102.2	File.....	1395
8.1103	Tootsville::Sploot-Personality	1396
8.1103.1	Class	1396
8.1103.2	Slots.....	1396
8.1104	Tootsville::Square.....	1397
8.1104.1	Function.....	1397
8.1104.2	File.....	1397
8.1105	Tootsville::Ssl-Certificate.....	1398
8.1105.1	Function.....	1398

8.1105.2	File.....	1398
8.1106	Tootsville::Ssl-Private-Key	1399
8.1106.1	Function.....	1399
8.1106.2	File.....	1399
8.1107	Tootsville::Staff-Journal-Entry	1400
8.1107.1	Class	1400
8.1107.2	Slots.....	1400
8.1108	Tootsville::Staff-Journal-Entry-Entry	1401
8.1108.1	Function.....	1401
8.1108.2	SetF Function	1401
8.1109	Tootsville::Staff-Journal-Entry-Uuid.....	1402
8.1109.1	Function.....	1402
8.1109.2	SetF Function	1402
8.1110	Tootsville::Staff-Journal-Entry-Written-At	1403
8.1110.1	Function.....	1403
8.1110.2	SetF Function	1403
8.1111	Tootsville::Staff-Journal-Entry-Written-By	1404
8.1111.1	Function.....	1404
8.1111.2	SetF Function	1404
8.1112	Tootsville::Staff-Journal-Reference.....	1405
8.1112.1	Class	1405
8.1112.2	Slots.....	1405
8.1113	Tootsville::Staff-Journal-Reference-Entry	1406
8.1113.1	Function.....	1406
8.1113.2	SetF Function	1406
8.1114	Tootsville::Staff-Journal-Reference-Person	1407
8.1114.1	Function.....	1407
8.1114.2	SetF Function	1407
8.1115	Tootsville::Stamp-Toot-Passport	1408
8.1115.1	Function.....	1408
8.1115.2	File.....	1408
8.1116	Tootsville::Standard-Log-File.....	1409
8.1116.1	Function.....	1409
8.1116.2	File.....	1409
8.1117	Tootsville::Start	1410
8.1117.1	Function.....	1410
8.1117.2	File.....	1410
8.1118	Tootsville::Start-Game-Metronome	1411
8.1118.1	Function.....	1411
8.1118.2	File.....	1411
8.1119	Tootsville::Start-Hunchentoot	1412
8.1119.1	Function.....	1412
8.1119.2	File.....	1412
8.1120	Tootsville::Start-Production	1413
8.1120.1	Function.....	1413
8.1120.2	File.....	1413
8.1121	Tootsville::Start-Purchase-Event	1414
8.1121.1	Function.....	1414

8.1121.2	File.....	1414
8.1122	Tootsville::Start-Swank	1415
8.1122.1	Function.....	1415
8.1122.2	File.....	1415
8.1123	Tootsville::Start-Tcp-Listener	1416
8.1123.1	Function.....	1416
8.1123.2	File.....	1416
8.1124	Tootsville::Stop	1417
8.1124.1	Function.....	1417
8.1124.2	File.....	1417
8.1125	Tootsville::Stop-Game-Metronome	1418
8.1125.1	Function.....	1418
8.1125.2	File.....	1418
8.1126	Tootsville::Stop-Listening-For-Websockets	1419
8.1126.1	Function.....	1419
8.1126.2	File.....	1419
8.1127	Tootsville::Stop-Production	1420
8.1127.1	Function.....	1420
8.1127.2	File.....	1420
8.1128	Tootsville::Store-Info	1421
8.1128.1	Function.....	1421
8.1128.2	File.....	1421
8.1129	Tootsville::Store-Item	1422
8.1129.1	Class	1422
8.1129.2	Slots.....	1422
8.1130	Tootsville::Store-Item-Currency	1423
8.1130.1	Function.....	1423
8.1130.2	SetF Function	1423
8.1131	Tootsville::Store-Item-Price	1424
8.1131.1	Function.....	1424
8.1131.2	SetF Function	1424
8.1132	Tootsville::Store-Item-Qty.....	1425
8.1132.1	Function.....	1425
8.1132.2	SetF Function	1425
8.1133	Tootsville::Store-Item-Quantity	1426
8.1133.1	Function.....	1426
8.1134	Tootsville::Store-Item-Template	1427
8.1134.1	Function.....	1427
8.1134.2	SetF Function	1427
8.1135	Tootsville::Store-Item-Uuid	1428
8.1135.1	Function.....	1428
8.1135.2	SetF Function	1428
8.1136	Tootsville::String-All-Alpha-Chars-P	1429
8.1136.1	Function.....	1429
8.1136.2	File.....	1429
8.1137	Tootsville::String-Length-2-P.....	1430
8.1137.1	Function.....	1430
8.1137.2	File.....	1430

8.1138	Tootsville::Strip-After-Sem	1431
8.1138.1	Function	1431
8.1138.2	File	1431
8.1139	Tootsville::Subheader-Field	1432
8.1139.1	Function	1432
8.1139.2	File	1432
8.1140	Tootsville::Sun-Position	1433
8.1140.1	Function	1433
8.1140.2	File	1433
8.1141	Tootsville::Superstar-Personality	1434
8.1141.1	Class	1434
8.1141.2	Slots	1434
8.1142	Tootsville::Swank-Connected-P	1435
8.1142.1	Function	1435
8.1142.2	File	1435
8.1143	Tootsville::Swing-Door	1436
8.1143.1	Function	1436
8.1143.2	File	1436
8.1144	Tootsville::Sync	1437
8.1144.1	Function	1437
8.1144.2	File	1437
8.1145	Tootsville::Take-Item	1438
8.1145.1	Function	1438
8.1145.2	File	1438
8.1146	Tootsville::Tcp-Bandwidth-Record	1439
8.1146.1	Function	1439
8.1146.2	File	1439
8.1147	Tootsville::Tcp-Broadcast	1440
8.1147.1	Function	1440
8.1147.2	File	1440
8.1148	Tootsville::Tcp-Client	1441
8.1148.1	Class	1441
8.1148.2	Slots	1441
8.1149	Tootsville::Tcp-Client-Buffer	1442
8.1149.1	Function	1442
8.1149.2	SetF Function	1442
8.1150	Tootsville::Tcp-Client-Expected-Length	1443
8.1150.1	Function	1443
8.1150.2	SetF Function	1443
8.1151	Tootsville::Tcp-Client-Peer	1444
8.1151.1	Function	1444
8.1151.2	SetF Function	1444
8.1152	Tootsville::Tcp-Client-Socket	1445
8.1152.1	Function	1445
8.1152.2	SetF Function	1445
8.1153	Tootsville::Tcp-Format-Error	1446
8.1153.1	Function	1446
8.1153.2	File	1446

8.1154	Tootsville::Tcp-Handle-Peer-Request	1447
8.1154.1	Function	1447
8.1154.2	File	1447
8.1155	Tootsville::Tcp-Process-Packet	1448
8.1155.1	Function	1448
8.1155.2	File	1448
8.1156	Tootsville::Tcp-Reply	1449
8.1156.1	Function	1449
8.1156.2	File	1449
8.1157	Tootsville::Tcp-Socket-Input	1450
8.1157.1	Function	1450
8.1157.2	File	1450
8.1158	Tootsville::Tcp-Stream-Authenticate	1451
8.1158.1	Function	1451
8.1158.2	File	1451
8.1159	Tootsville::Tcp-Unicast	1452
8.1159.1	Function	1452
8.1159.2	File	1452
8.1160	Tootsville::Template->Openapi	1453
8.1160.1	Function	1453
8.1160.2	File	1453
8.1161	Tootsville::Template-Match	1454
8.1161.1	Function	1454
8.1161.2	File	1454
8.1162	Tootsville::Terrain	1455
8.1162.1	Function	1455
8.1162.2	File	1455
8.1163	Tootsville::Terrain-Height	1456
8.1163.1	Class	1456
8.1163.2	Slots	1456
8.1164	Tootsville::Terrain-Height-Latitude	1457
8.1164.1	Function	1457
8.1164.2	SetF Function	1457
8.1165	Tootsville::Terrain-Height-Longitude	1458
8.1165.1	Function	1458
8.1165.2	SetF Function	1458
8.1166	Tootsville::Terrain-Height-Terrain	1459
8.1166.1	Function	1459
8.1166.2	SetF Function	1459
8.1167	Tootsville::Terrain-Height-World	1460
8.1167.1	Function	1460
8.1167.2	SetF Function	1460
8.1168	Tootsville::Terrain/ Add-Cactus	1461
8.1168.1	Function	1461
8.1168.2	File	1461
8.1169	Tootsville::Terrain/ Add-Flowers	1462
8.1169.1	Function	1462
8.1169.2	File	1462

8.1170	Tootsville::Terrain/ Add-Grass	1463
8.1170.1	Function	1463
8.1170.2	File	1463
8.1171	Tootsville::Terrain/ Add-Log	1464
8.1171.1	Function	1464
8.1171.2	File	1464
8.1172	Tootsville::Terrain/ Add-Mushrooms	1465
8.1172.1	Function	1465
8.1172.2	File	1465
8.1173	Tootsville::Terrain/ Add-Shaddow-Bush	1466
8.1173.1	Function	1466
8.1173.2	File	1466
8.1174	Tootsville::Terrain/ Add-Shaddow-Pit	1467
8.1174.1	Function	1467
8.1174.2	File	1467
8.1175	Tootsville::Terrain/ Add-Shaddow-Stalagmite	1468
8.1175.1	Function	1468
8.1175.2	File	1468
8.1176	Tootsville::Terrain/ Add-Small-Pond	1469
8.1176.1	Function	1469
8.1176.2	File	1469
8.1177	Tootsville::Terrain/ Add-Tree	1470
8.1177.1	Function	1470
8.1177.2	File	1470
8.1178	Tootsville::Terrain/ Connect-Streams	1471
8.1178.1	Function	1471
8.1178.2	File	1471
8.1179	Tootsville::Terrain/ Stream-Present-P	1472
8.1179.1	Function	1472
8.1179.2	File	1472
8.1180	Tootsville::Test	1473
8.1180.1	Variable	1473
8.1181	Tootsville::Texi-Ref	1474
8.1181.1	Function	1474
8.1181.2	File	1474
8.1182	Tootsville::Three-Chars-In-A-Row-P	1475
8.1182.1	Function	1475
8.1182.2	File	1475
8.1183	Tootsville::Tick-Weather-Day	1476
8.1183.1	Function	1476
8.1183.2	File	1476
8.1184	Tootsville::Tick-Weather-Minute	1477
8.1184.1	Function	1477
8.1184.2	File	1477
8.1185	Tootsville::Toot	1478
8.1185.1	Function	1478
8.1185.2	File	1478
8.1185.3	SetF Function	1478

8.1185.4	Class	1478
8.1185.5	Slots	1478
8.1186	Tootsville::Toot-Avatar	1479
8.1186.1	Function	1479
8.1186.2	SetF Function	1479
8.1187	Tootsville::Toot-Avatar-Scale-X	1480
8.1187.1	Function	1480
8.1187.2	SetF Function	1480
8.1188	Tootsville::Toot-Avatar-Scale-Y	1481
8.1188.1	Function	1481
8.1188.2	SetF Function	1481
8.1189	Tootsville::Toot-Avatar-Scale-Z	1482
8.1189.1	Function	1482
8.1189.2	SetF Function	1482
8.1190	Tootsville::Toot-Base-Color	1483
8.1190.1	Function	1483
8.1190.2	SetF Function	1483
8.1191	Tootsville::Toot-Base-Color-Name	1484
8.1191.1	Type	1484
8.1192	Tootsville::Toot-Base-Color-Name-P	1485
8.1192.1	Function	1485
8.1192.2	File	1485
8.1193	Tootsville::Toot-Buddy-List	1486
8.1193.1	Function	1486
8.1193.2	File	1486
8.1194	Tootsville::Toot-Can-Afford-P	1487
8.1194.1	Function	1487
8.1194.2	File	1487
8.1195	Tootsville::Toot-Chat-Background-Color	1488
8.1195.1	Function	1488
8.1195.2	File	1488
8.1196	Tootsville::Toot-Chat-Foreground-Color	1489
8.1196.1	Function	1489
8.1196.2	File	1489
8.1197	Tootsville::Toot-Child-Code	1490
8.1197.1	Function	1490
8.1197.2	SetF Function	1490
8.1198	Tootsville::Toot-Childp	1491
8.1198.1	Function	1491
8.1198.2	File	1491
8.1199	Tootsville::Toot-Clothes+Pattern	1492
8.1199.1	Function	1492
8.1199.2	File	1492
8.1200	Tootsville::Toot-Contacts	1493
8.1200.1	Function	1493
8.1200.2	File	1493
8.1201	Tootsville::Toot-Equipped-Item	1494
8.1201.1	Function	1494

8.1201.2	File.....	1494
8.1202	Tootsville::Toot-Fairy-Dust.....	1495
8.1202.1	Function.....	1495
8.1202.2	File.....	1495
8.1203	Tootsville::Toot-Has-Item-P.....	1496
8.1203.1	Function.....	1496
8.1203.2	File.....	1496
8.1204	Tootsville::Toot-Info.....	1497
8.1204.1	Function.....	1497
8.1204.2	Data Structure.....	1497
8.1204.3	Changes from 1.0 to 1.1.....	1498
8.1204.4	Changes from 1.1 to 1.2.....	1498
8.1204.5	Changes from 1.2 to 2.0.....	1499
8.1204.6	Deprecation.....	1499
8.1204.7	Obtaining Toot Information.....	1499
8.1204.8	File.....	1499
8.1205	Tootsville::Toot-Inventory.....	1500
8.1205.1	Function.....	1500
8.1205.2	File.....	1500
8.1206	Tootsville::Toot-Join-Message.....	1501
8.1206.1	Function.....	1501
8.1206.2	File.....	1501
8.1207	Tootsville::Toot-Last-Active.....	1502
8.1207.1	Function.....	1502
8.1207.2	SetF Function.....	1502
8.1208	Tootsville::Toot-List-Message.....	1503
8.1208.1	Function.....	1503
8.1208.2	Format.....	1503
8.1208.3	File.....	1503
8.1209	Tootsville::Toot-Name.....	1504
8.1209.1	Function.....	1504
8.1209.2	SetF Function.....	1504
8.1209.3	Type.....	1504
8.1210	Tootsville::Toot-Note.....	1505
8.1210.1	Function.....	1505
8.1210.2	SetF Function.....	1505
8.1211	Tootsville::Toot-Pad-Color.....	1506
8.1211.1	Function.....	1506
8.1211.2	SetF Function.....	1506
8.1212	Tootsville::Toot-Pad-Color-Name.....	1507
8.1212.1	Type.....	1507
8.1213	Tootsville::Toot-Pad-Color-Name-P.....	1508
8.1213.1	Function.....	1508
8.1213.2	File.....	1508
8.1214	Tootsville::Toot-Passport-Stamped-P.....	1509
8.1214.1	Function.....	1509
8.1214.2	File.....	1509
8.1215	Tootsville::Toot-Passport-Stamps.....	1510

8.1215.1	Function	1510
8.1215.2	File	1510
8.1216	Tootsville::Toot-Pattern	1511
8.1216.1	Function	1511
8.1216.2	SetF Function	1511
8.1217	Tootsville::Toot-Pattern-Color	1512
8.1217.1	Function	1512
8.1217.2	SetF Function	1512
8.1218	Tootsville::Toot-Pattern-Color-Name	1513
8.1218.1	Type	1513
8.1219	Tootsville::Toot-Pattern-Color-Name-P	1514
8.1219.1	Function	1514
8.1219.2	File	1514
8.1220	Tootsville::Toot-Pattern-Name	1515
8.1220.1	Type	1515
8.1221	Tootsville::Toot-Pattern-Name-P	1516
8.1221.1	Function	1516
8.1221.2	File	1516
8.1222	Tootsville::Toot-Peanuts	1517
8.1222.1	Function	1517
8.1222.2	File	1517
8.1223	Tootsville::Toot-Personality	1518
8.1223.1	Class	1518
8.1223.2	Slots	1518
8.1224	Tootsville::Toot-Player	1519
8.1224.1	Function	1519
8.1224.2	SetF Function	1519
8.1225	Tootsville::Toot-Position	1520
8.1225.1	Function	1520
8.1225.2	File	1520
8.1225.3	SetF Function	1520
8.1226	Tootsville::Toot-Presentation-Name	1521
8.1226.1	Function	1521
8.1226.2	File	1521
8.1227	Tootsville::Toot-Private-Message	1522
8.1227.1	Function	1522
8.1227.2	File	1522
8.1228	Tootsville::Toot-Quiesced	1523
8.1228.1	Class	1523
8.1228.2	Slots	1523
8.1229	Tootsville::Toot-Quiesced-Altitude	1524
8.1229.1	Function	1524
8.1229.2	SetF Function	1524
8.1230	Tootsville::Toot-Quiesced-Attribs	1525
8.1230.1	Function	1525
8.1230.2	SetF Function	1525
8.1231	Tootsville::Toot-Quiesced-D3	1526
8.1231.1	Function	1526

8.1231.2	SetF Function	1526
8.1232	Tootsville::Toot-Quiesced-Data	1527
8.1232.1	Function	1527
8.1232.2	File	1527
8.1233	Tootsville::Toot-Quiesced-Emotion	1528
8.1233.1	Function	1528
8.1233.2	SetF Function	1528
8.1234	Tootsville::Toot-Quiesced-Latitude	1529
8.1234.1	Function	1529
8.1234.2	SetF Function	1529
8.1235	Tootsville::Toot-Quiesced-Longitude	1530
8.1235.1	Function	1530
8.1235.2	SetF Function	1530
8.1236	Tootsville::Toot-Quiesced-Observed	1531
8.1236.1	Function	1531
8.1236.2	SetF Function	1531
8.1237	Tootsville::Toot-Quiesced-Peer-Address	1532
8.1237.1	Function	1532
8.1237.2	SetF Function	1532
8.1238	Tootsville::Toot-Quiesced-Toot	1533
8.1238.1	Function	1533
8.1238.2	SetF Function	1533
8.1239	Tootsville::Toot-Quiesced-World	1534
8.1239.1	Function	1534
8.1239.2	SetF Function	1534
8.1240	Tootsville::Toot-Quiesced-Wtl	1535
8.1240.1	Function	1535
8.1240.2	SetF Function	1535
8.1241	Tootsville::Toot-Sms-Messages	1536
8.1241.1	Function	1536
8.1241.2	File	1536
8.1242	Tootsville::Toot-Speak	1537
8.1242.1	Function	1537
8.1242.2	File	1537
8.1243	Tootsville::Toot-Uuid	1538
8.1243.1	Function	1538
8.1243.2	SetF Function	1538
8.1244	Tootsville::Tootsville-Rest-Acceptor	1539
8.1244.1	Class	1539
8.1244.2	Slots	1539
8.1245	Tootsville::Tootsville-Rest-Ssl-Acceptor	1540
8.1245.1	Class	1540
8.1245.2	Slots	1540
8.1246	Tootsville::Tootsville-V-Banner	1541
8.1246.1	Function	1541
8.1246.2	File	1541
8.1247	Tootsville::Trace-Log-File	1542
8.1247.1	Function	1542

8.1247.2	File.....	1542
8.1248	Tootsville::Trace-Output-Heartbeat	1543
8.1248.1	Function.....	1543
8.1248.2	File.....	1543
8.1249	Tootsville::Try-Reconnect-Toot-Name	1544
8.1249.1	Function.....	1544
8.1249.2	File.....	1544
8.1250	Tootsville::Two-Chars-In-A-Row-P	1545
8.1250.1	Function.....	1545
8.1250.2	File.....	1545
8.1251	Tootsville::Two-Letter-String.....	1546
8.1251.1	Type	1546
8.1252	Tootsville::Un-Banhammer-Ip-Address	1547
8.1252.1	Function.....	1547
8.1252.2	File.....	1547
8.1253	Tootsville::Unicast	1548
8.1253.1	Function.....	1548
8.1253.2	File.....	1548
8.1254	Tootsville::Unidentified-Player-Error	1549
8.1254.1	Class	1549
8.1254.2	Slots.....	1549
8.1255	Tootsville::Unimplemented	1550
8.1255.1	Class	1550
8.1255.2	Slots.....	1550
8.1256	Tootsville::Unimplemented-Feature.....	1551
8.1256.1	Function.....	1551
8.1256.2	SetF Function	1551
8.1257	Tootsville::Unprocessable	1552
8.1257.1	Class	1552
8.1257.2	Slots.....	1552
8.1258	Tootsville::Update-Gravatar	1553
8.1258.1	Function.....	1553
8.1258.2	File.....	1553
8.1259	Tootsville::Update-Nil.....	1554
8.1259.1	Class	1554
8.1259.2	Slots.....	1554
8.1260	Tootsville::Update-Toot-Last-Active.....	1555
8.1260.1	Function.....	1555
8.1260.2	File.....	1555
8.1261	Tootsville::Uri-To-Uuid	1556
8.1261.1	Function.....	1556
8.1261.2	File.....	1556
8.1262	Tootsville::Url-To-String.....	1557
8.1262.1	Function.....	1557
8.1262.2	File.....	1557
8.1263	Tootsville::User->Alist	1558
8.1263.1	Function.....	1558
8.1263.2	File.....	1558

8.1264	Tootsville::User-Account	1559
8.1264.1	Function	1559
8.1264.2	SetF Function	1559
8.1265	Tootsville::User-Display-Name	1560
8.1265.1	Function	1560
8.1265.2	File	1560
8.1266	Tootsville::User-Email	1561
8.1266.1	Function	1561
8.1266.2	File	1561
8.1267	Tootsville::User-Face	1562
8.1267.1	Function	1562
8.1267.2	File	1562
8.1268	Tootsville::User-Given-Name	1563
8.1268.1	Function	1563
8.1268.2	File	1563
8.1269	Tootsville::User-Id	1564
8.1269.1	Function	1564
8.1269.2	File	1564
8.1270	Tootsville::User-Online-P	1565
8.1270.1	Function	1565
8.1270.2	File	1565
8.1271	Tootsville::User-Stream	1566
8.1271.1	Function	1566
8.1271.2	File	1566
8.1272	Tootsville::User-Surname	1567
8.1272.1	Function	1567
8.1272.2	File	1567
8.1273	Tootsville::Uuid-String-P	1568
8.1273.1	Function	1568
8.1273.2	Example	1568
8.1273.3	File	1568
8.1274	Tootsville::Uuid-String-To-Base64	1569
8.1274.1	Function	1569
8.1274.2	File	1569
8.1275	Tootsville::Uuid-To-Base64	1570
8.1275.1	Function	1570
8.1275.2	File	1570
8.1276	Tootsville::Uuid-To-Uri	1571
8.1276.1	Function	1571
8.1276.2	File	1571
8.1277	Tootsville::Valid-Child-Code-P	1572
8.1277.1	Function	1572
8.1277.2	File	1572
8.1278	Tootsville::Value-To-Texi	1573
8.1278.1	Function	1573
8.1278.2	File	1573
8.1279	Tootsville::Vanish-Item	1574
8.1279.1	Function	1574

8.1279.2	File	1574
8.1280	Tootsville::Verbose-Log-File	1575
8.1280.1	Function	1575
8.1280.2	File	1575
8.1281	Tootsville::Version-Info-For	1576
8.1281.1	Function	1576
8.1281.2	File	1576
8.1282	Tootsville::Version-Info-List	1577
8.1282.1	Function	1577
8.1282.2	File	1577
8.1283	Tootsville::Version-Info-Report	1578
8.1283.1	Function	1578
8.1283.2	File	1578
8.1284	Tootsville::Version-Info-Report-String	1579
8.1284.1	Function	1579
8.1284.2	File	1579
8.1285	Tootsville::Vitem-Grant-Item	1580
8.1285.1	Function	1580
8.1285.2	File	1580
8.1286	Tootsville::Wallet-Info	1581
8.1286.1	Function	1581
8.1286.2	Changes from 1.2 to 2.0	1581
8.1286.3	File	1581
8.1287	Tootsville::Wants-Json-P	1582
8.1287.1	Function	1582
8.1287.2	File	1582
8.1288	Tootsville::Weakly-Remember-Record	1583
8.1288.1	Function	1583
8.1288.2	File	1583
8.1289	Tootsville::Wear-Slot	1584
8.1289.1	Class	1584
8.1289.2	Slots	1584
8.1290	Tootsville::Wear-Slot-Alternate	1585
8.1290.1	Function	1585
8.1290.2	SetF Function	1585
8.1291	Tootsville::Wear-Slot-Avatar-Point	1586
8.1291.1	Function	1586
8.1291.2	SetF Function	1586
8.1292	Tootsville::Wear-Slot-Id	1587
8.1292.1	Function	1587
8.1292.2	SetF Function	1587
8.1293	Tootsville::Wear-Slot-Info	1588
8.1293.1	Function	1588
8.1293.2	File	1588
8.1294	Tootsville::Wear-Slot-Name	1589
8.1294.1	Function	1589
8.1294.2	SetF Function	1589
8.1295	Tootsville::Wear-Slot-Obstruct-Max	1590

8.1295.1	Function	1590
8.1295.2	SetF Function	1590
8.1296	Tootsville::Wear-Slot-Obstruct-Min	1591
8.1296.1	Function	1591
8.1296.2	SetF Function	1591
8.1297	Tootsville::Wear-Slot-Obstruct-Point	1592
8.1297.1	Function	1592
8.1297.2	SetF Function	1592
8.1298	Tootsville::Wear-Slot-Valence	1593
8.1298.1	Function	1593
8.1298.2	SetF Function	1593
8.1299	Tootsville::Websocket-Acceptor	1594
8.1299.1	Class	1594
8.1299.2	Slots	1594
8.1300	Tootsville::Websocket-Authenticate	1595
8.1300.1	Function	1595
8.1300.2	File	1595
8.1301	Tootsville::Websocket-Ssl-Acceptor	1596
8.1301.1	Class	1596
8.1301.2	Slots	1596
8.1302	Tootsville::Welduh-Personality	1597
8.1302.1	Class	1597
8.1302.2	Slots	1597
8.1303	Tootsville::Which-Toot-Is-Not-Yours	1598
8.1303.1	Function	1598
8.1303.2	SetF Function	1598
8.1304	Tootsville::Whitespace-Char-P	1599
8.1304.1	Function	1599
8.1304.2	File	1599
8.1305	Tootsville::Whitespacep	1600
8.1305.1	Function	1600
8.1305.2	File	1600
8.1306	Tootsville::Who-Is-Connected	1601
8.1306.1	Function	1601
8.1306.2	File	1601
8.1307	Tootsville::Wind-Vector	1602
8.1307.1	Class	1602
8.1307.2	Slots	1602
8.1308	Tootsville::Wind-Vector-P	1603
8.1308.1	Function	1603
8.1308.2	File	1603
8.1309	Tootsville::Wind-Vector-X-Magnitude	1604
8.1309.1	Function	1604
8.1309.2	File	1604
8.1309.3	SetF Function	1604
8.1309.4	File	1604
8.1310	Tootsville::Wind-Vector-Y-Magnitude	1605
8.1310.1	Function	1605

8.1310.2	File.....	1605
8.1310.3	SetF Function	1605
8.1310.4	File.....	1605
8.1311	Tootsville::Wind-X.....	1606
8.1311.1	Function.....	1606
8.1311.2	File.....	1606
8.1312	Tootsville::Wind-Y.....	1607
8.1312.1	Function.....	1607
8.1312.2	File.....	1607
8.1313	Tootsville::With-Cluster-Wide-Lock-Held.....	1608
8.1313.1	Macro	1608
8.1313.2	File.....	1608
8.1314	Tootsville::With-Continuable-Errors-Skipped	1609
8.1314.1	Macro	1609
8.1314.2	File.....	1609
8.1315	Tootsville::With-Dbi.....	1610
8.1315.1	Macro	1610
8.1315.2	File.....	1610
8.1316	Tootsville::With-Errors-As-Http.....	1611
8.1316.1	Macro	1611
8.1316.2	File.....	1611
8.1317	Tootsville::With-Http-Conditions.....	1612
8.1317.1	Macro	1612
8.1317.2	File.....	1612
8.1318	Tootsville::With-Http-Errors-As-Infinity-Errors.....	1613
8.1318.1	Macro	1613
8.1318.2	File.....	1613
8.1319	Tootsville::With-Local-Toot	1614
8.1319.1	Macro	1614
8.1319.2	File.....	1614
8.1320	Tootsville::With-Local-User	1615
8.1320.1	Macro	1615
8.1320.2	File.....	1615
8.1321	Tootsville::With-Maintenance-Times	1616
8.1321.1	Macro	1616
8.1321.2	File.....	1616
8.1322	Tootsville::With-Memcached-Query	1617
8.1322.1	Macro	1617
8.1322.2	File.....	1617
8.1323	Tootsville::With-Posted-Json.....	1618
8.1323.1	Macro	1618
8.1323.2	File.....	1618
8.1324	Tootsville::With-Score-In-Range.....	1619
8.1324.1	Macro	1619
8.1324.2	File.....	1619
8.1325	Tootsville::With-Standard-Streams-To-String.....	1620
8.1325.1	Macro	1620
8.1325.2	File.....	1620

8.1326	Tootsville::With-User	1621
8.1326.1	Macro	1621
8.1326.2	File	1621
8.1327	Tootsville::With-Websocket-Disconnections	1622
8.1327.1	Macro	1622
8.1327.2	File	1622
8.1328	Tootsville::Without-Medal	1623
8.1328.1	Macro	1623
8.1328.2	File	1623
8.1329	Tootsville::Without-Sem	1624
8.1329.1	Function	1624
8.1329.2	File	1624
8.1330	Tootsville::World	1625
8.1330.1	Function	1625
8.1330.2	File	1625
8.1330.3	SetF Function	1625
8.1330.4	Class	1625
8.1330.5	Slots	1625
8.1331	Tootsville::World-Mistp	1626
8.1331.1	Function	1626
8.1331.2	File	1626
8.1332	Tootsville::World-Moniker	1627
8.1332.1	Function	1627
8.1332.2	SetF Function	1627
8.1332.3	Type	1627
8.1333	Tootsville::World-Moniker-P	1628
8.1333.1	Function	1628
8.1333.2	File	1628
8.1334	Tootsville::World-Name	1629
8.1334.1	Function	1629
8.1334.2	SetF Function	1629
8.1335	Tootsville::Write-Class-Docs	1630
8.1335.1	Function	1630
8.1335.2	File	1630
8.1336	Tootsville::Write-Docs	1631
8.1336.1	Function	1631
8.1336.2	File	1631
8.1337	Tootsville::Write-Docs-Header	1632
8.1337.1	Function	1632
8.1337.2	File	1632
8.1338	Tootsville::Write-Documentation	1633
8.1338.1	Function	1633
8.1338.2	File	1633
8.1339	Tootsville::Write-Function-Docs	1634
8.1339.1	Function	1634
8.1339.2	File	1634
8.1340	Tootsville::Write-Setf-Docs	1635
8.1340.1	Function	1635

8.1340.2	File.....	1635
8.1341	Tootsville::Write-Staff-Journal-Entry	1636
8.1341.1	Function.....	1636
8.1341.2	File.....	1636
8.1342	Tootsville::Ws-Approve-Toot.....	1637
8.1342.1	Function.....	1637
8.1342.2	File.....	1637
8.1343	Tootsville::Ws-Bandwidth-By-Source.....	1638
8.1343.1	Function.....	1638
8.1343.2	File.....	1638
8.1344	Tootsville::Ws-Bandwidth-Record.....	1639
8.1344.1	Function.....	1639
8.1344.2	File.....	1639
8.1345	Tootsville::Ws-Broadcast.....	1640
8.1345.1	Function.....	1640
8.1345.2	File.....	1640
8.1346	Tootsville::Ws-Client.....	1641
8.1346.1	Class	1641
8.1346.2	Slots.....	1641
8.1347	Tootsville::Ws-Deny-Toot.....	1642
8.1347.1	Function.....	1642
8.1347.2	File.....	1642
8.1348	Tootsville::Ws-Evacuate-All.....	1643
8.1348.1	Function.....	1643
8.1348.2	File.....	1643
8.1349	Tootsville::Ws-Kick.....	1644
8.1349.1	Function.....	1644
8.1349.2	File.....	1644
8.1350	Tootsville::Ws-Kick-Other-Streams-For-User.....	1645
8.1350.1	Function.....	1645
8.1350.2	File.....	1645
8.1351	Tootsville::Ws-Perform-Sign-In.....	1646
8.1351.1	Function.....	1646
8.1351.2	File.....	1646
8.1352	Tootsville::Ws-Reply.....	1647
8.1352.1	Function.....	1647
8.1352.2	File.....	1647
8.1353	Tootsville::Ws-Sign-In-User.....	1648
8.1353.1	Function.....	1648
8.1353.2	File.....	1648
8.1354	Tootsville::Ws-Stats.....	1649
8.1354.1	Function.....	1649
8.1354.2	File.....	1649
8.1355	Tootsville::Ws-Stats-Reset-All.....	1650
8.1355.1	Function.....	1650
8.1355.2	File.....	1650
8.1356	Tootsville::Ws-To-Infinity.....	1651
8.1356.1	Function.....	1651

8.1356.2	File	1651
8.1357	Tootsville::Ws-Unicast	1652
8.1357.1	Function	1652
8.1357.2	File	1652
8.1358	Tootsville::Ws-Without-Login	1653
8.1358.1	Function	1653
8.1358.2	File	1653
8.1359	Tootsville::Wtl-Course	1654
8.1359.1	Function	1654
8.1359.2	File	1654
8.1359.3	SetF Function	1654
8.1359.4	Class	1654
8.1359.5	Slots	1654
8.1360	Tootsville::Wtl-Course-End-Point	1655
8.1360.1	Function	1655
8.1360.2	SetF Function	1655
8.1361	Tootsville::Wtl-Course-End-Time	1656
8.1361.1	Function	1656
8.1361.2	SetF Function	1656
8.1362	Tootsville::Wtl-Course-Speed	1657
8.1362.1	Function	1657
8.1362.2	SetF Function	1657
8.1363	Tootsville::Wtl-Course-Start-Point	1658
8.1363.1	Function	1658
8.1363.2	SetF Function	1658
8.1364	Tootsville::Wtl-Course-Start-Time	1659
8.1364.1	Function	1659
8.1364.2	SetF Function	1659
8.1365	Tootsville::Wtl-Find-End-Time-If-Blank	1660
8.1365.1	Function	1660
8.1365.2	File	1660
8.1366	Tootsville::Www-Uri	1661
8.1366.1	Type	1661
8.1367	Tootsville::Www-Uri-Like-P	1662
8.1367.1	Function	1662
8.1367.2	File	1662
8.1368	Tootsville::Yesterday	1663
8.1368.1	Function	1663
8.1368.2	File	1663
8.1369	Tootsville::Yield-Mariadb-Lock	1664
8.1369.1	Function	1664
8.1369.2	File	1664
8.1370	Tootsville::Zap-Personality	1665
8.1370.1	Class	1665
8.1370.2	Slots	1665
8.1371	Tootsville::⊕Post-Accept-Type-Does-Not-Match-/ *-When-Not-Allow-Wildcards-P	1666
8.1371.1	Function	1666

8.1371.2	File.....	1666
8.1372	Tootsville::⊕Post-Accept-Type-Matches-*/ *	1667
8.1372.1	Function.....	1667
8.1372.2	File.....	1667
8.1373	Tootsville::⊕Post-Accept-Type-Matches-/ *	1668
8.1373.1	Function.....	1668
8.1373.2	File.....	1668
8.1374	Tootsville::⊕Post-Accept-Type-Matches-/ *-With-Charset=Utf-8 ..	1669
8.1374.1	Function.....	1669
8.1374.2	File.....	1669
8.1375	Tootsville::⊕Post-Accept-Type-Matches-Identically	1670
8.1375.1	Function.....	1670
8.1375.2	File.....	1670
8.1376	Tootsville::⊕Post-Accept-Type-Matches-With-Charset=Utf-8 ..	1671
8.1376.1	Function.....	1671
8.1376.2	File.....	1671
8.1377	Tootsville::⊕Post-Acceptor-Template-Matches-Constants ..	1672
8.1377.1	Function.....	1672
8.1377.2	File.....	1672
8.1378	Tootsville::⊕Post-Acceptor-Template-Unifies-Variables	1673
8.1378.1	Function.....	1673
8.1378.2	File.....	1673
8.1379	Tootsville::⊕Post-Certificate-Extraction	1674
8.1379.1	Function.....	1674
8.1379.2	File.....	1674
8.1380	Tootsville::⊕Post-Check-Map-Heights	1675
8.1380.1	Function.....	1675
8.1380.2	File.....	1675
8.1381	Tootsville::⊕Post-Check-Map-Widths.....	1676
8.1381.1	Function.....	1676
8.1381.2	File.....	1676
8.1382	Tootsville::⊕Post-Ensure-Package-Imports-From-Oliphant-Are-Available ..	1677
8.1382.1	Function.....	1677
8.1382.2	File.....	1677
8.1383	Tootsville::⊕Post-Extract-Plist-Path-1.....	1678
8.1383.1	Function.....	1678
8.1383.2	File.....	1678
8.1384	Tootsville::⊕Post-Extract-Plist-Path-2.....	1679
8.1384.1	Function.....	1679
8.1384.2	File.....	1679
8.1385	Tootsville::⊕Post-Extract-Plist-Path-3.....	1680
8.1385.1	Function.....	1680
8.1385.2	File.....	1680
8.1386	Tootsville::⊕Post-Extract-Plist-Path-4.....	1681
8.1386.1	Function.....	1681
8.1386.2	File.....	1681

8.1387	Tootsville::⊕Post-Good-Uri-Amazon-S3	1682
8.1387.1	Function	1682
8.1387.2	File	1682
8.1388	Tootsville::⊕Post-Good-Uri-Tootsville.Org	1683
8.1388.1	Function	1683
8.1388.2	File	1683
8.1389	Tootsville::⊕Post-Good-Uri-With-Query-String	1684
8.1389.1	Function	1684
8.1389.2	File	1684
8.1390	Tootsville::⊕Post-Group-Plists	1685
8.1390.1	Function	1685
8.1390.2	File	1685
8.1391	Tootsville::⊕Post-Host-Name-Like-S3.Amazonaws.Com ...	1686
8.1391.1	Function	1686
8.1391.2	File	1686
8.1392	Tootsville::⊕Post-Host-Name-Like-Star-Hope.Org	1687
8.1392.1	Function	1687
8.1392.2	File	1687
8.1393	Tootsville::⊕Post-Host-Name-Like-Tootsville.Org	1688
8.1393.1	Function	1688
8.1393.2	File	1688
8.1394	Tootsville::⊕Post-Host-Name-Like-Www.Gov.Uk	1689
8.1394.1	Function	1689
8.1394.2	File	1689
8.1395	Tootsville::⊕Post-Host-Name-Like-Www.Tootsville.Org ...	1690
8.1395.1	Function	1690
8.1395.2	File	1690
8.1396	Tootsville::⊕Post-Memcached-Quick-Test	1691
8.1396.1	Function	1691
8.1396.2	File	1691
8.1397	Tootsville::⊕Post-Memcached-Random-Number-Test	1692
8.1397.1	Function	1692
8.1397.2	File	1692
8.1398	Tootsville::⊕Post-Normalize-Url-Collapse-/ ./ -To-/	1693
8.1398.1	Function	1693
8.1398.2	File	1693
8.1399	Tootsville::⊕Post-Normalize-Url-Collapse-/ / -To-/	1694
8.1399.1	Function	1694
8.1399.2	File	1694
8.1400	Tootsville::⊕Post-Normalize-Url-Handle-../ -Chains	1695
8.1400.1	Function	1695
8.1400.2	File	1695
8.1401	Tootsville::⊕Post-Normalize-Url-Hostname-Downcased	1696
8.1401.1	Function	1696
8.1401.2	File	1696
8.1402	Tootsville::⊕Post-Normalize-Url-Include-Unusual-Http-Port ..	1697
8.1402.1	Function	1697
8.1402.2	File	1697

8.1403	Tootsville::⊕Post-Normalize-Url-Include-Unusual-Https-Port ..	1698
8.1403.1	Function	1698
8.1403.2	File	1698
8.1404	Tootsville::⊕Post-Normalize-Url-Leave-%Xx-Encoded-Bytes ..	1699
8.1404.1	Function	1699
8.1404.2	File	1699
8.1405	Tootsville::⊕Post-Normalize-Url-Omit-Default-Https-Port ..	1700
8.1405.1	Function	1700
8.1405.2	File	1700
8.1406	Tootsville::⊕Post-Normalize-Url-Omit-Default-Http-Port ..	1701
8.1406.1	Function	1701
8.1406.2	File	1701
8.1407	Tootsville::⊕Post-Normalize-Url-Protocol-Downcased	1702
8.1407.1	Function	1702
8.1407.2	File	1702
8.1408	Tootsville::⊕Post-Normalize-Url-Treat-../ -As-Up	1703
8.1408.1	Function	1703
8.1408.2	File	1703
8.1409	Tootsville::⊕Post-Normalize-Url-Un%Xx-Escape-Basic-Ascii ..	1704
8.1409.1	Function	1704
8.1409.2	File	1704
8.1410	Tootsville::⊕Post-Normalize-Url-Use-%20-Not-+-For-Space ..	1705
8.1410.1	Function	1705
8.1410.2	File	1705
8.1411	Tootsville::⊕Post-Not-Host-Name-Like-Foo.Com	1706
8.1411.1	Function	1706
8.1411.2	File	1706
8.1412	Tootsville::⊕Post-Not-Host-Name-Like-10.0.0.10	1707
8.1412.1	Function	1707
8.1412.2	File	1707
8.1413	Tootsville::⊕Post-Not-Host-Name-Like-9foo.Com	1708
8.1413.1	Function	1708
8.1413.2	File	1708
8.1414	Tootsville::⊕Post-Not-Host-Name-Like-Bar.-Foo.Com	1709
8.1414.1	Function	1709
8.1414.2	File	1709
8.1415	Tootsville::⊕Post-Not-Host-Name-Like-Bar.9foo.Com	1710
8.1415.1	Function	1710
8.1415.2	File	1710
8.1416	Tootsville::⊕Post-Not-Host-Name-Like-Foo	1711
8.1416.1	Function	1711
8.1416.2	File	1711
8.1417	Tootsville::⊕Post-Not-Host-Name-Like-Foo-Foo.Com	1712
8.1417.1	Function	1712
8.1417.2	File	1712
8.1418	Tootsville::⊕Post-Not-Host-Name-Like-Foo-.Com	1713
8.1418.1	Function	1713
8.1418.2	File	1713

8.1419	Tootsville::⊕Post-Not-Host-Name-Like-Foo.12	1714
8.1419.1	Function	1714
8.1419.2	File	1714
8.1420	Tootsville::⊕Post-Not-Host-Name-Like-Foo.X	1715
8.1420.1	Function	1715
8.1420.2	File	1715
8.1421	Tootsville::⊕Post-Not-Host-Name-Like-Ko	1716
8.1421.1	Function	1716
8.1421.2	File	1716
8.1422	Tootsville::⊕Post-Refind-Record	1717
8.1422.1	Function	1717
8.1422.2	File	1717
8.1423	Tootsville::⊕Post-Subheader-Field-Parses	1718
8.1423.1	Function	1718
8.1423.2	File	1718
8.1424	Tootsville::⊕Post-Unit-Test-Flatten-Plist-Tree	1719
8.1424.1	Function	1719
8.1424.2	File	1719
9	Package Twilio	1721
9.1	Twilio::As-Response	1722
9.1.1	Macro	1722
9.1.2	File	1722
9.2	Twilio::Dial	1723
9.2.1	Function	1723
9.2.2	File	1723
9.3	Twilio::Enqueue	1724
9.3.1	Function	1724
9.3.2	File	1724
9.4	Twilio::Format-Language	1725
9.4.1	Function	1725
9.4.2	File	1725
9.5	Twilio::Hangup	1726
9.5.1	Function	1726
9.5.2	File	1726
9.6	Twilio::Leave	1727
9.6.1	Function	1727
9.6.2	File	1727
9.7	Twilio::Message	1728
9.7.1	Function	1728
9.7.2	File	1728
9.8	Twilio::Pause	1729
9.8.1	Function	1729
9.8.2	File	1729
9.9	Twilio::Play	1730
9.9.1	Function	1730
9.9.2	File	1730
9.10	Twilio::Play-Digits	1731

9.10.1	Function	1731
9.10.2	File	1731
9.11	Twilio::Record	1732
9.11.1	Function	1732
9.11.2	File	1732
9.12	Twilio::Redirect	1733
9.12.1	Function	1733
9.12.2	File	1733
9.13	Twilio::Reject	1734
9.13.1	Function	1734
9.13.2	File	1734
9.14	Twilio::Say	1735
9.14.1	Function	1735
9.14.2	File	1735
9.15	Twilio::With-Gather	1736
9.15.1	Macro	1736
9.15.2	File	1736
9.16	Twilio::With-Twilio-Params	1737
9.16.1	Macro	1737
9.16.2	File	1737

10 Javascript 1739

10.1	Tootsville.AvatarBuilder.addNameTag	1740
10.1.1	Function	1740
10.2	Tootsville.AvatarBuilder.afterLoading	1741
10.2.1	Function	1741
10.3	Tootsville.AvatarBuilder.assetProgress	1742
10.3.1	Function	1742
10.4	Tootsville.AvatarBuilder.assignPatternToMaterial	1743
10.4.1	Function	1743
10.5	Tootsville.AvatarBuilder.build	1744
10.5.1	Function	1744
10.6	Tootsville.AvatarBuilder.buildNew	1745
10.6.1	Function	1745
10.7	Tootsville.AvatarBuilder.colorize	1746
10.7.1	Function	1746
10.8	Tootsville.AvatarBuilder.enableShadows	1747
10.8.1	Function	1747
10.9	Tootsville.AvatarBuilder.getPathForPattern	1748
10.9.1	Function	1748
10.10	Tootsville.AvatarBuilder.loadAvatarBase	1749
10.10.1	Function	1749
10.11	Tootsville.AvatarBuilder.makeAvatarColorizeMaterial	1750
10.11.1	Function	1750
10.12	Tootsville.AvatarBuilder.makeAvatarColorizer	1751
10.12.1	Function	1751
10.13	Tootsville.AvatarBuilder.patterns	1752
10.13.1	Variable	1752

10.14	Tootsville.AvatarBuilder.postBuild	1753
10.14.1	Function	1753
10.15	Tootsville.AvatarBuilder.rainbowColor	1754
10.15.1	Function	1754
10.16	Tootsville.AvatarBuilder.rememberAvatar	1755
10.16.1	Function	1755
10.17	Tootsville.AvatarBuilder.update	1756
10.17.1	Function	1756
10.18	Tootsville.AvatarViewer.createCamera	1757
10.18.1	Function	1757
10.19	Tootsville.AvatarViewer.createLight	1758
10.19.1	Function	1758
10.20	Tootsville.AvatarViewer.createScene	1759
10.20.1	Function	1759
10.21	Tootsville.AvatarViewer.createViewerInCanvas	1760
10.21.1	Function	1760
10.22	Tootsville.AvatarViewer.createViewerReally	1761
10.22.1	Function	1761
10.23	Tootsville.AvatarViewer.getAvatar	1762
10.23.1	Function	1762
10.24	Tootsville.FurnitureBuilder.build	1763
10.24.1	Function	1763
10.25	Tootsville.FurnitureBuilder.build2	1764
10.25.1	Function	1764
10.26	Tootsville.FurnitureBuilder.buildNew	1765
10.26.1	Function	1765
10.27	Tootsville.FurnitureBuilder.colorize	1766
10.27.1	Function	1766
10.28	Tootsville.FurnitureBuilder.enableShadows	1767
10.28.1	Function	1767
10.29	Tootsville.FurnitureBuilder.loadItemTemplate	1768
10.29.1	Function	1768
10.30	Tootsville.FurnitureBuilder.makeFurnitureColorizeMaterial ..	1769
10.30.1	Function	1769
10.31	Tootsville.FurnitureBuilder.makeFurnitureColorizer	1770
10.31.1	Function	1770
10.32	Tootsville.FurnitureBuilder.onLoadedTemplate	1771
10.32.1	Function	1771
10.33	Tootsville.FurnitureBuilder.rememberItem	1772
10.33.1	Function	1772
10.34	Tootsville.FurnitureBuilder.setMaterialPixmapTexture	1773
10.34.1	Function	1773
10.35	Tootsville.FurnitureBuilder.setMaterialTexture	1774
10.35.1	Function	1774
10.35.2	Kinds of Special Textures	1774
10.35.3	Very Special Special Textures	1774
10.35.3.1	#theater-west	1774
10.36	Tootsville.FurnitureBuilder.setMaterialVectorTexture	1775

10.36.1	Function	1775
10.37	Tootsville.FurnitureBuilder.setMaterialVideoTexture	1776
10.37.1	Function	1776
10.38	Tootsville.FurnitureBuilder.theaterWestVideoTexture	1777
10.38.1	Function	1777
10.39	Tootsville.FurnitureBuilder.update	1778
10.39.1	Function	1778
10.40	Tootsville.Game.BallSystem.fastForward	1779
10.40.1	Function	1779
10.41	Tootsville.Game.BallSystem.register	1780
10.41.1	Function	1780
10.42	Tootsville.Game.BallSystem.remove	1781
10.42.1	Function	1781
10.43	Tootsville.Game.BallSystem.updateBalls	1782
10.43.1	Function	1782
10.44	Tootsville.Game.Commands.addFurniture	1783
10.44.1	Function	1783
10.45	Tootsville.Game.Commands.addToList	1784
10.45.1	Function	1784
10.46	Tootsville.Game.Commands.click	1785
10.46.1	Function	1785
10.47	Tootsville.Game.Commands.createUserHouse	1786
10.47.1	Function	1786
10.48	Tootsville.Game.Commands.doff	1787
10.48.1	Function	1787
10.49	Tootsville.Game.Commands.don	1788
10.49.1	Function	1788
10.50	Tootsville.Game.Commands.echo	1789
10.50.1	Function	1789
10.51	Tootsville.Game.Commands.endEvent	1790
10.51.1	Function	1790
10.52	Tootsville.Game.Commands.endevent	1791
10.52.1	Function	1791
10.53	Tootsville.Game.Commands.finger	1792
10.53.1	Function	1792
10.54	Tootsville.Game.Commands.gameAction	1793
10.54.1	Function	1793
10.55	Tootsville.Game.Commands.getApple	1794
10.55.1	Function	1794
10.56	Tootsville.Game.Commands.getAvatars	1795
10.56.1	Function	1795
10.57	Tootsville.Game.Commands.getColorPalettes	1796
10.57.1	Function	1796
10.57.2	410 Gone	1796
10.57.3	Note	1796
10.58	Tootsville.Game.Commands.getInventory	1797
10.58.1	Function	1797
10.59	Tootsville.Game.Commands.getInventoryByType	1798

10.59.1	Function	1798
10.60	Tootsville.Game.Commands.getOnlineUsers	1799
10.60.1	Function	1799
10.61	Tootsville.Game.Commands.getRoomList	1800
10.61.1	Function	1800
10.62	Tootsville.Game.Commands.getServerTime	1801
10.62.1	Function	1801
10.63	Tootsville.Game.Commands.getSessionApple	1802
10.63.1	Function	1802
10.64	Tootsville.Game.Commands.getStoreItemInfo	1803
10.64.1	Function	1803
10.65	Tootsville.Game.Commands.getUserLists	1804
10.65.1	Function	1804
10.66	Tootsville.Game.Commands.getWallet	1805
10.66.1	Function	1805
10.67	Tootsville.Game.Commands.getZoneList	1806
10.67.1	Function	1806
10.68	Tootsville.Game.Commands.give	1807
10.68.1	Function	1807
10.69	Tootsville.Game.Commands.go	1808
10.69.1	Function	1808
10.70	Tootsville.Game.Commands.initUserRoom	1809
10.70.1	Function	1809
10.71	Tootsville.Game.Commands.join	1810
10.71.1	Function	1810
10.72	Tootsville.Game.Commands.login	1811
10.72.1	Function	1811
10.73	Tootsville.Game.Commands.logout	1812
10.73.1	Function	1812
10.74	Tootsville.Game.Commands.mailCustomerService	1813
10.74.1	Function	1813
10.75	Tootsville.Game.Commands.peekAtInventory	1814
10.75.1	Function	1814
10.76	Tootsville.Game.Commands.ping	1815
10.76.1	Function	1815
10.77	Tootsville.Game.Commands.promptReply	1816
10.77.1	Function	1816
10.78	Tootsville.Game.Commands.removeFromList	1817
10.78.1	Function	1817
10.79	Tootsville.Game.Commands.reportBug	1818
10.79.1	Function	1818
10.80	Tootsville.Game.Commands.reportUser	1819
10.80.1	Function	1819
10.81	Tootsville.Game.Commands.requestBuddy	1820
10.81.1	Function	1820
10.82	Tootsville.Game.Commands.sendOutOfBandMessage	1821
10.82.1	Function	1821
10.83	Tootsville.Game.Commands.serverTime	1822

10.83.1	Function	1822
10.84	Tootsville.Game.Commands.setAvatarColor	1823
10.84.1	Function	1823
10.85	Tootsville.Game.Commands.setFurniture	1824
10.85.1	Function	1824
10.86	Tootsville.Game.Commands.spawnZone	1825
10.86.1	Function	1825
10.87	Tootsville.Game.Commands.speak	1826
10.87.1	Function	1826
10.88	Tootsville.Game.Commands.startEvent	1827
10.88.1	Function	1827
10.89	Tootsville.Game.Commands.useEquipment	1828
10.89.1	Function	1828
10.90	Tootsville.Game.Commands.walk	1829
10.90.1	Function	1829
10.90.2	Added in Romance 1.2	1829
10.90.3	Gossipnet only	1829
10.91	Tootsville.Game.Gatekeeper.admin	1830
10.91.1	Function	1830
10.92	Tootsville.Game.Gatekeeper.avatars	1831
10.92.1	Function	1831
10.93	Tootsville.Game.Gatekeeper.ayt	1832
10.93.1	Function	1832
10.94	Tootsville.Game.Gatekeeper.badgeUpdate	1833
10.94.1	Function	1833
10.95	Tootsville.Game.Gatekeeper.beam	1834
10.95.1	Function	1834
10.95.2	Packet Format	1834
10.96	Tootsville.Game.Gatekeeper.bots	1835
10.96.1	Function	1835
10.97	Tootsville.Game.Gatekeeper.buddyList	1836
10.97.1	Function	1836
10.98	Tootsville.Game.Gatekeeper.buddyRequest	1837
10.98.1	Function	1837
10.98.2	Example	1837
10.99	Tootsville.Game.Gatekeeper.burgeon	1838
10.99.1	Function	1838
10.100	Tootsville.Game.Gatekeeper.bye	1839
10.100.1	Function	1839
10.101	Tootsville.Game.Gatekeeper.c	1840
10.101.1	Function	1840
10.102	Tootsville.Game.Gatekeeper.earning	1841
10.102.1	Function	1841
10.103	Tootsville.Game.Gatekeeper.endEvent	1842
10.103.1	Function	1842
10.104	Tootsville.Game.Gatekeeper.forceMove	1843
10.104.1	Function	1843
10.105	Tootsville.Game.Gatekeeper.gameAction	1844

10.105.1	Function	1844
10.106	Tootsville.Game.Gatekeeper.getApple	1845
10.106.1	Function	1845
10.107	Tootsville.Game.Gatekeeper.getAvailableHouses	1846
10.107.1	Function	1846
10.108	Tootsville.Game.Gatekeeper.getAwardRankings	1847
10.108.1	Function	1847
10.109	Tootsville.Game.Gatekeeper.getColorPalettes	1848
10.109.1	Function	1848
10.110	Tootsville.Game.Gatekeeper.getMailInBox	1849
10.110.1	Function	1849
10.111	Tootsville.Game.Gatekeeper.getMailMessage	1850
10.111.1	Function	1850
10.112	Tootsville.Game.Gatekeeper.getStoreItems	1851
10.112.1	Function	1851
10.113	Tootsville.Game.Gatekeeper.getUserLists	1852
10.113.1	Function	1852
10.114	Tootsville.Game.Gatekeeper.goToWeb	1853
10.114.1	Function	1853
10.115	Tootsville.Game.Gatekeeper.initUserRoom	1854
10.115.1	Function	1854
10.116	Tootsville.Game.Gatekeeper.inventory	1855
10.116.1	Function	1855
10.117	Tootsville.Game.Gatekeeper.joinOK	1856
10.117.1	Function	1856
10.118	Tootsville.Game.Gatekeeper.kick	1857
10.118.1	Function	1857
10.119	Tootsville.Game.Gatekeeper.logOK	1858
10.119.1	Function	1858
10.120	Tootsville.Game.Gatekeeper.login	1859
10.120.1	Function	1859
10.121	Tootsville.Game.Gatekeeper.migrate	1860
10.121.1	Function	1860
10.122	Tootsville.Game.Gatekeeper.newScript	1861
10.122.1	Function	1861
10.123	Tootsville.Game.Gatekeeper.outOfBand	1862
10.123.1	Function	1862
10.123.2	Invitation	1862
10.123.3	Response	1862
10.123.4	To Room	1862
10.124	Tootsville.Game.Gatekeeper.parentApproval	1863
10.124.1	Function	1863
10.125	Tootsville.Game.Gatekeeper.passport	1864
10.125.1	Function	1864
10.126	Tootsville.Game.Gatekeeper.playWith	1865
10.126.1	Function	1865
10.127	Tootsville.Game.Gatekeeper.postman	1866
10.127.1	Function	1866

10.128	Tootsville.Game.Gatekeeper.prompt	1867
10.128.1	Function	1867
10.129	Tootsville.Game.Gatekeeper.pub	1868
10.129.1	Function	1868
10.129.2	Example	1868
10.130	Tootsville.Game.Gatekeeper.purchase	1869
10.130.1	Function	1869
10.131	Tootsville.Game.Gatekeeper.quiesce	1870
10.131.1	Function	1870
10.132	Tootsville.Game.Gatekeeper.reportBug	1871
10.132.1	Function	1871
10.133	Tootsville.Game.Gatekeeper.roomJoin	1872
10.133.1	Function	1872
10.134	Tootsville.Game.Gatekeeper.rv	1873
10.134.1	Function	1873
10.134.2	See Also	1873
10.135	Tootsville.Game.Gatekeeper.scoreUpdate	1874
10.135.1	Function	1874
10.136	Tootsville.Game.Gatekeeper.sendMailMessage	1875
10.136.1	Function	1875
10.137	Tootsville.Game.Gatekeeper.serverTime	1876
10.137.1	Function	1876
10.138	Tootsville.Game.Gatekeeper.startEvent	1877
10.138.1	Function	1877
10.139	Tootsville.Game.Gatekeeper.tootList	1878
10.139.1	Function	1878
10.140	Tootsville.Game.Gatekeeper.wardrobe	1879
10.140.1	Function	1879
10.141	Tootsville.Game.Gatekeeper.wtl	1880
10.141.1	Function	1880
10.142	Tootsville.Game.GravitySystem.fastForward	1881
10.142.1	Function	1881
10.143	Tootsville.Game.GravitySystem.register	1882
10.143.1	Function	1882
10.144	Tootsville.Game.GravitySystem.updateEntityGravity	1883
10.144.1	Function	1883
10.145	Tootsville.Game.GravitySystem.updateGravity	1884
10.145.1	Function	1884
10.146	Tootsville.Game.GrowthSystem.evolve	1885
10.146.1	Function	1885
10.147	Tootsville.Game.GrowthSystem.fastForward	1886
10.147.1	Function	1886
10.148	Tootsville.Game.GrowthSystem.grow	1887
10.148.1	Function	1887
10.149	Tootsville.Game.GrowthSystem.register	1888
10.149.1	Function	1888
10.150	Tootsville.Game.GrowthSystem.remove	1889
10.150.1	Function	1889

10.151	Tootsville.Game.GrowthSystem.updateGrowth	1890
10.151.1	Function	1890
10.152	Tootsville.Game.MissileSystem.fastForward	1891
10.152.1	Function	1891
10.153	Tootsville.Game.MissileSystem.register	1892
10.153.1	Function	1892
10.154	Tootsville.Game.MissileSystem.remove	1893
10.154.1	Function	1893
10.155	Tootsville.Game.MissileSystem.updateMissiles	1894
10.155.1	Function	1894
10.156	Tootsville.Game.NPC.Collector.fastForward	1895
10.156.1	Function	1895
10.157	Tootsville.Game.NPC.Collector.register	1896
10.157.1	Function	1896
10.158	Tootsville.Game.NPC.Collector.updateNPC	1897
10.158.1	Function	1897
10.159	Tootsville.Game.NPC.Cook.fastForward	1898
10.159.1	Function	1898
10.160	Tootsville.Game.NPC.Cook.register	1899
10.160.1	Function	1899
10.161	Tootsville.Game.NPC.Cook.updateNPC	1900
10.161.1	Function	1900
10.162	Tootsville.Game.NPC.CroquetPlayer.fastForward	1901
10.162.1	Function	1901
10.163	Tootsville.Game.NPC.CroquetPlayer.register	1902
10.163.1	Function	1902
10.164	Tootsville.Game.NPC.CroquetPlayer.updateNPC	1903
10.164.1	Function	1903
10.165	Tootsville.Game.NPC.Doodle.fastForward	1904
10.165.1	Function	1904
10.166	Tootsville.Game.NPC.Doodle.register	1905
10.166.1	Function	1905
10.167	Tootsville.Game.NPC.Doodle.updateNPC	1906
10.167.1	Function	1906
10.168	Tootsville.Game.NPC.Fetcher.fastForward	1907
10.168.1	Function	1907
10.169	Tootsville.Game.NPC.Fetcher.register	1908
10.169.1	Function	1908
10.170	Tootsville.Game.NPC.Fetcher.updateNPC	1909
10.170.1	Function	1909
10.171	Tootsville.Game.NPC.JobWorker.fastForward	1910
10.171.1	Function	1910
10.172	Tootsville.Game.NPC.JobWorker.register	1911
10.172.1	Function	1911
10.173	Tootsville.Game.NPC.JobWorker.updateNPC	1912
10.173.1	Function	1912
10.174	Tootsville.Game.NPC.MazeBuilder.fastForward	1913
10.174.1	Function	1913

10.175	Tootsville.Game.NPC.MazeBuilder.register	1914
10.175.1	Function	1914
10.176	Tootsville.Game.NPC.MazeBuilder.updateNPC	1915
10.176.1	Function	1915
10.177	Tootsville.Game.NPC.Sleeper.fastForward	1916
10.177.1	Function	1916
10.178	Tootsville.Game.NPC.Sleeper.register	1917
10.178.1	Function	1917
10.179	Tootsville.Game.NPC.Sleeper.updateNPC	1918
10.179.1	Function	1918
10.180	Tootsville.Game.NPC.TrolleyDriver.fastForward	1919
10.180.1	Function	1919
10.181	Tootsville.Game.NPC.TrolleyDriver.register	1920
10.181.1	Function	1920
10.182	Tootsville.Game.NPC.TrolleyDriver.updateNPC	1921
10.182.1	Function	1921
10.183	Tootsville.Game.NPC.Waiter.fastForward	1922
10.183.1	Function	1922
10.184	Tootsville.Game.NPC.Waiter.register	1923
10.184.1	Function	1923
10.185	Tootsville.Game.NPC.Waiter.updateNPC	1924
10.185.1	Function	1924
10.186	Tootsville.Game.NPCSystem.burgeonNPC	1925
10.186.1	Function	1925
10.187	Tootsville.Game.NPCSystem.fastForward	1926
10.187.1	Function	1926
10.188	Tootsville.Game.NPCSystem.initNPCs	1927
10.188.1	Function	1927
10.188.2	NPC System Overview	1927
10.189	Tootsville.Game.NPCSystem.nextBehavior	1928
10.189.1	Function	1928
10.190	Tootsville.Game.NPCSystem.register	1929
10.190.1	Function	1929
10.191	Tootsville.Game.NPCSystem.updateNPC	1930
10.191.1	Function	1930
10.192	Tootsville.Game.NPCSystem.updateNPCs	1931
10.192.1	Function	1931
10.193	Tootsville.Game.Nav.RUN_SPEED	1932
10.193.1	Variable	1932
10.194	Tootsville.Game.Nav.WALK_SPEED	1933
10.194.1	Variable	1933
10.195	Tootsville.Game.Nav.buildWTL	1934
10.195.1	Function	1934
10.196	Tootsville.Game.Nav.collisionP	1935
10.196.1	Function	1935
10.197	Tootsville.Game.Nav.enterArea	1936
10.197.1	Variable	1936
10.198	Tootsville.Game.Nav.finishMovingAvatar	1937

10.198.1	Function	1937
10.199	Tootsville.Game.Nav.invalidCoordsP	1938
10.199.1	Function	1938
10.200	Tootsville.Game.Nav.leftSectorP	1939
10.200.1	Function	1939
10.201	Tootsville.Game.Nav.mergeObjects	1940
10.201.1	Function	1940
10.202	Tootsville.Game.Nav.moveEntityOnCourse	1941
10.202.1	Function	1941
10.203	Tootsville.Game.Nav.moveToNextSector	1942
10.203.1	Function	1942
10.204	Tootsville.Game.Nav.positionTootAt	1943
10.204.1	Function	1943
10.205	Tootsville.Game.Nav.quiesce	1944
10.205.1	Function	1944
10.206	Tootsville.Game.Nav.runTo	1945
10.206.1	Function	1945
10.207	Tootsville.Game.Nav.sendWTL	1946
10.207.1	Function	1946
10.208	Tootsville.Game.Nav.takeAStep	1947
10.208.1	Function	1947
10.209	Tootsville.Game.Nav.updateAvatar	1948
10.209.1	Function	1948
10.210	Tootsville.Game.Nav.updateAvatars	1949
10.210.1	Function	1949
10.211	Tootsville.Game.Nav.updateFacing	1950
10.211.1	Function	1950
10.212	Tootsville.Game.Nav.validateCourse	1951
10.212.1	Function	1951
10.213	Tootsville.Game.Nav.walkTheLine	1952
10.213.1	Function	1952
10.214	Tootsville.Game.Speech.createBalloon	1953
10.214.1	Function	1953
10.215	Tootsville.Game.Speech.dispatchCommand	1954
10.215.1	Function	1954
10.216	Tootsville.Game.Speech.removeSpeech	1955
10.216.1	Function	1955
10.217	Tootsville.Game.Speech.say	1956
10.217.1	Function	1956
10.218	Tootsville.Game.Speech.updateSpeech	1957
10.218.1	Function	1957
10.219	Tootsville.Game.Tools.axe	1958
10.219.1	Function	1958
10.220	Tootsville.Game.Tools.butterflyNet	1959
10.220.1	Function	1959
10.221	Tootsville.Game.Tools.fishingRod	1960
10.221.1	Function	1960
10.222	Tootsville.Game.Tools.pickaxe	1961

10.222.1	Function	1961
10.223	Tootsville.Game.Tools.sewingKit	1962
10.223.1	Function	1962
10.224	Tootsville.Game.Tools.shovel	1963
10.224.1	Function	1963
10.225	Tootsville.Game.Tools.wrench	1964
10.225.1	Function	1964
10.226	Tootsville.Game.Wardrobe.doff	1965
10.226.1	Function	1965
10.227	Tootsville.Game.Wardrobe.don	1966
10.227.1	Function	1966
10.228	Tootsville.Game.Wardrobe.drop	1967
10.228.1	Function	1967
10.229	Tootsville.Game.Wardrobe.finalizeExchange	1968
10.229.1	Function	1968
10.230	Tootsville.Game.Wardrobe.findBaseSlot	1969
10.230.1	Function	1969
10.231	Tootsville.Game.Wardrobe.inventory	1970
10.231.1	Function	1970
10.232	Tootsville.Game.Wardrobe.inventoryByKind	1971
10.232.1	Function	1971
10.233	Tootsville.Game.Wardrobe.proposeExchange	1972
10.233.1	Function	1972
10.234	Tootsville.Game.Wardrobe.readied	1973
10.234.1	Function	1973
10.235	Tootsville.Game.Wardrobe.readiedP	1974
10.235.1	Function	1974
10.236	Tootsville.Game.Wardrobe.ready	1975
10.236.1	Function	1975
10.237	Tootsville.Game.Wardrobe.refresh	1976
10.237.1	Function	1976
10.238	Tootsville.Game.Wardrobe.signExchange	1977
10.238.1	Function	1977
10.239	Tootsville.Game.Wardrobe.take	1978
10.239.1	Function	1978
10.240	Tootsville.Game.Wardrobe.valences	1979
10.240.1	Variable	1979
10.241	Tootsville.Game.Wardrobe.wearing	1980
10.241.1	Function	1980
10.242	Tootsville.Game.Wardrobe.wearingP	1981
10.242.1	Function	1981
10.243	Tootsville.Game.bootstrap	1982
10.243.1	Function	1982
10.244	Tootsville.Game.clickedOnItem	1983
10.244.1	Function	1983
10.245	Tootsville.Game.credits	1984
10.245.1	Function	1984
10.246	Tootsville.Game.fastForward	1985

10.246.1	Function	1985
10.247	Tootsville.Game.hideWhenGameReady	1986
10.247.1	Function	1986
10.248	Tootsville.Game.interestingPoint	1987
10.248.1	Function	1987
10.249	Tootsville.Game.lag	1988
10.249.1	Variable	1988
10.250	Tootsville.Game.pivotItemTemplate	1989
10.250.1	Function	1989
10.251	Tootsville.Game.stopSlowLoadingWatchdogs	1990
10.251.1	Function	1990
10.252	Tootsville.Game.update	1991
10.252.1	Function	1991
10.253	Tootsville.Gossip.Parrot.ask	1992
10.253.1	Function	1992
10.254	Tootsville.Gossip.Parrot.done	1993
10.254.1	Function	1993
10.255	Tootsville.Gossip.Parrot.parrotErrorText	1994
10.255.1	Function	1994
10.256	Tootsville.Gossip.Parrot.say	1995
10.256.1	Function	1995
10.257	Tootsville.Gossip.Parrot.show	1996
10.257.1	Function	1996
10.258	Tootsville.Gossip.Parrot.ynP	1997
10.258.1	Function	1997
10.259	Tootsville.Gossip.acceptOffer	1998
10.259.1	Function	1998
10.260	Tootsville.Gossip.closeInfinityMode	1999
10.260.1	Function	1999
10.261	Tootsville.Gossip.closeStreams	2000
10.261.1	Function	2000
10.262	Tootsville.Gossip.connect	2001
10.262.1	Function	2001
10.263	Tootsville.Gossip.connectedP	2002
10.263.1	Function	2002
10.264	Tootsville.Gossip.createConnection	2003
10.264.1	Function	2003
10.265	Tootsville.Gossip.createPacket	2004
10.265.1	Function	2004
10.266	Tootsville.Gossip.eavesdrop	2005
10.266.1	Function	2005
10.267	Tootsville.Gossip.eavesdroppers	2006
10.267.1	Variable	2006
10.268	Tootsville.Gossip.ensureConnected	2007
10.268.1	Function	2007
10.269	Tootsville.Gossip.ensureKeyPair	2008
10.269.1	Function	2008
10.270	Tootsville.Gossip.gatekeeperAccept	2009

10.270.1	Function	2009
10.271	Tootsville.Gossip.getICE	2010
10.271.1	Function	2010
10.272	Tootsville.Gossip.getOffer	2011
10.272.1	Function	2011
10.273	Tootsville.Gossip.openInfinityMode	2012
10.273.1	Function	2012
10.274	Tootsville.Gossip.send	2013
10.274.1	Function	2013
10.275	Tootsville.Gossip.sendLogOK	2014
10.275.1	Function	2014
10.276	Tootsville.Gossip.signPacket	2015
10.276.1	Function	2015
10.277	Tootsville.Gossip.waitForAnswer	2016
10.277.1	Function	2016
10.278	Tootsville.GroundBuilder.build	2017
10.278.1	Function	2017
10.279	Tootsville.GroundBuilder.colorForPlace	2018
10.279.1	Function	2018
10.280	Tootsville.GroundBuilder.initGroundPlane	2019
10.280.1	Function	2019
10.281	Tootsville.GroundBuilder.kinds	2020
10.281.1	Variable	2020
10.282	Tootsville.GroundBuilder.paintPlaces	2021
10.282.1	Function	2021
10.283	Tootsville.Login.acceptSignedIn	2022
10.283.1	Function	2022
10.284	Tootsville.Login.addChildFlag	2023
10.284.1	Function	2023
10.285	Tootsville.Login.addChildRequest	2024
10.285.1	Function	2024
10.286	Tootsville.Login.changeSensitivePlayer	2025
10.286.1	Function	2025
10.287	Tootsville.Login.childRequestTimeLeft	2026
10.287.1	Function	2026
10.288	Tootsville.Login.childSettings	2027
10.288.1	Function	2027
10.289	Tootsville.Login.clearTootsList	2028
10.289.1	Function	2028
10.290	Tootsville.Login.considerChildApproval	2029
10.290.1	Function	2029
10.291	Tootsville.Login.createTootListItem	2030
10.291.1	Function	2030
10.292	Tootsville.Login.dimUnpickedCharacters	2031
10.292.1	Function	2031
10.293	Tootsville.Login.disableChildMode	2032
10.293.1	Function	2032
10.294	Tootsville.Login.doRealLogin	2033

10.294.1	Function	2033
10.295	Tootsville.Login.doneEditingSettings	2034
10.295.1	Function	2034
10.296	Tootsville.Login.enableChildMode	2035
10.296.1	Function	2035
10.297	Tootsville.Login.endLoginMusic	2036
10.297.1	Function	2036
10.298	Tootsville.Login.fillGoogleUserInfo	2037
10.298.1	Function	2037
10.299	Tootsville.Login.findLIForToot	2038
10.299.1	Function	2038
10.300	Tootsville.Login.finishSignIn	2039
10.300.1	Function	2039
10.301	Tootsville.Login.firebaseLogin	2040
10.301.1	Function	2040
10.302	Tootsville.Login.generateNewToot	2041
10.302.1	Function	2041
10.303	Tootsville.Login.loadTootsList	2042
10.303.1	Function	2042
10.304	Tootsville.Login.loginDone	2043
10.304.1	Function	2043
10.305	Tootsville.Login.loginKidDirty	2044
10.305.1	Function	2044
10.306	Tootsville.Login.loginKidDone	2045
10.306.1	Function	2045
10.307	Tootsville.Login.overlay	2046
10.307.1	Function	2046
10.308	Tootsville.Login.pickCharacter	2047
10.308.1	Function	2047
10.309	Tootsville.Login.playWithCharacter	2048
10.309.1	Function	2048
10.310	Tootsville.Login.populateTootsList	2049
10.310.1	Function	2049
10.311	Tootsville.Login.quit	2050
10.311.1	Function	2050
10.312	Tootsville.Login.removeChildFlag	2051
10.312.1	Function	2051
10.313	Tootsville.Login.saveTootsList	2052
10.313.1	Function	2052
10.314	Tootsville.Login.serverLinkTokenToCharacter	2053
10.314.1	Function	2053
10.315	Tootsville.Login.setSensitiveP	2054
10.315.1	Function	2054
10.316	Tootsville.Login.settingsP	2055
10.316.1	Variable	2055
10.317	Tootsville.Login.start	2056
10.317.1	Function	2056
10.318	Tootsville.Login.startCharacterCreation	2057

10.318.1	Function	2057
10.319	Tootsville.Login.startSignIn	2058
10.319.1	Function	2058
10.320	Tootsville.Login.storeCredentialInfo	2059
10.320.1	Function	2059
10.321	Tootsville.Login.switchTootsView	2060
10.321.1	Function	2060
10.322	Tootsville.Login.toots	2061
10.322.1	Variable	2061
10.323	Tootsville.Login.updateNote	2062
10.323.1	Function	2062
10.324	Tootsville.Login.validChildCode	2063
10.324.1	Function	2063
10.325	Tootsville.ModelLoader.loadAndColorize	2064
10.325.1	Variable	2064
10.326	Tootsville.ModelLoader.loadModelOnce	2065
10.326.1	Variable	2065
10.327	Tootsville.ModelLoader.loadPromise	2066
10.327.1	Variable	2066
10.328	Tootsville.ModelLoader.recursiveColorize	2067
10.328.1	Function	2067
10.329	Tootsville.ModelLoader.setMaterialColor	2068
10.329.1	Function	2068
10.330	Tootsville.SceneBuilder.addFurn	2069
10.330.1	Function	2069
10.331	Tootsville.SceneBuilder.addItem1	2070
10.331.1	Function	2070
10.332	Tootsville.SceneBuilder.addItem2	2071
10.332.1	Function	2071
10.333	Tootsville.SceneBuilder.addPlace	2072
10.333.1	Function	2072
10.334	Tootsville.SceneBuilder.addText	2073
10.334.1	Function	2073
10.335	Tootsville.SceneBuilder.build	2074
10.335.1	Function	2074
10.336	Tootsville.SceneBuilder.makeBallPit	2075
10.336.1	Function	2075
10.337	Tootsville.SkyBuilder.build	2076
10.337.1	Function	2076
10.338	Tootsville.SkyBuilder.buildMatchingSky	2077
10.338.1	Function	2077
10.339	Tootsville.SkyBuilder.buildMatchingWeather	2078
10.339.1	Function	2078
10.340	Tootsville.SkyBuilder.setCloudCover	2079
10.340.1	Function	2079
10.341	Tootsville.SkyBuilder.setFirstSkyLayer	2080
10.341.1	Function	2080
10.342	Tootsville.SkyBuilder.setMoon	2081

10.342.1	Function	2081
10.343	Tootsville.SkyBuilder.setPlanet	2082
10.343.1	Function	2082
10.344	Tootsville.SkyBuilder.setPrecipitation	2083
10.344.1	Function	2083
10.345	Tootsville.SkyBuilder.setStarfield	2084
10.345.1	Function	2084
10.346	Tootsville.SkyBuilder.setSun	2085
10.346.1	Function	2085
10.347	Tootsville.SkyBuilder.setTheMoon	2086
10.347.1	Function	2086
10.348	Tootsville.SkyBuilder.setTheOtherMoon	2087
10.348.1	Function	2087
10.349	Tootsville.SkyBuilder.setThePinkMoon	2088
10.349.1	Function	2088
10.350	Tootsville.SkyBuilder.sunX	2089
10.350.1	Function	2089
10.351	Tootsville.SkyBuilder.sunY	2090
10.351.1	Function	2090
10.352	Tootsville.SkyBuilder.update	2091
10.352.1	Function	2091
10.353	Tootsville.SkyBuilder.updateSkyData	2092
10.353.1	Function	2092
10.354	Tootsville.Tank.CameraManager.CAMERA_MOVE_SPEED ..	2093
10.354.1	Variable	2093
10.355	Tootsville.Tank.CameraManager.positionCameraForAvatarCloseUp ..	2094
10.355.1	Function	2094
10.356	Tootsville.Tank.CameraManager.positionCameraForAvatarViewer ..	2095
10.356.1	Function	2095
10.357	Tootsville.Tank.CameraManager.positionCameraForGameBoard ..	2096
10.357.1	Function	2096
10.358	Tootsville.Tank.CameraManager.updateCamera	2097
10.358.1	Function	2097
10.359	Tootsville.Tank.CameraManager.updateCameraDolly	2098
10.359.1	Function	2098
10.360	Tootsville.Tank.CameraManager.updateCameraTruck	2099
10.360.1	Function	2099
10.361	Tootsville.Tank.afterRender	2100
10.361.1	Function	2100
10.362	Tootsville.Tank.attachmentOverlaysNeedUpdateP	2101
10.362.1	Variable	2101
10.363	Tootsville.Tank.clearSceneExceptPlayer	2102
10.363.1	Function	2102
10.364	Tootsville.Tank.createScene	2103
10.364.1	Function	2103

10.365	Tootsville.Tank.destroyAvatar	2104
10.365.1	Function	2104
10.366	Tootsville.Tank.findAvatar	2105
10.366.1	Function	2105
10.367	Tootsville.Tank.getCanvas	2106
10.367.1	Function	2106
10.368	Tootsville.Tank.getLargestChildMesh	2107
10.368.1	Function	2107
10.369	Tootsville.Tank.init3DEngine	2108
10.369.1	Function	2108
10.370	Tootsville.Tank.initArcCamera	2109
10.370.1	Function	2109
10.371	Tootsville.Tank.initOTSCamera	2110
10.371.1	Function	2110
10.372	Tootsville.Tank.initPlayerToot	2111
10.372.1	Function	2111
10.373	Tootsville.Tank.initScene	2112
10.373.1	Function	2112
10.374	Tootsville.Tank.loadUISounds	2113
10.374.1	Function	2113
10.375	Tootsville.Tank.playerAvatar	2114
10.375.1	Function	2114
10.376	Tootsville.Tank.prepareFor3D	2115
10.376.1	Function	2115
10.377	Tootsville.Tank.shutDown	2116
10.377.1	Function	2116
10.378	Tootsville.Tank.start3D	2117
10.378.1	Function	2117
10.379	Tootsville.Tank.start3DReal	2118
10.379.1	Function	2118
10.380	Tootsville.Tank.startRenderLoop	2119
10.380.1	Function	2119
10.381	Tootsville.Tank.updateAvatarFor	2120
10.381.1	Function	2120
10.382	Tootsville.Tank.updateCamera	2121
10.382.1	Function	2121
10.383	Tootsville.UI.Audio.context	2122
10.383.1	Variable	2122
10.384	Tootsville.UI.Audio.gainNode	2123
10.384.1	Variable	2123
10.385	Tootsville.UI.Audio.setVolume	2124
10.385.1	Function	2124
10.386	Tootsville.UI.Audio.updateVolumeMuteIcon	2125
10.386.1	Function	2125
10.387	Tootsville.UI.Audio.updateVolumeSlider	2126
10.387.1	Function	2126
10.388	Tootsville.UI.Audio.updateVolumeUI	2127
10.388.1	Function	2127

10.389	Tootsville.UI.Audio.volumeDown	2128
10.389.1	Function	2128
10.390	Tootsville.UI.Audio.volumeMute	2129
10.390.1	Function	2129
10.391	Tootsville.UI.Audio.volumeUp	2130
10.391.1	Function	2130
10.392	Tootsville.UI.FurnitureMover.addDecorations	2131
10.392.1	Function	2131
10.393	Tootsville.UI.FurnitureMover.beginArranging	2132
10.393.1	Function	2132
10.394	Tootsville.UI.FurnitureMover.captureMouseDown	2133
10.394.1	Function	2133
10.395	Tootsville.UI.FurnitureMover.destroyDecorations	2134
10.395.1	Function	2134
10.396	Tootsville.UI.FurnitureMover.dragHelper	2135
10.396.1	Function	2135
10.397	Tootsville.UI.FurnitureMover.endArranging	2136
10.397.1	Function	2136
10.398	Tootsville.UI.FurnitureMover.positionItem	2137
10.398.1	Function	2137
10.399	Tootsville.UI.FurnitureMover.releaseMouseDown	2138
10.399.1	Function	2138
10.400	Tootsville.UI.FurnitureMover.rotateItem	2139
10.400.1	Function	2139
10.401	Tootsville.UI.Gamepad.ROTATION_SPEED	2140
10.401.1	Variable	2140
10.402	Tootsville.UI.Gamepad.addGamepad	2141
10.402.1	Function	2141
10.403	Tootsville.UI.Gamepad.axisUpdate	2142
10.403.1	Function	2142
10.404	Tootsville.UI.Gamepad.buttonEvent	2143
10.404.1	Function	2143
10.405	Tootsville.UI.Gamepad.connectHandler	2144
10.405.1	Function	2144
10.406	Tootsville.UI.Gamepad.controllerState	2145
10.406.1	Variable	2145
10.407	Tootsville.UI.Gamepad.controllers	2146
10.407.1	Variable	2146
10.408	Tootsville.UI.Gamepad.disconnectHandler	2147
10.408.1	Function	2147
10.409	Tootsville.UI.Gamepad.removeGamepad	2148
10.409.1	Function	2148
10.410	Tootsville.UI.Gamepad.scanGamepads	2149
10.410.1	Function	2149
10.411	Tootsville.UI.Gamepad.updateStatus	2150
10.411.1	Function	2150
10.412	Tootsville.UI.HUD.arrangeSpeechBalloons	2151
10.412.1	Function	2151

10.413	Tootsville.UI.HUD.beginWatchingPaperdollWindowForClose ..	2152
10.413.1	Function	2152
10.414	Tootsville.UI.HUD.bumpSpeech	2153
10.414.1	Function	2153
10.415	Tootsville.UI.HUD.clickedOnMesh	2154
10.415.1	Function	2154
10.416	Tootsville.UI.HUD.closePanel	2155
10.416.1	Function	2155
10.417	Tootsville.UI.HUD.closeTalkBox	2156
10.417.1	Function	2156
10.418	Tootsville.UI.HUD.connectTalkBox	2157
10.418.1	Function	2157
10.419	Tootsville.UI.HUD.convertCanvasEventTo3D	2158
10.419.1	Function	2158
10.420	Tootsville.UI.HUD.createHUDLoaderPanel	2159
10.420.1	Function	2159
10.421	Tootsville.UI.HUD.createPaperdollCanvas	2160
10.421.1	Function	2160
10.422	Tootsville.UI.HUD.destroyHUD	2161
10.422.1	Function	2161
10.423	Tootsville.UI.HUD.dropHUDPanels	2162
10.423.1	Function	2162
10.424	Tootsville.UI.HUD.getOpenPanel	2163
10.424.1	Function	2163
10.425	Tootsville.UI.HUD.initHUD	2164
10.425.1	Function	2164
10.426	Tootsville.UI.HUD.loadHTML	2165
10.426.1	Function	2165
10.427	Tootsville.UI.HUD.loadHUDPanel	2166
10.427.1	Function	2166
10.428	Tootsville.UI.HUD.loadScriptIntoDiv	2167
10.428.1	Function	2167
10.429	Tootsville.UI.HUD.nameTagClicked	2168
10.429.1	Function	2168
10.430	Tootsville.UI.HUD.openPaperdoll	2169
10.430.1	Function	2169
10.431	Tootsville.UI.HUD.openTalkBox	2170
10.431.1	Function	2170
10.432	Tootsville.UI.HUD.overlappingP	2171
10.432.1	Function	2171
10.433	Tootsville.UI.HUD.paperdollCurrentP	2172
10.433.1	Function	2172
10.434	Tootsville.UI.HUD.positionPaperdollMini	2173
10.434.1	Function	2173
10.435	Tootsville.UI.HUD.refreshAttachmentOverlays	2174
10.435.1	Function	2174
10.436	Tootsville.UI.HUD.refreshAttachmentsForAvatar	2175
10.436.1	Function	2175

10.437	Tootsville.UI.HUD.refreshEquipment	2176
10.437.1	Function	2176
10.438	Tootsville.UI.HUD.refreshHUD	2177
10.438.1	Function	2177
10.439	Tootsville.UI.HUD.refreshNameTagAttachment	2178
10.439.1	Function	2178
10.440	Tootsville.UI.HUD.refreshPaperdoll	2179
10.440.1	Function	2179
10.441	Tootsville.UI.HUD.refreshSpeechAttachment	2180
10.441.1	Function	2180
10.442	Tootsville.UI.HUD.refreshTalkStatus	2181
10.442.1	Function	2181
10.443	Tootsville.UI.HUD.refreshTimeLeft	2182
10.443.1	Function	2182
10.444	Tootsville.UI.HUD.refreshWallet	2183
10.444.1	Function	2183
10.445	Tootsville.UI.HUD.returnPaperdollMini	2184
10.445.1	Function	2184
10.446	Tootsville.UI.HUD.setPaperdollForPlayerAvatar	2185
10.446.1	Function	2185
10.447	Tootsville.UI.HUD.showCamera	2186
10.447.1	Function	2186
10.448	Tootsville.UI.HUD.showControlPanel	2187
10.448.1	Function	2187
10.449	Tootsville.UI.HUD.showHUDPanel	2188
10.449.1	Function	2188
10.450	Tootsville.UI.HUD.showMobile	2189
10.450.1	Function	2189
10.451	Tootsville.UI.HUD.showPlayerCard	2190
10.451.1	Function	2190
10.452	Tootsville.UI.HUD.sortSpeechByCTime	2191
10.452.1	Function	2191
10.453	Tootsville.UI.HUD.speechOverlaps	2192
10.453.1	Function	2192
10.454	Tootsville.UI.HUD.switchActiveItem	2193
10.454.1	Function	2193
10.455	Tootsville.UI.HUD.talkBoxOpenP	2194
10.455.1	Variable	2194
10.456	Tootsville.UI.HUD.toggleElement	2195
10.456.1	Function	2195
10.457	Tootsville.UI.HUD.toggleHUDPanel	2196
10.457.1	Function	2196
10.458	Tootsville.UI.HUD.toggleTalkBox	2197
10.458.1	Function	2197
10.459	Tootsville.UI.HUD.toggleTalkEmoji	2198
10.459.1	Function	2198
10.460	Tootsville.UI.HUD.toggleTalkExpression	2199
10.460.1	Function	2199

10.461	Tootsville.UI.HUD.toggleTalkLoud	2200
10.461.1	Function	2200
10.462	Tootsville.UI.Keys.arrowDown	2201
10.462.1	Function	2201
10.463	Tootsville.UI.Keys.arrowLeft	2202
10.463.1	Function	2202
10.464	Tootsville.UI.Keys.arrowRight	2203
10.464.1	Function	2203
10.465	Tootsville.UI.Keys.arrowUp	2204
10.465.1	Function	2204
10.466	Tootsville.UI.Keys.backwardChar	2205
10.466.1	Function	2205
10.467	Tootsville.UI.Keys.backwardSentence	2206
10.467.1	Function	2206
10.468	Tootsville.UI.Keys.backwardWord	2207
10.468.1	Function	2207
10.469	Tootsville.UI.Keys.beginShouting	2208
10.469.1	Function	2208
10.470	Tootsville.UI.Keys.beginSpeaking	2209
10.470.1	Function	2209
10.471	Tootsville.UI.Keys.beginWhispering	2210
10.471.1	Function	2210
10.472	Tootsville.UI.Keys.beginningOfLine	2211
10.472.1	Function	2211
10.473	Tootsville.UI.Keys.capitalizeWord	2212
10.473.1	Function	2212
10.474	Tootsville.UI.Keys.deleteBackwardChar	2213
10.474.1	Function	2213
10.475	Tootsville.UI.Keys.deleteChar	2214
10.475.1	Function	2214
10.476	Tootsville.UI.Keys.downcaseWord	2215
10.476.1	Function	2215
10.477	Tootsville.UI.Keys.endOfLine	2216
10.477.1	Function	2216
10.478	Tootsville.UI.Keys.executeExtendedCommand	2217
10.478.1	Function	2217
10.479	Tootsville.UI.Keys.forwardChar	2218
10.479.1	Function	2218
10.480	Tootsville.UI.Keys.forwardSentence	2219
10.480.1	Function	2219
10.481	Tootsville.UI.Keys.forwardWord	2220
10.481.1	Function	2220
10.482	Tootsville.UI.Keys.help	2221
10.482.1	Function	2221
10.483	Tootsville.UI.Keys.insertChar	2222
10.483.1	Function	2222
10.484	Tootsville.UI.Keys.isearch	2223
10.484.1	Function	2223

10.485	Tootsville.UI.Keys.isearchBackward	2224
10.485.1	Function	2224
10.486	Tootsville.UI.Keys.keyboardQuit	2225
10.486.1	Function	2225
10.487	Tootsville.UI.Keys.killLine	2226
10.487.1	Function	2226
10.488	Tootsville.UI.Keys.killRegion	2227
10.488.1	Function	2227
10.489	Tootsville.UI.Keys.killRingSave	2228
10.489.1	Function	2228
10.490	Tootsville.UI.Keys.killSentence	2229
10.490.1	Function	2229
10.491	Tootsville.UI.Keys.killWord	2230
10.491.1	Function	2230
10.492	Tootsville.UI.Keys.nextHistoryLine	2231
10.492.1	Function	2231
10.493	Tootsville.UI.Keys.prefixCc	2232
10.493.1	Function	2232
10.494	Tootsville.UI.Keys.prefixCx	2233
10.494.1	Function	2233
10.495	Tootsville.UI.Keys.priorHistoryLine	2234
10.495.1	Function	2234
10.496	Tootsville.UI.Keys.selectAll	2235
10.496.1	Function	2235
10.497	Tootsville.UI.Keys.speakLine	2236
10.497.1	Function	2236
10.498	Tootsville.UI.Keys.textEntry	2237
10.498.1	Function	2237
10.499	Tootsville.UI.Keys.transposeChars	2238
10.499.1	Function	2238
10.500	Tootsville.UI.Keys.transposeWords	2239
10.500.1	Function	2239
10.501	Tootsville.UI.Keys.upcaseWord	2240
10.501.1	Function	2240
10.502	Tootsville.UI.Keys.yank	2241
10.502.1	Function	2241
10.503	Tootsville.UI.Keys.yankPop	2242
10.503.1	Function	2242
10.504	Tootsville.UI.NewToot.afterCreate	2243
10.504.1	Function	2243
10.505	Tootsville.UI.NewToot.applyPatternColor	2244
10.505.1	Function	2244
10.506	Tootsville.UI.NewToot.avatarViewerUpdate	2245
10.506.1	Function	2245
10.507	Tootsville.UI.NewToot.changePattern	2246
10.507.1	Function	2246
10.508	Tootsville.UI.NewToot.checkName	2247
10.508.1	Function	2247

10.509	Tootsville.UI.NewToot.colors	2248
10.509.1	Variable	2248
10.510	Tootsville.UI.NewToot.createColorPicker	2249
10.510.1	Function	2249
10.511	Tootsville.UI.NewToot.createPatternPicker	2250
10.511.1	Function	2250
10.512	Tootsville.UI.NewToot.patterns	2251
10.512.1	Variable	2251
10.513	Tootsville.UI.NewToot.pickedPattern	2252
10.513.1	Function	2252
10.514	Tootsville.UI.NewToot.rainbowGradient	2253
10.514.1	Variable	2253
10.515	Tootsville.UI.NewToot.randomPatternColor	2254
10.515.1	Function	2254
10.516	Tootsville.UI.NewToot.randomize	2255
10.516.1	Function	2255
10.517	Tootsville.UI.NewToot.ready	2256
10.517.1	Function	2256
10.518	Tootsville.UI.NewToot.setColor	2257
10.518.1	Function	2257
10.519	Tootsville.UI.NewToot.setPattern	2258
10.519.1	Function	2258
10.520	Tootsville.UI.NewToot.updateAvatar	2259
10.520.1	Function	2259
10.521	Tootsville.UI.WaWa.build	2260
10.521.1	Function	2260
10.522	Tootsville.UI.WaWa.playChained	2261
10.522.1	Function	2261
10.523	Tootsville.UI.WaWa.playShifted	2262
10.523.1	Function	2262
10.524	Tootsville.UI.WaWa.stop	2263
10.524.1	Function	2263
10.525	Tootsville.UI.addToHistory	2264
10.525.1	Function	2264
10.526	Tootsville.UI.clickedOnItem	2265
10.526.1	Function	2265
10.527	Tootsville.UI.commands	2266
10.527.1	Variable	2266
10.528	Tootsville.UI.confirmPretty	2267
10.528.1	Function	2267
10.529	Tootsville.UI.findAdjacentEntity	2268
10.529.1	Function	2268
10.530	Tootsville.UI.forceQuit	2269
10.530.1	Function	2269
10.531	Tootsville.UI.htmlColorToBabylon	2270
10.531.1	Function	2270
10.532	Tootsville.UI.insertEmoji	2271
10.532.1	Function	2271

10.533	Tootsville.UI.interact	2272
10.533.1	Function	2272
10.534	Tootsville.UI.interpretTootColor	2273
10.534.1	Function	2273
10.535	Tootsville.UI.lightenColor	2274
10.535.1	Function	2274
10.536	Tootsville.UI.makeDivOrParagraph	2275
10.536.1	Function	2275
10.537	Tootsville.UI.makeIDFromTitle	2276
10.537.1	Function	2276
10.538	Tootsville.UI.makePrettyDialog	2277
10.538.1	Function	2277
10.539	Tootsville.UI.makePrompt	2278
10.539.1	Function	2278
10.540	Tootsville.UI.onFirstClick	2279
10.540.1	Function	2279
10.541	Tootsville.UI.quit	2280
10.541.1	Function	2280
10.542	Tootsville.UI.recallText	2281
10.542.1	Function	2281
10.543	Tootsville.UI.runCommand	2282
10.543.1	Function	2282
10.544	Tootsville.UI.say	2283
10.544.1	Function	2283
10.545	Tootsville.UI.setFullscreen	2284
10.545.1	Function	2284
10.546	Tootsville.UI.setFullscreenFromNavigator	2285
10.546.1	Function	2285
10.547	Tootsville.UI.signOut	2286
10.547.1	Function	2286
10.548	Tootsville.UI.slowLoadingWatchdog	2287
10.548.1	Function	2287
10.549	Tootsville.UI.takeOneStep	2288
10.549.1	Function	2288
10.550	Tootsville.UI.toggleFullscreen	2289
10.550.1	Function	2289
10.551	Tootsville.UI.useActiveItem	2290
10.551.1	Function	2290
10.552	Tootsville.Util.assertValidHostName	2291
10.552.1	Function	2291
10.553	Tootsville.Util.checkStream	2292
10.553.1	Function	2292
10.554	Tootsville.Util.closeWebSocket	2293
10.554.1	Function	2293
10.555	Tootsville.Util.connectWebSocket	2294
10.555.1	Function	2294
10.556	Tootsville.Util.ensureServersReachable	2295
10.556.1	Function	2295

10.557	Tootsville.Util.equalP	2296
10.557.1	Function	2296
10.558	Tootsville.Util.errorFromWebSocket	2297
10.558.1	Function	2297
10.559	Tootsville.Util.infinity	2298
10.559.1	Function	2298
10.560	Tootsville.Util.infinityAwaits	2299
10.560.1	Function	2299
10.561	Tootsville.Util.loadScript	2300
10.561.1	Function	2300
10.562	Tootsville.Util.messageFromWebSocket	2301
10.562.1	Function	2301
10.563	Tootsville.Util.openWebSocket	2302
10.563.1	Function	2302
10.564	Tootsville.Util.rest	2303
10.564.1	Function	2303
10.565	Tootsville.Util.stream	2304
10.565.1	Function	2304
10.566	Tootsville.cluster	2305
10.566.1	Variable	2305
10.567	Tootsville.decodeTime	2306
10.567.1	Function	2306
10.568	Tootsville.gamepadLayouts	2307
10.568.1	Variable	2307
10.569	Tootsville.universalTimeOffset	2308
10.569.1	Variable	2308
10.570	Tootsville.updateClock	2309
10.570.1	Function	2309
10.571	window.onGoogleYoloLoad	2310
10.571.1	Function	2310

11 Credits 2311

11.1	Major Support Software	2311
11.2	Systems	2312
11.2.1	System Tootsville	2312
11.2.2	System Twilio	2312
11.2.3	System Thread-Pool-Taskmaster	2312
11.2.4	System Verbose	2312
11.2.5	System Documentation-Utils	2312
11.2.6	System Trivial-Indent	2312
11.2.7	System Dissect	2312
11.2.8	System Local-Time	2313
11.2.9	System Piping	2314
11.2.10	System Alexandria	2314
11.2.11	System Rollbar	2314
11.2.12	System Oliphaunt	2314
11.2.13	System Usocket	2314
11.2.14	System Sb-Bsd-Sockets	2314

11.2.15	System Trivial-Gray-Streams	2314
11.2.16	System Trivial-Garbage	2315
11.2.17	System St-Json.....	2315
11.2.18	System Sqlite	2315
11.2.19	System Iterate	2315
11.2.20	System Split-Sequence	2315
11.2.21	System Prepl.....	2315
11.2.22	System Named-Readtables	2316
11.2.23	System Conium	2316
11.2.24	System Closer-Mop	2316
11.2.25	System Parse-Number.....	2316
11.2.26	System Langutils.....	2316
11.2.27	System Stdutils	2316
11.2.28	System S-Xml-Rpc	2316
11.2.29	System S-Xml.....	2316
11.2.30	System Cffi	2317
11.2.31	System Babel	2317
11.2.32	System Trivial-Features	2317
11.2.33	System Cl-Unicode	2317
11.2.34	System Cl-Unicode/ Base	2317
11.2.35	System Cl-Readline	2317
11.2.36	System Cl-Oauth.....	2317
11.2.37	System Puri.....	2317
11.2.38	System F-Underscore.....	2317
11.2.39	System Anaphora	2318
11.2.40	System Ironclad.....	2318
11.2.41	System Sb-Posix	2318
11.2.42	System Sb-Rotate-Byte	2318
11.2.43	System Cl-Fad	2318
11.2.44	System Buildapp.....	2318
11.2.45	System Apply-Argv	2318
11.2.46	System Dreamhost	2318
11.2.47	System Uuid	2318
11.2.48	System Trivial-Utf-8	2319
11.2.49	System Uiop	2319
11.2.50	System Trivial-Signal.....	2319
11.2.51	System Trivial-Ldap.....	2319
11.2.52	System Yacc	2319
11.2.53	System Cl+Ssl	2320
11.2.54	System Flexi-Streams	2320
11.2.55	System Trivial-Backtrace.....	2320
11.2.56	System Symbol-Munger	2321
11.2.57	System Swank	2321
11.2.58	System Pngload.....	2321
11.2.59	System Zpb-Exif.....	2321
11.2.60	System Swap-Bytes	2321
11.2.61	System Parse-Float	2321
11.2.62	System 3bz	2322

11.2.63	System Nibbles	2322
11.2.64	System Lparallel	2322
11.2.65	System Jonathan	2322
11.2.66	System Cl-Annot	2322
11.2.67	System Proc-Parse	2322
11.2.68	System Sb-Ctl2	2322
11.2.69	System Trivial-Types	2322
11.2.70	System Fast-IO	2322
11.2.71	System Static-Vectors	2323
11.2.72	System Cl-Syntax-Annot	2323
11.2.73	System Cl-Syntax	2323
11.2.74	System HunchenSocket	2323
11.2.75	System Chunga	2324
11.2.76	System Hunchentoot	2324
11.2.77	System Rfc2388	2324
11.2.78	System Md5	2324
11.2.79	System Fare-Memoization	2327
11.2.80	System Envy	2327
11.2.81	System Drakma	2327
11.2.82	System Chipz	2327
11.2.83	System Dbd-Mysql	2327
11.2.84	System Cl-Mysql	2327
11.2.85	System DBI	2328
11.2.86	System Darts.Lib.Email-Address	2328
11.2.87	System Cxml	2328
11.2.88	System Cxml/ Klacks	2339
11.2.89	System Cxml/ Xml	2351
11.2.90	System Closure-Common	2362
11.2.91	System Cxml/ Dom	2362
11.2.92	System Cloudb	2374
11.2.93	System S-Base64	2374
11.2.94	System Parenscript	2374
11.2.95	System Cljwt-Custom	2375
11.2.96	System Yason	2375
11.2.97	System Cl-Smt	2375
11.2.98	System Cl-Ppcre	2375
11.2.99	System Cl-Memcached	2375
11.2.100	System Pooler	2376
11.2.101	System Sb-Concurrency	2376
11.2.102	System Cl-DBI	2376
11.2.103	System Cl-Base64	2376
11.2.104	System Bordeaux-Threads	2377
11.2.105	System Global-Vars	2377
11.3	The Steel Bank Common Lisp compiler	2377
11.4	Javascript Tools	2395

12	Conclusion	2397
12.1	License and Credits	2397
12.1.1	Res Interactive, LLC	2397
12.1.2	Tootsville Contents	2397
12.1.3	Additional Media Content	2398
12.1.3.1	Public Domain Content	2398
12.1.3.2	Purchased Content	2398
12.1.3.3	3D CC-BY Assets	2398
12.1.3.4	Music	2400
12.1.3.5	Assets may have been edited	2401
12.2	AGPL v3 License	2401
12.2.1	GNU AFFERO GENERAL PUBLIC LICENSE	2401
12.2.2	CC-BY License	2412
Appendix A	Indices	2413
A.1	Concepts	2413
A.2	Functions	2414
A.3	Variables	2433
A.4	Data types	2435
A.5	Pathnames	2437
A.6	Infinity Mode commands	2440
A.7	Operator commands	2442
A.8	Game Actions	2444
A.9	Javascript	2445

Copying

This program is free software; you can redistribute it and/or modify it under the terms of the GNU Affero General Public License as published by the Free Software Foundation; either version 3 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Affero General Public License for more details.

You should have received a copy of the GNU Affero General Public License along with this program (one is found in this book); if not, write to the Free Software Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.

1 Introduction

This is the manual for the tootsville server for CIWTA.

1.1 Who are CIWTA?

CIWTA, The Corporation for Inter-World Tourism and Adventuring, is the non-profit corporation responsible for the current development of the Romance Game System, particularly, for the flagship implementation of it in the form of Tootsville .

For more information about CIWTA, visit the web site at <https://www.ciwta.org/>

1.2 What is Tootsville?

Tootsville is a massively-multiplayer online rôle-playing game (MMORPG) in which players control colorful, elephant-like characters know as Toots.

Tootsville was the flagship product which helped develop the original Romance game system into such a powerful suite. Its commercial sponsor, Res Interactive, LLC, was later shut down for legal reasons. The resurrected game (with the permission of several of Res’s managing members) is now the flagship for the ongoing development of Romance .

As such, Romance is highly and unapologetically targeted at present towards the needs of Tootsville.

1.3 What is the Romance Game System?

Romance is the name of the game system which runs Tootsville, and which could, in future, be adapted to run other games as well.

The name “Romance” has a similar meaning to its usage in “Romance Languages,” i.e. it means made of Romans, not “romantic.” The original software modules of which Romance was made, and into which it will be subdivided again for purposes of modularity in the 2.0 series, are each named after a famous Roman.

Romance has a few technological goals. It is intended to be comprehensive and flexible enough to handle a variety of game worlds, although it necessarily has deep ties to Tootsville. Romance also is based on a model in which peer-to-peer communications are used for real time activities, while the central servers are reserved for persisting the world’s state while it is quiescent.

1.4 Technology Stack

Romance is built up of the following technology stack:

- The central REST servers are written in Common Lisp, compiled to a native binary, and run as a service under SystemD in a non-privileged user account.
- The client and peer-to-peer application is written in JavaScript (ECMAScript 6 level), and compressed using the Google Closure Compiler into an optimized and minified form.

1.5 Affiliated Services

In the case of Tootsville, several affiliated services are used:

- Static web servers running Apache serve up game assets, compiled JavaScript, and other resources.
- Apache servers operate as load balancers across the back-end game servers
- The Tootsbook blog is a WordPress installation
- The central database server is a MariaDB server.
- Database references are cached via MemCached

1.6 Clusters

There are four cluster types for Tootsville.

local This refers to running a full Tootsville stack on a developer's workstation

test.Tootsville.org
 This cluster is used for testing new builds and is the most unstable, often having a new release pushed to it every week — sometimes, several in one day.

qa.Tootsville.org
 This cluster is used for longer-term testing of the code before rolling it out to the general public.

Tootsville.org
 This is the main production environment

1.7 Overview of Major Systems

There are several major systems worth understanding from a higher level. Most of these are documented under specific functions that are critical in those subsystems.

1.7.1 Methods of Connecting

1.7.1.1 REST Requests

REST calls can be anonymous (or public), or require third-party authentication, i.e. Firebase credentials.

WRITEME

1.7.1.2 Infinity Mode communications

In the beginning, Tootsville I, the Hillside Demo, there was SmartFox Server. This was a chat server designed to work over an XML protocol with Adobe Flash clients. Tootsville I was built on this SmartFox Server and the SmartFox client software that went with it.

Unfortunately, SFS was not able to scale up with Tootsville's growth, and was very resource-intensive on the server side, so Bruce-Robert Pocock, the Chief Engineer at Res Interactive, brought in a Java-based chat server that he had written, named Braque. Braque was renamed Appius Claudius Caecus, and became the first Roman of the Romance Game System.

In order to convince the SmartFox Client software in the Tootsville Flosch client program (first Nightmare, and later Persephone) to communicate with Appius, we had to advertise a SmartFox version number — so, in order to ensure that we had a sufficiently high version number, and since EcmaScript uses floating-point numbers, we chose Infinity.

The protocol gradually turned into a JSON-oriented library of functions, leaving behind the SFS protocols (although some SFS concepts remained, such as room variables and user variables, in various forms).

The modern version of Infinity Protocol over WebSockets and TCP streaming is known as version Alef-Null, which is a fascinating maths concept that refers to a certain kind of Infinity.

There are 3 types of authentication supported for Infinity mode: Adult Sign-In, Child Sign-In, and Server-to-Server.

Before authenticating, a very limited vocabulary is available; see Section 8.689 [TOOTSVILLE INFINITY-PRE-LOGIN], page 967, for a discussion of what is available to end users. Server-to-server connections send their authentication in advance.

Once authenticated, the vocabulary grows extensively. See Section 8.306 [TOOTSVILLE DEFINFINITY], page 562, for an overview of Infinity Mode commands and how they can also be called as REST endpoints. Commands begin with INFINITY-, and can be found alphabetically in Chapter 2 [Definitions], page 11.

Note that some of these are deprecated or no longer useful, but all commands since 1.0 are still included in the vocabulary, including some which were originally Res Interactive proprietary extensions.

See Appendix 6 for an index of Infinity Mode commands.

1.7.1.3 The Adult Sign-in Process

Adults signing in must be first authenticated by an outside provider. Presently we're using Firebase for that purpose. Long-term, post-5.0 we'd like to switch to handling pure OAuth on our own, but migrating from Firebase could be problematic and take some time to phase in, so we'd prefer to do that before we reach too large a critical mass of users.

Once the client has performed authentication and received its tokens, it will send a login packet that is authenticated by Section 8.1300 [TOOTSVILLE WEBSOCKET-AUTHENTICATE], page 1595, and Section 8.559 [TOOTSVILLE FIND-USER-FOR-JSON], page 818.

WRITEME

1.7.1.4 The Child Sign-in Process

Child sign-ins are conducted using the Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932, function.

WRITEME

1.7.1.5 The Server-to-Server Sign-In Process

Server-to-Server peering occurs on TCP port 5005, and is accessible only via the ::1 (loop-back) interface. This means that, in order to create a server-to-server peering, the connection must be tunneled over ssh first. Since this is an unattended server process, this requires the use of public/private key pairs to establish trust between servers.

The server-to-server stream uses JSON packets packaged into a simple ANSI-control-characters-based streaming protocol.

Sign-in occurs as follows . . . WRTIME

WRTIME

1.7.2 In-Game Actions

1.7.2.1 Moving in the Game

There have been 3 systems for character movement.

The oldest dates back to Tootsville I and was the `d` method. This is no longer in use. For documentation, to the extent any exists, refer to Tootsville IV docs. In brief, it allowed a Toot to do basically the same thing as the `wtl` method, only it compacted the description into a string joined with `~` characters.

The current *status quo* method is the “d” method, or “walk the line” (`wtl`) method. The basic concept is that each Toot’s position is determined by a linear interpolation along a straight line described by a start and end position, a speed of movement, and a start time. Thus, all clients should be able to reliably place a character at the same point on the line, regardless of any lag in the transmission. See Section 8.715 [TOOTSVILLE INFINITY-WTL], page 1006- for a discussion of this method.

A more complex system being designed for post-5.0 use is the “d” method, which allows the client to perform pathfinding and create a Bezier spline walk pattern. This system is loosely supported by the server but in non-specific ways.

1.7.2.2 Speech and Related Things

Speech mostly consists of public messages. Each public message contains a volume level, speech contents, and musical key (for the Toot sounds). Section 8.706 [TOOTSVILLE INFINITY-SPEAK], page 993, handles the bulk of speech.

Private messaging is accomplished by whispering to another player using `@` messages — i.e. the message begins with `@` and the other player’s name, and is processed by the server as a special whisper command.

Operator (Builder Toot) commands begin with a `#` and are processed by the server. See Appendix 7 for an index of operator commands.

Client-side commands begin with a `~` and are processed by the client, without ever sending them to the server.

1.7.2.3 Game Events System (including Store Items)

WRTIME

See Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997, and Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925, for an overview.

1.7.2.4 Land Ownership

WRTIME

1.7.2.5 Clothing, Tools, and Equipment

Clothing, Tools, and Equipment are “just” items which happen to be able to be held in a player’s inventory. This is largely a function of the weight assigned and the carrying capacity of the character.

These items feature a Wear Slot value. A Wear Slot indicates a point on an avatar at which a piece of clothing can be mounted, or an item can be held. These slots are distinct to an avatar type, so UltraToot has different Wear Slots than, say, Jack or Welduh.

Wear Slots have valences that allow multiple layers of clothing to occupy the same essential slot: eg, a T-shirt under a blazer. Some articles of clothing may be defined to block other slots or other valences; eg a full-length dress might block a shirt or pants both.

Items have energy, which can be measured in a continuous or discrete way. Continuous energy types are effectively a continuum of rational values, and energy can be expended in any fraction of that amount. Discrete energy types are an integer counter, and a specific count is displayed to the user. When an item’s energy reaches zero, it can vanish, or just remain in inventory awaiting a recharge.

Equipment and tools have special hooks to enable them to be “used” in the game world. First, they must be held in the player’s trunk (for avatars with hands, they can be in the left or right hand). Second, there must be a “power” associated with the item, which requires a client-side function specialized on the item’s template ID. This hook may be a simple wrapper around reporting back to the server, or it can be as ornate as necessary.

WRITE ME

1.7.2.6 Metronome

The metronome system allows tasks to occur on a recurring basis without having to keep their own timing threads open all the time. It also provides for one-shot events to run at a specific future time.

The main point of entry for scheduling a Metronome task is DO-METRONOME. The metronome thread itself relies upon RUN-METRONOME-TASKS to actually start tasks on each cycle.

Programmers are strongly encouraged to schedule tasks using Metronome throughout the game code.

1.7.3 World Simulation

WRITE ME

1.7.4 Server-to-Server Streams

WRITE ME

1.7.5 The front-end

The front-end services of Tootsville are provided by a JavaScript program, in the repository <https://github.com/adventuring/tootsville.org>.

1.7.5.1 Coding Standard

In general, the following coding standards apply to the front-end:

- Everything should be in the global `Tootsville` object-as-namespace.

- Within that object, each subsystem has its own object-as-namespace.
- Namespaces and classes use CamelCase; functions, variables, and object property names use lowerCamelCase names.
- When defining any object in the global namespace, it must be defined in such a way that reloading the file is idempotent, and it must not erase any other members that may have been added into the same object-as-namespace.

The effects of this is that a typical Javascript source file will need to contain a series of declarations like this:

```
if (!('Tootsville' in window))
{ Tootsville = {}; }

if (!('Namespace' in Tootsville))
{ Tootsville.Namespace = {}; }

Tootsville.Namespace.funcName =
  function (lambda, list)
  { ... };

Tootsville.Namespace.object =
  { foo: 42 };
```

Note, in particular, that we *must not* do something like:

```
Tootsville.Namespace =
  { funcName: function () { ... } };
```

This would potentially remove other objects in the `Tootsville.Namespace` namespace that may have been defined by other users.

1.7.5.2 Babylon.js

The front-end's 3D support is courtesy of the Babylon.js library, which has its own on-line documentation.

1.7.5.3 Gatekeeper

The Gatekeeper object contains the bulk of the client's command processing. Functions in Gatekeeper are named – i.e. the keys in the Gatekeeper hash table – for the datagram **from** keys sent by the server. For example, `Tootsville.Game.Gatekeeper.wt1` is the handler for datagrams with **from**: "wt1" in their packet.

WRITEME

1.7.5.4 Peer-to-Peer Streams (WebRTC)

WRITEME

1.7.5.5 JSCL

WRITEME

1.8 Back Story

Once upon a time — for all fairy stories begin once upon a time — but not too very long ago, there were a herd of elephants wandering the plains of Africa. These elephants were just “ordinary” elephants, but of course each of them had their own personality.

...

WRITE ME

...

1.8.1 The Magic Mist and Mist Parrots

The elephants discover the magic mist ... parrots guide them through ...

WRITE ME

1.8.2 The Founding of Tootsville

Discover the fountain ... wish things into being ...

WRITE ME

1.8.3 The Classical Period

For many years, the Toots expanded their domain across the south and west of Tootanga.

WRITE ME

1.8.4 The Evil Mayor and Shade

All was well and good, until the arrival of Shade. Shade was a monster made up of black and purple smoke, with glowing orange eyes, created from bad wishes — any wishes that weren’t for good. Shade and his team of Shaddows — Welduh, Smudge, Nevermind, and others — arrived on the scene and started making trouble for the Toots.

Some Toots even joined up with Shade and his Shaddows, and traveled to the evil valley of Shaddowfalls in the northeastern mountains.

Zap and the others used their power to keep Shade at bay, although from time to time Shade won small victories, at one time even changing all of Tootsville into Shadesville for a couple of weeks.

To fight the ongoing perils of Shade, the Toot Troops were organized, a scouting-type organization that kept the Shaddows on notice.

Then, Shade came up with his greatest plan — he replaced the mayor of Tootsville with the evil mayor, a hollow Toot full of smoke and stuffed with straw. The evil mayor helped Shade get into the underground Troops bunker and disconnect the water leading to the Toot Square Fountain. Smudge went around and poisoned all of the other wishing fountains, leaving the Toots without any source of Wish Magic. Ogres took control of the Enchanted Forest and kept the Toot Fairies from bringing in any Fairy Dust.

1.8.5 The Destruction of Tootsville

Things were bleak. Tootsville fell, and the Toots one by one disappeared, leaving behind nothing but a field of purple volcanic dust and Shade.

1.8.6 The Revival

Not everyone was destroyed. Pil, the most powerful Toot of all, protected some of the other Toots from Shade. Codfish-Howie and Catvle got together and revived the original 8 Toots, then more and more. They trapped Shade in a forcefield of his own evil magic in Shaddowfalls, and began to rebuild Tootsville, starting with the iconic Toot Square Fountain.

That brings us to today.

2 Definitions

The following chapters provide documentation of symbols in each of the main packages used by Tootsville. Many other libraries are relied upon as well, whose documentation may not have been included here.

3 Package Choerogryllum

3.1 Choerogryllum::Cal-Month

3.1.1 Function

Cal-Month names a function, with lambda list (YEAR MONTH):

Pretty-prints a one-month mini-calendar.

3.1.2 File

Defined in file `src/lib/Choerogryllum/Choerogryllum.lisp`.

3.2 Chœrogryllum::Cal-Month-Header

3.2.1 Function

Cal-Month-Header names a function, with lambda list (YEAR MONTH STREAM):

Prints a header for a calendar of MONTH in YEAR to STREAM.

3.2.2 File

Defined in file src/lib/Chœrogryllum/Chœrogryllum.lisp.

3.3 Choerogryllum::Cal-Month-Header.Html

3.3.1 Function

Cal-Month-Header.Html names a function, with lambda list (YEAR MONTH STREAM):

Writes an HTML header for a calendar of MONTH in YEAR to STREAM.

3.3.2 File

Defined in file src/lib/Choerogryllum/Choerogryllum.lisp.

3.4 Chœrogryllum::Cal-Month.Html

3.4.1 Function

Cal-Month.Html names a function, with lambda list (&OPTIONAL (YEAR (THIS-YEAR)) (MONTH (THIS-MONTH))):

Pretty-prints a one-month mini-calendar.

3.4.2 File

Defined in file src/lib/Chœrogryllum/Chœrogryllum.lisp.

3.5 Choerogryllum::Cal-Month/ Print-Holiday-Footnotes

3.5.1 Function

Cal-Month/Print-Holiday-Footnotes names an undocumented function, with lambda list (YEAR MONTH HOLIDAYS STREAM).

3.5.2 File

Defined in file src/lib/Choerogryllum/Choerogryllum.lisp.

3.6 Chœrogryllum::Cal-Year

3.6.1 Function

Cal-Year names an undocumented function, with lambda list (YEAR).

3.6.2 File

Defined in file `src/lib/Chœrogryllum/Chœrogryllum.lisp`.

3.7 Choerogryllum::Date-String

3.7.1 Function

Date-String names a function, with lambda list (TIME &KEY (FORM LONG)):

Returns the pretty-printed Choerogryllum date string describing Universal time TIME.

3.7.2 File

Defined in file src/lib/Choerogryllum/Choerogryllum.lisp.

3.8 Chœrogryllum::Day-Of-Week*

3.8.1 Function

Day-Of-Week* names an undocumented function, with lambda list (I &KEY (FORM LONG)).

3.8.2 File

Defined in file `src/lib/Chœrogryllum/Chœrogryllum.lisp`.

3.9 Choerogryllum::Decode*-Universal-Time

3.9.1 Function

Decode*-Universal-Time names a function, with lambda list (&OPTIONAL (TIME (GET-UNIVERSAL-TIME))):

Returns multiple values with date and time decoded.

Returns: (sec min hour day month year weekday other-month-day pink-month-day julian)

3.9.2 File

Defined in file src/lib/Choerogryllum/Choerogryllum.lisp.

3.10 Chœrogryllum::Encode*-Universal-Time

3.10.1 Function

Encode*-Universal-Time names a function, with lambda list (SEC MIN HOUR DAY MONTH YEAR):

Encodes a Chœrogryllum date & time into a Universal Time.

3.10.2 File

Defined in file src/lib/Chœrogryllum/Chœrogryllum.lisp.

3.11 Choerogryllum::Exponent-Digit

3.11.1 Function

Exponent-Digit names a function, with lambda list (NUMBER):

Returns the digit NUMBER in exponent (superscript) character form

3.11.2 File

Defined in file `src/lib/Choerogryllum/Choerogryllum.lisp`.

3.12 Choerogryllum::First-Weekday-Of-Month

3.12.1 Function

First-Weekday-Of-Month names a function, with lambda list (YEAR MONTH):

Returns the weekday number (0-8) of the first day of MONTH in YEAR.

3.12.2 File

Defined in file `src/lib/Choerogryllum/Choerogryllum.lisp`.

3.13 Chœrogrillum::Holiday-On

3.13.1 Function

Holiday-On names a function, with lambda list (YEAR MONTH DAY):

Returns the name of any holiday on YEAR, MONTH, DAY.

YEAR, MONTH, and DAY are the integral values of the Chœrogryllym year, month, and day.

If there is no holiday, but there is a full moon (any moon), that may be reported instead.

3.13.2 Chœrogrillum Holiday

The following holidays are recognized and reported:

Trimestus occurs when all three moons are full. Since the months are evenly matched to the phases of The Moon, this will always occur on the 15 day of some month. This is a major festival day.

Hallowe'en

occurs on the 30 day of Procavia (month 10).

Hallowsday

occurs on the 1st day of Dendrohyrax (month 11).

Easter occurs on Lightningsday some time between Inunguis, Manatus, or Hydrodamalis, (months 3-5) based on the phase of The Other Moon.

Christmas occurs on the 25 day of Tethytheria (month 12).

Christmas Eve

occurs on the 24 day of Tethytheria (month 12).

Parents' Day

occurs on the 13 day of Hydrodamalis (month 5). It takes the place of both Mothers' Day and Fathers' Day on Earth.

The Winter Solstice

occurs on the 21 day of Sirenia (month 1).

The Spring Equinox

occurs on the 21 day of Manatus (month 4).

The Summer Solstice

occurs on the 21 day of Pygmaeus (month 7).

The Autumn Equinox

occurs on the 21 day of Procavia (month 10).

Fawkesday

occurs on the 5 day of Dendrohyrax (month 11).

New Year's Day

occurs on the first day of Sirenia (month 1).

The Summer Arts Festival

runs from the 17th to the 20th day of Pygmaeus, except on Blanksday.

Duomestus

occurs whenever the Other Moon and Pink Moon are both full

3.13.3 File

Defined in file `src/lib/Choerogryllum/Choerogryllum.lisp`.

3.14 Choerogryllum::Month*

3.14.1 Function

Month* names an undocumented function, with lambda list (I &KEY (FORM LONG)).

3.14.2 File

Defined in file src/lib/Choerogryllum/Choerogryllum.lisp.

3.15 Chœrogryllum::This-Month

3.15.1 Function

This-Month names an undocumented function, with lambda list NIL.

3.15.2 File

Defined in file `src/lib/Chœrogryllum/Chœrogryllum.lisp`.

3.16 Choerogryllum::This-Year

3.16.1 Function

This-Year names an undocumented function, with lambda list NIL.

3.16.2 File

Defined in file `src/lib/Choerogryllum/Choerogryllum.lisp`.

4 Package Dreamhost

4.1 Dreamhost::***Api-Key***

4.1.1 Variable

Api-Key names a variable:

The Dreamhost API Key to be used.

Generate one in the Panel at <https://panel.dreamhost.com/?tree=home.api>

Its value is NIL

4.2 Dreamhost::Cname-Already-On-Record

4.2.1 Class

Cname-Already-On-Record names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.2.2 Slots

Class Cname-Already-On-Record has no direct slots defined.

4.3 Dreamhost::Cname-Must-Be-Only-Record

4.3.1 Class

Cname-Must-Be-Only-Record names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.3.2 Slots

Class Cname-Must-Be-Only-Record has no direct slots defined.

4.4 Dreamhost::Dns-Add-Record

4.4.1 Function

Dns-Add-Record names a function, with lambda list (NAME TYPE &OPTIONAL VALUE COMMENT):

Add a DNS record for NAME of TYPE; VALUE is determined by TYPE.

Adds a new DNS record to a domain you already have hosted with DreamHost. However, you cannot add dreamhosters.com records. Keep in mind DNS changes may take a while to propagate.

type: A, CNAME, NS, PTR, NAPTR, SRV, TXT, or AAAA

4.4.2 Result success

record-added

4.4.3 Possible Errors

- no_record
- no_type
- no_value
- invalid_record (may have specifics after a tab)
- invalid_type (may have specifics after a tab)
- invalid_value (may have specifics after a tab)
- no_such_zone
- CNAME_must_be_only_record
- CNAME_already_on_record
- record_already_exists_not_editable
- record_already_exists_remove_first
- internal_error_updating_zone
- internal_error_could_not_load_zone
- internal_error_could_not_add_record

4.4.4 File

Defined in file src/lib/dreamhost/dreamhost.lisp.

4.5 Dreamhost::Dns-List-Records

4.5.1 Function

Dns-List-Records names an undocumented function, with lambda list NIL.

4.5.2 File

Defined in file `src/lib/dreamhost/dreamhost.lisp`.

4.6 Dreamhost::Dns-Remove-Record

4.6.1 Function

Dns-Remove-Record names an undocumented function, with lambda list (NAME).

4.6.2 File

Defined in file `src/lib/dreamhost/dreamhost.lisp`.

4.7 Dreamhost::Dreamhost-Api-Error

4.7.1 Class

Dreamhost-Api-Error names a class, with one superclass: COMMON-LISP::ERROR (not in this manual).

4.7.2 Slots

Class Dreamhost-Api-Error has no direct slots defined.

4.8 Dreamhost::Dreamhost-Api-Error-With-Details

4.8.1 Class

Dreamhost-Api-Error-With-Details names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

A Dreamhost API error with associated details string

4.8.2 Slots

Class Dreamhost-Api-Error-With-Details has 1 direct slot definition:

Details

4.9 Dreamhost::Dreamhost-Api-Warning

4.9.1 Class

Dreamhost-Api-Warning names a class, with one superclass: COMMON-LISP::WARNING (not in this manual).

4.9.2 Slots

Class Dreamhost-Api-Warning has no direct slots defined.

4.10 Dreamhost::Dreamhost-Error-Details

4.10.1 Function

Dreamhost-Error-Details names an undocumented function, with lambda list (CONDITION).

4.11 Dreamhost::Internal-Error-Could-Not-Add-Record

4.11.1 Class

Internal-Error-Could-Not-Add-Record names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.11.2 Slots

Class Internal-Error-Could-Not-Add-Record has no direct slots defined.

4.12 Dreamhost::Internal-Error-Could-Not-Load-Zone

4.12.1 Class

Internal-Error-Could-Not-Load-Zone names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.12.2 Slots

Class Internal-Error-Could-Not-Load-Zone has no direct slots defined.

4.13 Dreamhost::Internal-Error-Updating-Zone

4.13.1 Class

Internal-Error-Updating-Zone names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.13.2 Slots

Class Internal-Error-Updating-Zone has no direct slots defined.

4.14 Dreamhost::Invalid-Record

4.14.1 Class

Invalid-Record names a class, with one superclass: Section 4.8 [DREAMHOST DREAMHOST-API-ERROR-WITH-DETAILS], page 39.

4.14.2 Slots

Class Invalid-Record has 1 direct slot definition:

Details

4.15 Dreamhost::Invalid-Type

4.15.1 Class

Invalid-Type names a class, with one superclass: Section 4.8 [DREAMHOST DREAMHOST-API-ERROR-WITH-DETAILS], page 39.

4.15.2 Slots

Class Invalid-Type has 1 direct slot definition:

Details

4.16 Dreamhost::Invalid-Value

4.16.1 Class

Invalid-Value names a class, with one superclass: Section 4.8 [DREAMHOST DREAMHOST-API-ERROR-WITH-DETAILS], page 39.

4.16.2 Slots

Class Invalid-Value has 1 direct slot definition:

Details

4.17 Dreamhost::No-Record

4.17.1 Class

No-Record names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.17.2 Slots

Class No-Record has no direct slots defined.

4.18 Dreamhost::No-Such-Zone

4.18.1 Class

No-Such-Zone names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.18.2 Slots

Class No-Such-Zone has no direct slots defined.

4.19 Dreamhost::No-Type

4.19.1 Class

No-Type names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.19.2 Slots

Class No-Type has no direct slots defined.

4.20 Dreamhost::No-Value

4.20.1 Class

No-Value names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.20.2 Slots

Class No-Value has no direct slots defined.

4.21 Dreamhost::Record-Already-Exists-Not-Editable

4.21.1 Class

Record-Already-Exists-Not-Editable names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.21.2 Slots

Class Record-Already-Exists-Not-Editable has no direct slots defined.

4.22 Dreamhost::Record-Already-Exists-Remove-First

4.22.1 Class

Record-Already-Exists-Remove-First names a class, with one superclass: Section 4.7 [DREAMHOST DREAMHOST-API-ERROR], page 38.

4.22.2 Slots

Class Record-Already-Exists-Remove-First has no direct slots defined.

4.23 Dreamhost::Register-Dns-Name

4.23.1 Function

Register-Dns-Name names an undocumented function, with lambda list (NAME IPV4-ADDRESS).

4.23.2 File

Defined in file `src/lib/dreamhost/dreamhost.lisp`.

4.24 Dreamhost::Validate-Dns-Value

4.24.1 Function

Validate-Dns-Value names a function, with lambda list (TYPE VALUE):

Returns VALUE in string form valid for a DNS record of type TYPE

4.24.2 File

Defined in file src/lib/dreamhost/dreamhost.lisp.

5 Package Rollbar

5.1 Rollbar::***Access-Token***

5.1.1 Variable

Access-Token names a variable:

The Rollbar access-token, created through their Web UI at:

`https://rollbar.com/{team}/{project}/settings/access_tokens/`

eg:

`https://rollbar.com/CIWTA/Tootsville/settings/access_tokens/`

Its value is NIL

5.2 Rollbar::***Code-Version***

5.2.1 Variable

Code-Version names a variable:

The version of your source code.

Can be anything, but a Git Hash is valid, as well as a software version.

Its value is NIL

5.3 Rollbar::***Environment***

5.3.1 Variable

Environment names a variable:

The runtime environment (cluster or situational group) to report as.

Typically “development” or “production,” but more interesting labels are allowed. Groups will be automatically created by Rollbar when you report to them; no need to pre-configure anything.

Its value is `"unknown"`

5.4 Rollbar::***Framework***

5.4.1 Variable

Framework names a variable:

Any software framework which you wish to identify as; by default, reports the name of your Lisp implementation (from LISP-IMPLEMENTATION-TYPE (see the Common Lisp HyperSpec), ie, SBCL)

Its value is `"SBCL"`

5.5 Rollbar::***Person-Hook***

5.5.1 Variable

Person-Hook names a variable:

To add “person” information to a Rollbar message, create a function which examines its dynamic environment and returns a plist of the form:

```
'(:|person| (:|uid| User-UI :|username| "User name" :|email|
"user@example.com"))
```

Its value is NIL

5.6 Rollbar::***Server***

5.6.1 Variable

Server names a variable:

The server (machine) name to report as; defaults to MACHINE-INSTANCE (see the Common Lisp HyperSpec) (which is typically the hostname)

Its value is **"Krishna"**

5.7 Rollbar::***Valid-Notifier-Levels***

5.7.1 Variable

Valid-Notifier-Levels names a variable:

The levels which Rollbar accepts

Its value is of type CONS

5.8 Rollbar::+Context-Forms+

5.8.1 Variable

+Context-Forms+ names a variable:

How many forms' worth of context should be reported?

Rollbar seems to insist upon 4.

Its value is 4 (#x4)

5.9 Rollbar::Backtrace-Frame-To-Plist

5.9.1 Function

Backtrace-Frame-To-Plist names a function, with lambda list (FRAME):

Convert FRAME into a plist of the sort Rollbar likes

5.9.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.10 Rollbar::Chain-Debugger-Hook

5.10.1 Function

Chain-Debugger-Hook names a function, with lambda list NIL:

Create a function that calls Section 8.292 [TOOTSVILLE DEBUGGER-HOOK], page 548.

The present value of *DEBUGGER-HOOK* (see the Common Lisp HyperSpec) is closed over by that function, and will be called after calling Section 8.292 [TOOTSVILLE DEBUGGER-HOOK], page 548.

5.10.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.11 Rollbar::Classify-Error-Level

5.11.1 Function

Classify-Error-Level names a function, with lambda list (CONDITION):

Given CONDITION, return the Rollbar level for it.

Methods can specialize on condition types to return specific levels, but the defaults should be fairly sane for most users.

Note that SERIOUS-CONDITION (see the Common Lisp HyperSpec) maps to “error,” while ERROR (see the Common Lisp HyperSpec) maps to “critical,” to more closely match Rollbar’s system.

5.11.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.12 Rollbar::Condition-Telemetry

5.12.1 Function

Condition-Telemetry names an undocumented function, with lambda list (CONDITION).

5.12.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.13 Rollbar::Configure

5.13.1 Function

Configure names a function, with lambda list (&KEY (ACCESS-TOKEN NIL ACCESS-TOKEN-PRESENT-P) (ENVIRONMENT NIL ENVIRONMENT-PRESENT-P) (CODE-VERSION NIL CODE-VERSION-PRESENT-P) (FRAMEWORK NIL FRAMEWORK-PRESENT-P) (SERVER NIL SERVER-PRESENT-P)):

Sets Rollbar configuration persistently (dynamically).

Typically only invoked once at startup.

5.13.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.14 Rollbar::Constituent-Char-P

5.14.1 Function

Constituent-Char-P names an undocumented function, with lambda list (CHAR).

5.14.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.15 Rollbar::Critical!

5.15.1 Function

Critical! names a function, with lambda list (MESSAGE* &KEY CONDITION):

Report a condition to Rollbar with level critical.

Calls ‘NOTIFY’ like (NOTIFY "critical" MESSAGE . . .).

The ! in the name is so that ROLLBAR:ERROR! does not shadow CL:ERROR, and so that all levels share the same orthography.

5.15.2 File

Defined in file dumper-2SKVI5f7.lisp.

5.16 Rollbar::Debug!

5.16.1 Function

Debug! names a function, with lambda list (MESSAGE* &KEY CONDITION):

Report a condition to Rollbar with level debug.

Calls ‘NOTIFY’ like (NOTIFY "debug" MESSAGE . . .).

The ! in the name is so that ROLLBAR:ERROR! does not shadow CL:ERROR, and so that all levels share the same orthography.

5.16.2 File

Defined in file dumper-2SKVI5f7.lisp.

5.17 Rollbar::Debugger-Hook

5.17.1 Function

Debugger-Hook names a function, with lambda list (CONDITION &OPTIONAL HOOK):

Take the CONDITION reported to the debugger and relay it to Rollbar.

This is usually activated through ‘WITH-ROLLBAR-FOR-DEBUGGER’.

5.17.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.18 Rollbar::Error!

5.18.1 Function

Error! names a function, with lambda list (MESSAGE* &KEY CONDITION):

Report a condition to Rollbar with level error.

Calls ‘NOTIFY’ like (NOTIFY "error" MESSAGE . . .).

The ! in the name is so that ROLLBAR:ERROR! does not shadow CL:ERROR, and so that all levels share the same orthography.

5.18.2 File

Defined in file dumper-2SKVI5f7.lisp.

5.19 Rollbar::Escaped

5.19.1 Function

Escaped names a function, with lambda list (STRING ESCAPE-CHAR ESCAPED-CHARS):

Escape characters within the string, usually by \

5.19.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.20 Rollbar::Find-Appropriate-Backtrace

5.20.1 Function

Find-Appropriate-Backtrace names a function, with lambda list NIL:

Finds a backtrace without too much “noise.”

Attempts to eliminate “uninteresting” frames from the trace, and formats it in a form that Rollbar likes.

5.20.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.21 Rollbar::Format-Symbol-Name-Carefully

5.21.1 Function

Format-Symbol-Name-Carefully names a function, with lambda list (SYMBOL):

Carefully format the symbol-name of SYMBOL

5.21.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.22 Rollbar::Gather-Source-Info

5.22.1 Function

Gather-Source-Info names a function, with lambda list (FILENAME TOP-LEVEL-FORM FORM-NUMBER):

Get source code information for a frame in a backtrace

5.22.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.23 Rollbar::Http-Error

5.23.1 Class

Http-Error names a class, with one superclass: COMMON-LISP::ERROR (not in this manual).

5.23.2 Slots

Class Http-Error has 5 direct slot definitions:

Status

Status-Text

Wanted-Uri

Got-Uri

Headers

5.24 Rollbar::Http-Error-Got-Uri

5.24.1 Function

Http-Error-Got-Uri names an undocumented function, with lambda list (CONDITION).

5.25 Rollbar::Http-Error-Headers

5.25.1 Function

Http-Error-Headers names an undocumented function, with lambda list (CONDITION).

5.26 Rollbar::Http-Error-Status

5.26.1 Function

Http-Error-Status names an undocumented function, with lambda list (CONDITION).

5.27 Rollbar::Http-Error-Status-Text

5.27.1 Function

Http-Error-Status-Text names an undocumented function, with lambda list (CONDITION).

5.28 Rollbar::Http-Error-Wanted-Uri

5.28.1 Function

Http-Error-Wanted-Uri names an undocumented function, with lambda list (CONDITION).

5.29 Rollbar::Http-Successful-Request

5.29.1 Function

Http-Successful-Request names an undocumented function, with lambda list (URI &REST KEYS &KEY &ALLOW-OTHER-KEYS).

5.29.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.30 Rollbar::Info!

5.30.1 Function

Info! names a function, with lambda list (MESSAGE* &KEY CONDITION):

Report a condition to Rollbar with level info.

Calls ‘NOTIFY’ like (NOTIFY "info" MESSAGE . . .).

The ! in the name is so that ROLLBAR:ERROR! does not shadow CL:ERROR, and so that all levels share the same orthography.

5.30.2 File

Defined in file dumper-2SKVI5f7.lisp.

5.31 Rollbar::Level-Is-Valid-P

5.31.1 Function

Level-Is-Valid-P names a function, with lambda list (LEVEL):

Determines whether LEVEL is a valid level indicator for Rollbar.

5.31.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.32 Rollbar::Make-Level-Notifier

5.32.1 Function

Make-Level-Notifier names an undocumented function, with lambda list (LEVEL).

5.32.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.33 Rollbar::Notify

5.33.1 Function

Notify names a function, with lambda list (LEVEL MESSAGE* &KEY CONDITION):

Sends a notification to Rollbar of level LEVEL with message MESSAGE*.

If CONDITION is given, useful information is extracted therefrom (eg, backtrace).

Without CONDITION, the backtrace will be from the current (caller) context.

If unable to reach Rollbar, a SIGNAL of type CAN-NOT-REPORT will be raised, which you can choose to CATCH or ignore.

A log entry will also be printed to *TRACE-OUTPUT* for levels “debug” or “info,” and to *ERROR-OUTPUT* for other levels. (See ‘OUTPUT-FOR-LEVEL’)

5.33.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.34 Rollbar::Output-For-Level

5.34.1 Function

Output-For-Level names a function, with lambda list (LEVEL):

Returns a stream for logging messages of level LEVEL.

For “info” or “debug,” returns `*TRACE-OUTPUT*`; otherwise `*ERROR-OUTPUT*`.

5.34.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.35 Rollbar::Package-Name-Can-Be-Unquoted-P

5.35.1 Function

Package-Name-Can-Be-Unquoted-P names a function, with lambda list (PACKAGE-NAME):

Decide whether a package name symbol can be printed without quoting

5.35.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.36 Rollbar::Pretty-Function-Name

5.36.1 Function

Pretty-Function-Name names a function, with lambda list (FUNCTION):

Pretty-print the name (and type information) of FUNCTION

5.36.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.37 Rollbar::Pretty-Symbol-Name

5.37.1 Function

Pretty-Symbol-Name names a function, with lambda list (SYMBOL):

Format the symbol-name of SYMBOL nicely for the Rollbar report

5.37.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.38 Rollbar::Quoted

5.38.1 Function

Quoted names a function, with lambda list (STRING):

Return a quoted version of String

5.38.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.39 Rollbar::Redact-Directory

5.39.1 Function

Redact-Directory names a function, with lambda list (DIRECTORY):

Redact uninteresting parts of a directory pathname

5.39.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.40 Rollbar::Report-Server-Info

5.40.1 Function

Report-Server-Info names a function, with lambda list NIL:

Generate the server-info Plist for the error report

5.40.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.41 Rollbar::Report-Telemetry

5.41.1 Function

Report-Telemetry names a function, with lambda list (LEVEL):

Generates some general information for the error report

5.41.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.42 Rollbar::Request-Telemetry

5.42.1 Function

Request-Telemetry names an undocumented function, with lambda list NIL.

5.42.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.43 Rollbar::Rollbar-Notify-Deployment

5.43.1 Function

Rollbar-Notify-Deployment names an undocumented function, with lambda list (&KEY USER REVISION ENVIRONMENT).

5.43.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.44 Rollbar::Sanitize-File-Name

5.44.1 Function

Sanitize-File-Name names an undocumented function, with lambda list (PATHNAME).

5.44.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.45 Rollbar::Send-Rollbar-Notification

5.45.1 Function

Send-Rollbar-Notification names a function, with lambda list (LEVEL MESSAGE BACK-TRACE &KEY CONDITION):

Send a notification to Rollbar.

5.45.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.46 Rollbar::Symbol-Is-Exported-P

5.46.1 Function

Symbol-Is-Exported-P names a function, with lambda list (SYMBOL):

Discover whether SYMBOL is exported from its package

5.46.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.47 Rollbar::Symbol-Name-Can-Be-Unquoted-P

5.47.1 Function

Symbol-Name-Can-Be-Unquoted-P names a function, with lambda list (SYMBOL):

Decide whether a symbol name can be printed without quoting

5.47.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

5.48 Rollbar::Warning!

5.48.1 Function

Warning! names a function, with lambda list (MESSAGE* &KEY CONDITION):

Report a condition to Rollbar with level warning.

Calls ‘NOTIFY’ like (NOTIFY "warning" MESSAGE ...).

The ! in the name is so that ROLLBAR:ERROR! does not shadow CL:ERROR, and so that all levels share the same orthography.

5.48.2 File

Defined in file dumper-2SKVI5f7.lisp.

5.49 Rollbar::With-Configuration

5.49.1 Macro

With-Configuration names a macro, with lambda list `((&REST KEYS &KEY ACCESS-TOKEN ENVIRONMENT CODE-VERSION FRAMEWORK SERVER) &BODY BODY)`:

Executes BODY with Rollbar variables bound to the values given (if any).

Unmentioned keys are left unaltered.

5.49.2 File

Defined in file `src/lib/rollbar/rollbar.lisp`.

5.50 Rollbar::With-Rollbar-For-Debugger

5.50.1 Macro

With-Rollbar-For-Debugger names a macro, with lambda list (NIL &BODY BODY):

Run BODY with *DEBUGGER-HOOK* (see the Common Lisp HyperSpec) bound to call Rollbar.

Any previous value of *DEBUGGER-HOOK* (see the Common Lisp HyperSpec) will be called after Rollbar.

5.50.2 File

Defined in file src/lib/rollbar/rollbar.lisp.

6 Package Thread-Pool-Taskmaster

6.1 Thread-Pool-Taskmaster::*Developmentp*****

6.1.1 Variable

Developmentp names an undocumented variable with the value NIL

6.2 Thread-Pool-Taskmaster::***Mulligans***

6.2.1 Variable

Mulligans names an undocumented variable with the value 5 (**#x5**)

6.3 Thread-Pool-Taskmaster::+Max-Queue-Size-For-Thread-Pool+

6.3.1 Variable

+Max-Queue-Size-For-Thread-Pool+ names a variable:

What is the maximum queue size allowed for a thread pool?

Its value is 256 (#x100)

6.4 Thread-Pool-Taskmaster::+Single-Core-Threads+

6.4.1 Variable

+Single-Core-Threads+ names a variable:

More threads than otherwise expected on a single-core machine.

Its value is 16 (#x10)

6.5 Thread-Pool-Taskmaster::+Threads-Per-Core+

6.5.1 Variable

+Threads-Per-Core+ names a variable:

Must be an (UNSIGNED-BYTE 15) and non-zero.

Its value is 8 (#x8)

6.6 Thread-Pool-Taskmaster::Cores*Threads-Per-Core

6.6.1 Function

Cores*Threads-Per-Core names an undocumented function, with lambda list (&REST ARGUMENTS).

6.6.2 File

Defined in file quicklisp/dists/quicklisp/software/fare-memoization-20180430-git/memoization.lisp.

6.7 Thread-Pool-Taskmaster::Make-Thread-Name

6.7.1 Function

Make-Thread-Name names an undocumented function, with lambda list (TASKMASTER SOCKET).

6.7.2 File

Defined in file `src/lib/taskmaster/thread-pool-taskmaster.lisp`.

6.8 Thread-Pool-Taskmaster::Name-Idle-Threads-Sequentially

6.8.1 Function

Name-Idle-Threads-Sequentially names an undocumented function, with lambda list (TASKMASTER).

6.8.2 File

Defined in file `src/lib/taskmaster/thread-pool-taskmaster.lisp`.

6.9 Thread-Pool-Taskmaster::Named-Thread-Pool-Runner

6.9.1 Macro

Named-Thread-Pool-Runner names an undocumented macro, with lambda list `((&KEY (NAME)) &BODY BODY)`.

6.9.2 File

Defined in file `src/lib/taskmaster/thread-pool-taskmaster.lisp`.

6.10 Thread-Pool-Taskmaster::Safe-Client-As-String

6.10.1 Function

Safe-Client-As-String names an undocumented function, with lambda list (SOCKET).

6.10.2 File

Defined in file `src/lib/taskmaster/thread-pool-taskmaster.lisp`.

6.11 Thread-Pool-Taskmaster::Swank-Connected-P

6.11.1 Function

Swank-Connected-P names a function, with lambda list NIL:

Detect whether Swank is connected.

Used to determine whether to resignal errors.

6.11.2 File

Defined in file `src/lib/taskmaster/thread-pool-taskmaster.lisp`.

6.12 Thread-Pool-Taskmaster::Taskmaster-Thread-Pool

6.12.1 Function

Taskmaster-Thread-Pool names an undocumented function, with lambda list (OBJECT).

6.12.2 SetF Function

(SETF Taskmaster-Thread-Pool) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

6.13 Thread-Pool-Taskmaster::Taskmaster-Thread-Pool-Channel

6.13.1 Function

Taskmaster-Thread-Pool-Channel names an undocumented function, with lambda list (OBJECT).

6.13.2 SetF Function

(SETF Taskmaster-Thread-Pool-Channel) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

6.14 Thread-Pool-Taskmaster::Thread-Pool-Taskmaster

6.14.1 Class

Thread-Pool-Taskmaster names a class, with one superclass: HUNCHENTOOT::ONE-THREAD-PER-CONNECTION-TASKMASTER (not in this manual).

A taskmaster that uses a thread pool to dispatch incoming requests.

6.14.2 Slots

Class Thread-Pool-Taskmaster has no direct slots defined.

6.15 Thread-Pool-Taskmaster::With-Mulligan-Handlers

6.15.1 Macro

With-Mulligan-Handlers names an undocumented macro, with lambda list ((NAME MULLIGAN) &BODY BODY).

6.15.2 File

Defined in file `src/lib/taskmaster/thread-pool-taskmaster.lisp`.

6.16 Thread-Pool-Taskmaster::With-Pool-Thread-Restarts

6.16.1 Macro

With-Pool-Thread-Restarts names an undocumented macro, with lambda list ((NAME) &BODY BODY).

6.16.2 File

Defined in file `src/lib/taskmaster/thread-pool-taskmaster.lisp`.

7 Package Tootsville-User

7.1 Tootsville-User::\$

7.1.1 Function

\$ names a function, with lambda list (&REST WORDS):

Execute a command script.

7.1.2 Usage

#\$ SCRIPT-NAME

7.1.3 Example

#\$ do-something-funny

The script name must be a function previously defined by #SCRIPT; see Section 7.73 [TOOTSVILLE-USER SCRIPT], page 204, operator command for details.

7.1.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.2 Tootsville-User::*Apropos

7.2.1 Function

*Apropos names a function, with lambda list (&REST WORDS):

Runs APROPOS (see the Common Lisp HyperSpec) for a remote user.

7.2.2 Usage

`#apropos EXPRESSION`

7.2.3 Example

`#apropos apropos`

7.2.4 File

Defined in file `src/infinity/modern-ops.lisp`.

7.3 Tootsville-User::*Time

7.3.1 Function

*Time names a function, with lambda list (&REST WORDS):

Displays a message with the current server time.

This is a convenience function to ask “what time is it,” as opposed to the verb “time this to see how long it takes” like TIME (see the Common Lisp HyperSpec).

7.3.2 Usage

#time

7.3.3 Example

#time

7.3.4 Example Reply

Now it is 2021-01-26T00:35:11.341489Z (Universal: 3,820,610,111; Unix:
1,611,621,311). In Chærogryllum, it is 0:35:11 on Blanksday, the
eleventh of Procavia, 153

7.3.5 Changes from 1.2 to 2.0

The output format has changed. The old version only displayed the Unix time in seconds, without commas; the decoded date and time, Universal time code, and Chærogryllum date and time are new.

7.3.6 File

Defined in file src/infinity/legacy-ops.lisp.

7.4 Tootsville-User::*Warn

7.4.1 Function

*Warn names a function, with lambda list (&REST WORDS):

Warn a user about breaking a rule.

Warns a user (anonymously) about the Tootsville rules. The warning messages are pre-determined canned messages accessed via short mnemonic names.

To obtain the list of mnemonics, type `#warn #list`.

7.4.2 Usage

```
#warn #list  
#warn REASONCODE LOGIN
```

7.4.3 Examples

```
#warn #list  
#warn BULLY Pil
```

7.4.4 Reason Codes

See Section 7.51 [TOOTSVILLE-USER KICK], page 178, for the current list

7.4.5 Changes from 1.2 to 2.0

This command's reason codes have changed from 1.2 to 2.0 completely. The new list is kept under Section 7.51 [TOOTSVILLE-USER KICK], page 178.

`#warn #list` is a new command.

7.4.6 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.5 Tootsville-User::Addevent

7.5.1 Function

Addevent names a function, with lambda list (&REST WORDS):

Add a GameEvent to a Zone

UNIMPLEMENTED

7.5.2 Usage

`#addevent [EVENTNAME]`

7.5.3 Examples

`#addevent LaserTagGame`

`#addevent PropsWeather`

`#addevent ShaddowFalls`

`#addevent Tootlympics`

This is not currently implemented.

7.5.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.6 Tootsville-User::Agent

7.6.1 Function

Agent names a function, with lambda list (&REST WORDS):

Set the clothing and colors of a Toot to match the invoking user.

This is named after the way Agent Smith could take over Matrix avatars in the *Matrix Reloaded* film.

7.6.2 Usage

```
#agent robot-name
```

7.6.3 Example

```
#agent Superstar
```

7.6.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.7 Tootsville-User::Askme

7.7.1 Function

Askme names a function, with lambda list (&REST WORDS):

Used to test the question-and-answer subsystem.

7.7.2 Usage

```
#askme
```

7.7.3 200 OK

Returns a fixed JSON sequence that prompts the user to answer a meaningless question.

```
{ title: "Title Here",
  label: "example",
  label_en_US: "example",
  attachUser: (the user name of the invoking user),
  id: "example/2134$p=?/x'<>'\\",:/blah",
  msg: "Because it's really important to me that you are able to hear this question and give
  replies:
  { si: { label: "Yes",
          type: "aff",
          label_en_US: "YES" },
    no: { label: "No",
          type: "neg",
          label_en_US: "NO" },
    maybe: { label: "Maybe. I'm not really sure. This one is mostly just in here to be a re
              type: "neu",
              label_en_US: "MEBBE" } } }
```

7.7.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.8 Tootsville-User::At

7.8.1 Function

At names a function, with lambda list (&REST WORDS):

Issue an operator command on a particular server instance.

UNIMPLEMENTED. Remote code execution is not possible. Only works if SERVER is MACHINE-INSTANCE (see the Common Lisp HyperSpec), i.e. the local machine, which is identical to not using this command at all.

7.8.2 Usage

```
#at SERVER #OTHER-COMMAND OTHER-PARAMS
```

```
#at #each #OTHER-COMMAND OTHER-PARAMS
```

7.8.3 Examples

```
#at game1.test.tootsville.net #ws-stats
```

```
#at #each #git-pull
```

For a list of servers, see Section 8.1070 [TOOTSVILLE SERVER-LIST], page 1363.

To issue a command on every server, send `#at #each #OTHER-COMMAND`.

7.8.4 File

Defined in file `src/infinity/modern-ops.lisp`.

7.9 Tootsville-User::Ban

7.9.1 Function

Ban names a function, with lambda list (&REST WORDS):

Ban a user persistently (permanently) from the game.

7.9.2 Usage

```
#ban [REASONCODE] [LOGIN]
#ban #list
```

7.9.3 Examples

```
#ban BULLY pil
#ban #list
```

`#ban #list` is identical to `#kick #list`, for convenience.

The same reason codes and syntax are used for `#ban` as for `#kick`, so refer to Section 7.51 [TOOTSVILLE-USER KICK], page 178, for reason codes.

Unlike a `#kick`, a `#ban` remains in effect persistently — permanently, unless an operator reverses it.

7.9.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.10 Tootsville-User::Banhammer

7.10.1 Function

Banhammer names a function, with lambda list (&REST WORDS):

Ban an IP address from connecting.

Bans can be listed using `#banhammer #list`

Bans can be lifted using `#banhammer #-ip IP-ADDRESS` (or hostname)

A ban can be placed with `#banhammer #+ip IP-ADDRESS` or `#banhammer #+ip HOSTNAME` or `#banhammer #user USERNAME`. In the latter case, the user's connected IP address is used. This is expected to be the most common usage.

7.10.2 Usage

```
#banhammer #list
#banhammer #user NICKNAME
#banhammer #+ip ADDRESS
#banhammer #-ip ADDRESS
```

7.10.3 Parameters

The first word is a subcommand; one of `#+ip`, `#-ip`, `#user`, or `#list`. For `#+ip`, `#-ip`, or `#user`, an additional parameter is needed.

7.10.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.11 Tootsville-User::Beam

7.11.1 Function

Beam names a function, with lambda list (&REST WORDS):

Beam yourself to a different location.

7.11.2 Usage

```
#beam LATITUDE LONGITUDE [ALTITUDE]
```

```
#beam SPOT-NAME
```

Altitude is optional.

7.11.3 Success

When successful, the client will receive a “beam” packet. See Section 10.95 [Tootsville.Game.Gatekeeper.beam], page 1834, for details.

7.11.4 Changes from 1.2 to 2.0

In Romance 1, this command took a room moniker as its sole parameter; since rooms as such no longer exist, we use latitude and longitude now or named spots.

7.11.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.12 Tootsville-User::Census

7.12.1 Function

Census names a function, with lambda list (&REST WORDS):

Load a number of users.

Simply reference a range of users, for testing purposes. Takes an optional low and high point, or runs 0. . . 250000. (250,000) This will load their Toots, and seriously strain the caché and database subsystems.

Afterwards, due to cache flooding, database accesses may be slower than usual until things balance out to a more normal workload.

Since this is designed to stress the servers, it can be called only by God (Pil).

7.12.2 Usage

```
#census
```

```
#census [START]
```

```
#census [START] [COUNT]
```

7.12.3 Examples

```
#census
```

Stress-load the first 250,000 Toots

```
#census 20000
```

Stress-load 250,000 Toots starting with offset 20,000.

```
#census 1000 100
```

Stress-load 100 Toots starting with offset 1,000.

7.12.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.13 Tootsville-User::Clearbadge

7.13.1 Function

Clearbadge names a function, with lambda list (&REST WORDS):

Clear a badge off the map.

UNIMPLEMENTED: This is not yet implemented for Tootsville V.

7.13.2 Usage

```
#clearbadge [NICKNAME] [SPOT]
```

```
#clearbadge #me [SPOT]
```

```
#clearbadge #me #here
```

```
#clearbadge [NICKNAME] #here
```

```
#clearbadge #me #all
```

```
#clearbadge [NICKNAME] #all
```

7.13.3 Examples

```
#clearbadge snowcone tootSquare
```

```
#clearbadge snowcone #all
```

```
#clearbadge snowcone #here
```

```
#clearbadge #me #all
```

```
#clearbadge #me #here
```

7.13.4 Badges

See Section 7.76 [TOOTSVILLE-USER SETBADGE], page 207, for a discussion of the map badges system.

7.13.5 Spots

See Section 7.83 [TOOTSVILLE-USER SPAWNROOM], page 214, to mark a spot with a moniker, so that it can be passed to `#clearbadge` and other “spot-based” commands.

7.13.6 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.14 Tootsville-User::Clearcache

7.14.1 Function

Clearcache names a function, with lambda list (&REST WORDS):

Forcibly clear all caches (MemCacheD)

Flush all contents of the MemCacheD server. This may negatively impact the system's performance.

7.14.2 Usage

```
#clearcache
```

7.14.3 Example

```
#clearcache
```

7.14.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.15 Tootsville-User::Clearevent

7.15.1 Function

Clearevent names a function, with lambda list (&REST WORDS):

```
Clear a GameEvent  
UNIMPLEMENTED
```

7.15.2 Usage

```
#clearevent [EVENTNAME] [UNIQUE ID]
```

7.15.3 Examples

```
#clearevent LaserTagGame 142  
#clearevent PropsWeather 120  
#clearevent ShaddowFalls 928  
#clearevent Tootlympics 1294
```

7.15.4 Changes from 1.2 to 2.0

The names of game events have changed format.

The unique ID parameter is now required.

7.15.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.16 Tootsville-User::Clearvar

7.16.1 Function

Clearvar names a function, with lambda list (&REST WORDS):

Clear a room variable. (no longer supported)

Room variables can no longer be cleared. This command is no longer useful.

7.16.2 Usage

```
#clearvar @[ROOM] [VARIABLE] [VALUE]
```

```
#clearvar [VARIABLE] [VALUE]
```

7.16.3 Examples

```
#clearvar @tootsSquareWest anim~ropes 2
```

```
#clearvar anim~ropes 2
```

7.16.4 410 Gone

This command was rendered inoperable in 2.0.

7.16.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.17 Tootsville-User::Cloneroom

7.17.1 Function

Cloneroom names a function, with lambda list (&REST WORDS):

Clone a room. (no longer supported)

This is no longer supported in Tootsville V.

7.17.2 Usage

```
#cloneroom NEW-MONIKER
```

```
#cloneroom OLD-MONIKER NEW-MONIKER
```

7.17.3 Legacy Operator Command

This command existed in Romance 1.2, but is no longer effective.

7.17.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.18 Tootsville-User::Createroom

7.18.1 Function

Createroom names a function, with lambda list (&REST WORDS):

Create a new room.

This is a synonym for Section 7.83 [TOOTSVILLE-USER SPAWNROOM], page 214, now.

7.18.2 Usage

```
#createroom NEW-MONIKER
```

7.18.3 Example

```
#createroom JACKS-HOUSE  
#spawnroom JACKS-HOUSE
```

7.18.4 Legacy Operator Command

This command existed in Romance 1.2 and was different than Section 7.83 [TOOTSVILLE-USER SPAWNROOM], page 214, but now they are synonymous.

7.18.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.19 Tootsville-User::Dbcpinfo

7.19.1 Function

Dbcpinfo names a function, with lambda list (&REST WORDS):

Get information from the DBI (database) layer.

Earlier versions of Romance were Java-based, using the DBCP layer, thus the name.

7.19.2 Usage

`#dbcpinfo`

Examples:

`#dbcpinfo`

This identifies the name of the database being used, the DBI driver type, and the active connection or connection pool.

7.19.3 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.20 Tootsville-User::Describeitem

7.20.1 Function

Describeitem names a function, with lambda list (&REST WORDS):

Set description for an item.

7.20.2 Usage

To see the existing description of an item, use the Section 7.97 [TOOTSVILLE-USER WHATIS], page 228, command.

To change the description of an item, use this command.

```
#describeitem ITEM-TEMPLATE-ID DESCRIPTION
#describeitem ITEM-TEMPLATE-ID #TAG
```

When DESCRIPTION is a single word beginning with #, it is interpreted instead as an Section 8.750 [TOOTSVILLE ITEM-TAG], page 1043, to be associated with the item template.

7.20.3 Examples

```
#describeitem 993 This is a lovely marble table
    of which any grandmother would be proud.
```

```
#describeitem 993 #classical
```

7.20.4 File

Defined in file src/infinity/modern-ops.lisp.

7.21 Tootsville-User::Doc

7.21.1 Function

Doc names a function, with lambda list (&REST WORDS):

Obtain documentation string in raw form about a symbol.

7.21.2 Usage

```
#doc [PACKAGE] SYMBOL [TYPE]
```

TYPE can be VARIABLE, FUNCTION, STRUCTURE, TYPE, SETF, or T. If not supplied, defaults to FUNCTION.

PACKAGE is optional and defaults to TOOTSVILLE-USER.

7.21.3 Examples

```
#doc cdr
#doc doc function
#doc Tootsville ws-stats
#doc Tootsville ws-bandwidth-by-source function
```

This is based upon DOCUMENTATION (see the Common Lisp HyperSpec), qv.

7.21.4 File

Defined in file src/infinity/modern-ops.lisp.

7.22 Tootsville-User::Doodle

7.22.1 Function

Doodle names a function, with lambda list (&REST WORDS):

Change the colors of a Toot.

7.22.2 Usage

```
#doodle WHO ( #base | #pad | #pattern ) NEW-COLOR
```

7.22.3 Examples

```
#doodle catvllle base pink
#doodle catvllle pattern black
```

The Toot's color will immediately be changed and be advertised to any interested listener.

NEW-COLOR can be in any format understood by Section 8.892 [TOOTSVILLE PARSE-COLOR24], page 1185, qv.

7.22.4 File

Defined in file src/infinity/modern-ops.lisp.

7.23 Tootsville-User::Doodle-Pattern

7.23.1 Function

Doodle-Pattern names a function, with lambda list (&REST WORDS):

Change the pattern of a Toot.

7.23.2 Usage

```
#doodle-pattern WHO NEW-PATTERN
```

7.23.3 Example

```
#doodle-pattern catville hearts
```

As a special case, "Polka Dots" should be passed as POLKA-DOTS (with an hyphen), as well as any other pattern names with spaces (such as "Maple Leaf").

7.23.4 File

Defined in file src/infinity/modern-ops.lisp.

7.24 Tootsville-User::Dress

7.24.1 Function

Dress names a function, with lambda list (&REST WORDS):

Force a character to wear a specific clothing item.

UNIMPLEMENTED

7.24.2 Usage

```
#dress [LOGIN] [ITEM]
```

```
#dress [LOGIN] [ITEM] [COLOUR]
```

7.24.3 Examples

```
#dress flappyperry 1337
```

7.24.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.25 Tootsville-User::Drop

7.25.1 Function

Drop names a function, with lambda list (&REST WORDS):

Drop an item

UNIMPLEMENTED

Find an item in your inventory based upon the item ID # and drop it (to the world).

Usage: #drop ITEM-TEMPLATE-ID

7.25.2 File

Defined in file src/infinity/legacy-ops.lisp.

7.26 Tootsville-User::Dropkick

7.26.1 Function

Dropkick names a function, with lambda list (&REST WORDS):

Silently disconnect a user

UNIMPLEMENTED

Silently remove the named user from the game by disconnection. Must have staff level 4 (DESIGNER) to use this command.

7.26.2 Usage

```
#dropkick [LOGIN]
```

7.26.3 Example

```
#dropkick flappyperry
```

7.26.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.27 Tootsville-User::Dumpthreads

7.27.1 Function

Dumpthreads names a function, with lambda list (&REST WORDS):

Dump debugging information including all running threads to the server logs.

7.27.2 Usage

```
#dumpthreads  
,dumpthreads
```

7.27.3 Example

```
#dumpthreads  
,dumpthreads
```

Note that this can be invoked as `,dumpthreads` by a non-operator user as well.

7.27.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.28 Tootsville-User::Enablepathfinder

7.28.1 Function

Enablepathfinder names a function, with lambda list (&REST WORDS):

Temporary test routine for testing pathfinders on users

UNIMPLEMENTED

7.28.2 Usage

`#enablepathfinder (true|false)`

7.28.3 Examples

`#enablepathfinder true`

`#enablepathfinder false`

7.28.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.29 Tootsville-User::Evacuate

7.29.1 Function

Evacuate names a function, with lambda list (&REST WORDS):

Evacuate all users from the current Zone to another Zone.

UNIMPLEMENTED

Evacuate all users from your current server into another server. Will error if the server specified does not exist in the cluster.

7.29.2 Usage

```
#evacuate [SERVER]
```

7.29.3 Example

```
#evacuate game2
```

7.29.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.30 Tootsville-User::Filter

7.30.1 Function

Filter names a function, with lambda list (&REST WORDS):

Test censorship rules against words or phrases

7.30.2 Usage

```
#filter EXPRESSION  
#filter #all EXPRESSION  
#filter #child EXPRESSION
```

See Section 8.181 [TOOTSVILLE CASSANDRA-FILTER], page 437, et al.

7.30.3 File

Defined in file src/infinity/legacy-ops.lisp.

7.31 Tootsville-User::Finger

7.31.1 Function

Finger names a function, with lambda list (&REST WORDS):

Finger a user account.

Return interesting details in an administrative message.

7.31.2 Usage

```
#finger T00T
```

7.31.3 Examples

```
#finger mouser
```

```
#finger shade
```

7.31.4 Changes from 1.2 to 2.0

The format of the response has changed slightly, but is similar.

7.31.5 Response

Mouser is a Toot with base color red, pad color black, and pattern black spots. This is an adult's account. (sensitive player) (patron) The user has 2,130 peanuts, 100 fairy dust, and was last active @2021-01-26T04:02:55.600079Z (Earth time; two minutes ago; Blanksday, the eleventh of Procavia, 153) The player owning Mouser is John Doe (jdoe@gmail.com). Toot: 5112AE4B-0F8D-4823-AFD7-EC4119001D04, player: AC14ABCF-518D-4DC5-B783-3A4DFE4838B2

7.31.6 File

Defined in file src/infinity/legacy-ops.lisp.

7.32 Tootsville-User::Flush

7.32.1 Function

Flush names a function, with lambda list (&REST WORDS):

Historically, this flushed the database write caché.

This command is not currently implemented. It is a no-op.

7.32.2 Usage

`#flush`

7.32.3 Changes from 1.2 to 2.0

This command is not effective in Romance II. In Romance 1, it was used to flush the database write caché, which at times could be several minutes behind the database's on-disk version. This should no longer be a concern in 2020 and beyond, but the command is retained as a no-op. It might be re-activated in future as needed.

7.32.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.33 Tootsville-User::Game

7.33.1 Function

Game names a function, with lambda list (&REST WORDS):

Send a command to the operator command interpreter for a running game.

UNIMPLEMENTED

Send a command into the operator command interpreter for a running game (if that game provides one)

7.33.2 Usage

```
#game gameClass (strings...)
```

7.33.3 File

Defined in file src/infinity/legacy-ops.lisp.

7.34 Tootsville-User::Gc

7.34.1 Function

Gc names a function, with lambda list (&REST WORDS):

Perform immediate garbage collection.

7.34.2 Usage

```
#gc
```

```
#gc #full
```

Examples:

```
  #gc
```

```
  #gc #full
```

Returns the same report as Section 7.55 [TOOTSVILLE-USER MEM], page 183,

7.34.3 File

Defined in file `src/infinity/modern-ops.lisp`.

7.35 Tootsville-User::Getconfig

7.35.1 Function

Getconfig names a function, with lambda list (&REST WORDS):

Reads a configuration key.

All WORDS are expected to be the keywords on the path to the config value.

7.35.2 Usage

```
#getconfig PROPERTY
```

```
#getconfig PROP1 PROP2 [...]
```

7.35.3 Example

```
#getconfig taskmaster devel
```

Returns the value of the selected configuration property as a string. If the selected property is a key with multiple values (as a property list — plist) associated with it, returns the entire plist (and possibly, nested plists).

7.35.4 Changes from 1.2 to 2.0

The format of the configuration file is completely different. The Java properties file has been replaced with a Lisp property list (plist) tree structure which is arranged entirely differently.

7.35.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.36 Tootsville-User::Getevents

7.36.1 Function

Getevents names a function, with lambda list (&REST WORDS):

List GameEvents in your current Zone

UNIMPLEMENTED

Must have staff level 4 (DESIGNER) to use this command.

7.36.2 Usage

```
#getevents
```

7.36.3 Example

```
#getevents
```

7.36.4 See Also

See also Section 7.5 [TOOTSVILLE-USER ADDEVENT], page 132,

7.36.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.37 Tootsville-User::Getmotd

7.37.1 Function

Getmotd names a function, with lambda list (&REST WORDS):

Retrieve the current Message Of The Day as a server message.

7.37.2 Usage

```
#getmotd
```

7.37.3 Example

```
#getmotd
```

7.37.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.38 Tootsville-User::Getschedule

7.38.1 Function

Getschedule names a function, with lambda list (&REST WORDS):

- Get schedule

- Gets all scheduled events in the metronome system, with their schedules.

7.38.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.39 Tootsville-User::Getschedulefor

7.39.1 Function

Getschedulefor names a function, with lambda list (&REST WORDS):

Get scheduled events for a particular class (scheduled by that class)

UNIMPLEMENTED

7.39.2 File

Defined in file src/infinity/legacy-ops.lisp.

7.40 Tootsville-User::Getuvar

7.40.1 Function

Getuvar names a function, with lambda list (&REST WORDS):

Get a user variable.

UNIMPLEMENTED

Must have staff level 4 (DESIGNER) to use this command.

7.40.2 Usage

```
#getuvar [LOGIN] [VARIABLE]
```

user name of a character #me for the user you are logged in as

7.40.3 Examples

```
#getuvar mouuser d
```

```
#getuvar #me d
```

7.40.4 See Also

See also Section 7.79 [TOOTSVILLE-USER SETUVAR], page 210, Section 7.41 [TOOTSVILLE-USER GETUVARS], page 168,

7.40.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.41 Tootsville-User::Getuvars

7.41.1 Function

Getuvars names a function, with lambda list (&REST WORDS):

Get all user variables for a given user.

UNIMPLEMENTED

7.41.2 Usage

```
#getuvars [LOGIN]
```

```
#getuvars #me
```

7.41.3 Examples

```
#getuvars mouser
```

```
#getuvars #me
```

7.41.4 See Also

See also Section 7.79 [TOOTSVILLE-USER SETUVAR], page 210, Section 7.40 [TOOTSVILLE-USER GETUVAR], page 167,

7.41.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.42 Tootsville-User::Getvar

7.42.1 Function

Getvar names a function, with lambda list (&REST WORDS):

Get a room variable.

7.42.2 Usage

```
#getvar @[ROOM] [VARIABLE]  
#getvar [VARIABLE]
```

7.42.3 Examples

```
#getvar @tootsSquareWest anim~ropes  
#getvar anim~ropes
```

7.42.4 See Also

See also Section 7.80 [TOOTSVILLE-USER SETVAR], page 211, Section 7.16 [TOOTSVILLE-USER CLEARVAR], page 143, Section 7.43 [TOOTSVILLE-USER GETVARS], page 170,

7.42.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.43 Tootsville-User::Getvars

7.43.1 Function

Getvars names a function, with lambda list (&REST WORDS):

Get all room variables.

7.43.2 Usage

```
#getvars [ROOM]  
#getvars
```

7.43.3 Examples

```
#getvars tootsSquare  
#getvars
```

7.43.4 See Also

See also Section 7.80 [TOOTSVILLE-USER SETVAR], page 211, Section 7.16 [TOOTSVILLE-USER CLEARVAR], page 143, Section 7.42 [TOOTSVILLE-USER GETVAR], page 169,

7.43.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.44 Tootsville-User::Git-Pull

7.44.1 Function

Git-Pull names a function, with lambda list (&REST WORDS):

Does a `git pull` in the server directory.

See also Section 7.65 [TOOTSVILLE-USER QUICK-RELOAD], page 196, to actually load any new code that’s downloaded.

7.44.2 Usage

`#git-pull`

Example

```
#git-pull
```

7.44.3 Effects

Sends an admin message with “stand by,” then does a `git pull` in the source directory and returns the results (e.g. “Already up to date.” or otherwise).

7.44.4 File

Defined in file `src/infinity/modern-ops.lisp`.

7.45 Tootsville-User::Give

7.45.1 Function

Give names a function, with lambda list (&REST WORDS):

Give an item as a gift to another user.

7.45.2 Usage

```
#give ITEM USER
```

7.45.3 Example

```
#give CDCCA838-FB7B-423A-81DA-1514817598DB flappyperry  
UNIMPLEMENTED
```

The item to be gifted must be in your inventory. To give a new item see Section 7.47 [TOOTSVILLE-USER GRANT], page 174,

7.45.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.46 Tootsville-User::Givehead

7.46.1 Function

Givehead names a function, with lambda list (&REST WORDS):

Grants a new inventory item to a user and equips it.

NOTE: `#grant` and `#givehead` are identical, except that `#givehead` equips the item and `#grant` does not. See also Section 7.47 [TOOTSVILLE-USER GRANT], page 174.

7.46.2 Usage

`#givehead` TEMPLATE USER

7.46.3 Example

```
#givehead 1337 catvllle
```

This creates a new item from the item template number indicated, and equips it on the recipient. To give a gift from your own inventory, see Section 7.45 [TOOTSVILLE-USER GIVE], page 172. To grant a new item without equipping it, see Section 7.47 [TOOTSVILLE-USER GRANT], page 174.

7.46.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.47 Tootsville-User::Grant

7.47.1 Function

Grant names a function, with lambda list (&REST WORDS):

Grants a new inventory item to a user.

NOTE: `#grant` and `#givehead` are identical, except that `#givehead` equips the item and `#grant` does not. See also Section 7.46 [TOOTSVILLE-USER GIVEHEAD], page 173.

7.47.2 Usage

`#grant` TEMPLATE USER

7.47.3 Example

```
#grant 1337 catvllle
```

This creates a new item from the item template number indicated, and gives it to the recipient. To give a gift from your own inventory, see Section 7.45 [TOOTSVILLE-USER GIVE], page 172. To grant a new item and equipping it, see Section 7.46 [TOOTSVILLE-USER GIVEHEAD], page 173.

7.47.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.48 Tootsville-User::Headcount

7.48.1 Function

Headcount names a function, with lambda list (&REST WORDS):

Get headcount information about the running system.

7.48.2 Usage

```
#headcount #all  
#headcount #members  
#headcount #room  
#headcount #highwater
```

7.48.3 Examples

```
#headcount #all  
#headcount #members  
#headcount #room  
#headcount #highwater
```

7.48.4 Headcount All

Gives the total number of users online now.

7.48.5 Headcount Members

Gives the total number of builder Toot users online now.

7.48.6 Headcount Room

Gives the total number of users who are within “earshot” of the person invoking this command.

7.48.7 Headcount Highwater

Gives the high-water mark of the maximum number of simultaneous users who have been online since the last boot.

7.48.8 File

Defined in file src/infinity/legacy-ops.lisp.

7.49 Tootsville-User::Infinity-Stats

7.49.1 Function

Infinity-Stats names a function, with lambda list (&REST WORDS):

Returns some statistics about Infinity-mode requests.

See Section 8.709 [TOOTSVILLE INFINITY-STATS], page 1000.

7.49.2 Usage

`#infinity-stats`

7.49.3 Example

`#infinity-stats`

7.49.4 File

Defined in file `src/infinity/modern-ops.lisp`.

7.50 Tootsville-User::Inv

7.50.1 Function

Inv names a function, with lambda list (&REST WORDS):

Get a user's inventory

Get inventory items for a particular user. By default, this will bring up only the active items — e.g. clothing being worn, and so forth.

7.50.2 Usage

To get all active inventory for an user: `#inv LOGIN`

To get all inventory for an user, active or inactive (this may be very long!): `#inv LOGIN #all`

To get inventory of a particular type, active or inactive: `#inv LOGIN #type TYPE`

The type strings accepted are those accepted by Section 8.667 [TOOTSVILLE INFINITY-GET-INVENTORY-BY-TYPE], page 938; this means that both the `$SPECIFIC-TYPE` and `TYPE-SET-NAME` forms are accepted. The list of specific types might include e.g. `$Hair`, and a type-set-name might be something like clothing. The set of available type-set-names is specified in the configuration file.

7.50.3 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.51 Tootsville-User::Kick

7.51.1 Function

Kick names a function, with lambda list (&REST WORDS):

Kick a user offline for a certain reason.

7.51.2 Usage

```
#kick [REASONCODE] [LOGIN]
```

Kick LOGIN offline for REASONCODE

```
#kick #list
```

List reason codes.

7.51.3 Example

```
#kick bully pil
```

```
#kick #list
```

7.51.4 Reason Codes

BULLY	Bullies are not allowed here.
CHEAT	Cheaters are not allowed here.
DIAMOND	Watch your language around children.
MEAN	Don't be mean!
NICE	Be nice!
PARENT	You need your parent's permission to play in Tootsville.

7.51.5 Reason Codes from 1.2

These are no longer supported

PER.MAIL	Don't share personal information like eMail addresses!
PER.NAME	Don't share personal information like your real name!
PER.PASS	Don't share personal information like passwords!
PER.CHAT	Don't share personal information like chat and instant messaging information!
PER.LOCA	Don't share personal information like your location!
PER.AGES	Don't share personal information like your age!
PER.BDAY	Don't share personal information like your birth date!
BUL.MEAN	Don't be mean!
OBS.RUDE	Don't be rude!
OBS.FOUL	Don't use foul words!
NET.CHTR	No cheating!

`APP.PARN` You need your parent's permission in order to chat in Tootsville.

`APP.MAIL` You need to confirm your eMail address in order to chat in Tootsville.

`APP.AGES` Lying about your birth date is against the law!

7.51.6 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.52 Tootsville-User::King

7.52.1 Function

King names a function, with lambda list (&REST WORDS):

Upgrade a user account

7.52.2 Usage

```
#king [DAYS] [LOGIN]
```

7.52.3 Example

```
#king 2 flappyperry
```

7.52.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.53 Tootsville-User::Liftban

7.53.1 Function

Liftban names a function, with lambda list (&REST WORDS):

Lift the ban upon a user.

7.53.2 Usage

```
#liftban REASON USER yes
```

NOTE: In order to un-ban a user, you must key in the literal word **yes** as the third parameter, and supply the ban reason as the first. This is to avoid accidentally lifting a ban.

7.53.3 Example

```
#liftban CHEAT silly-biscuits yes
```

7.53.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.54 Tootsville-User::Loadlists

7.54.1 Function

Loadlists names a function, with lambda list (&REST WORDS):

Reload the censorship lists.

7.54.2 Usage

```
#loadlists
```

```
#loadlists #blacklist
```

```
#loadlists #redlist
```

This reloads the blacklist or redlist from the database, discarding any unsaved or recent changes.

7.54.3 File

Defined in file src/infinity/legacy-ops.lisp.

7.55 Tootsville-User::Mem

7.55.1 Function

Mem names a function, with lambda list (&REST WORDS):

Display some memory usage and other debugging type information as an pop-up message.

This is an abbreviated version of the output of ROOM (see the Common Lisp HyperSpec) on the server.

7.55.2 Usage

```
#mem
```

7.55.3 Example

```
#mem
```

7.55.4 Example report

```
This server is Inktomi.
Dynamic space usage is:  756,315,840 bytes.
Immobile space usage is: 31,537,408 bytes (134,512 bytes overhead).
Read-only space usage is:      0 bytes.
Static space usage is:      1,344 bytes.
Control stack usage is:      9,656 bytes.
Binding stack usage is:      832 bytes.
Control and binding stack usage is for the current thread only.
Garbage collection is currently enabled.
```

Note that the output of ROOM (see the Common Lisp HyperSpec) can vary wildly depending on the compiler used; the above is from a build of Tootsville compiled under SBCL, which is the expected environment, but there is no guarantee that this will not change in future.

7.55.5 Changes from 1.2 to 2.0

In Romance 1, we were running in a Java Virtual Machine (JVM), so the output of `mem` was quite differently formatted.

7.55.6 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.56 Tootsville-User::Metronome

7.56.1 Function

Metronome names a function, with lambda list (&REST WORDS):

Display information about or micromanage the metronome.

7.56.2 Usage

`#metronome` [OPTION]

7.56.3 Examples

```
#metronome #help
#metronome #rate
#metronome #last
#metronome #start
#metronome #stop
#metronome #restart
#metronome #tick
#metronome #list
#metronome #cancel <NAME>
```

7.56.3.1 Options

<code>#help</code>	list these options
<code>#rate</code>	Displays a message indicating the rate that the metronome ticks in milliseconds. Always 1000 (1s).
<code>#last</code>	Displays a message indicating the time in milliseconds when the last metronome tick occurred. Always rounded to 1s.
<code>#start</code>	Starts the metronome.
<code>#stop</code>	Stops the metronome.
<code>#restart</code>	Restarts the metronome.
<code>#tick</code>	Forces the metronome to tick.
<code>#list</code>	List all tasks scheduled with the metronome
<code>#cancel <NAME></code>	Cancel a specific task by name

7.56.4 Changes from 1.2 to 2.0

Added `#metronome #help`, `#metronome #list`, and `#metronome #cancel NAME`

7.56.5 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.57 Tootsville-User::Motd

7.57.1 Function

Motd names a function, with lambda list (&REST WORDS):

Set the message of the day.

7.57.2 Usage

`#motd` The new message of the day, literally.

7.57.3 Example

```
#motd Don't forget that Hallowe'en in Tootsville is on the 30th --- get your costumes
```

The message of the day is echoed to every user as they sign in, before they choose a Toot. It is *not* echoed to children.

7.57.4 Changes from 1.2 to 2.0

In Romance II, we do not display the MotD to children, but their parents will see it when approving their sign-on.

7.57.5 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.58 Tootsville-User::Mute

7.58.1 Function

Mute names a function, with lambda list (&REST WORDS):

Mute a user or area.

This is a simpler form of Section 7.87 [TOOTSVILLE-USER STFU], page 218, that does not accept a duration.

UNIMPLEMENTED

```
#mute user-name
```

The player muted will receive an admin message:

You are no longer allowed to speak in Tootsville.

The invoking user will receive a confirmation.

USER-NAME is no longer allowed to speak in Tootsville.

If the user cannot be found,

Can't find user "USER-NAME"

7.58.2 See also

See Also: Section 7.87 [TOOTSVILLE-USER STFU], page 218,

7.58.3 File

Defined in file src/infinity/legacy-ops.lisp.

7.59 Tootsville-User::Nuke

7.59.1 Function

Nuke names a function, with lambda list (&REST WORDS):

Forcibly disconnect everyone in an area.

This is a horrible command and it lies to the user.

Every user who is “near” (see Section 8.875 [TOOTSVILLE NEARP], page 1168) the spot named in this command will be kicked offline with an admin message that lies to them about what has happened.

7.59.2 Usage

```
#nuke SPOT-NAME
```

7.59.3 Example

```
#nuke Toot-square
```

7.59.4 Results

Every user will be given an admin message which is essentially a lie:

A problem with the game caused you to be disconnected. We’re sorry for the inconvenience, and a system operator is already aware of the situation. You can sign back in immediately.

The auto-reconnect code will likely fire off, causing a login storm from all affected users.

7.59.5 Rationale

There should be no reason to use this command in Romance 2.0

7.59.6 Rationale for version 1.2

In Tootsville IV, there could exist a situation that caused message traffic in a particular room to hang, due to obscure timing bugs that could manifest under stress.

The fastest solution was to simply disconnect everyone in the room, allowing the system to recover.

In real life, this command was used less than once a month, but that was still far too often, and a precise cause for the problem was never narrowed down; the new engine should not have this kind of timing issue.

7.59.7 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.60 Tootsville-User::Parentapproves

7.60.1 Function

Parentapproves names a function, with lambda list (&REST WORDS):

Signal that a parent approves a user signing in.

7.60.2 Usage

```
#parentapproves TOOT
```

7.60.3 Example

```
#parentapproves Pil
```

7.60.4 Limitations

This is only useful if TOOT is a child Toot account has begun to sign in and requested parent permission — that is, there must be a pending child request from TOOT.

7.60.5 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.61 Tootsville-User::Ping

7.61.1 Function

Ping names a function, with lambda list (&REST WORDS):

Ping the server, to force a neutral administrative message reply.

7.61.2 Usage

```
#ping
```

7.61.3 Example

```
#ping
```

7.61.4 Reply

The reply is an administrative message saying simply:

```
Pong!
```

7.61.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.62 Tootsville-User::Place

7.62.1 Function

Place names a function, with lambda list (&REST WORDS):

Put a thing or a Place into the game

“Place a thing” or “create a place” in the game.

This command supports the basic types of event Places, and adds them to the room in the given WHERE place. WHERE can be a diamond-shaped area around the operator issuing the command (using #here, #here-tiny, or #here-big), or can be an explicitly-issued polygon string or circle designator. The event region ID will be automatically assigned.

These are usually communicated to the client as “room variables;” see Section 8.672 [TOOTSVILLE INFINITY-GET-ROOM-VARS], page 945, for a description of that protocol.

7.62.2 Usage

```
#place #list
#place WHERE #download ITEM-TEMPLATE-NUMBER URL [FACING]
#place WHERE #exit MONIKER
#place WHERE #fountain ITEM-TEMPLATE-NUMBER
#place WHERE #game GAME-MONIKER GAME-ATTRIBUTES
#place WHERE #item ITEM-TEMPLATE-NUMBER [FACING]
#place WHERE #item2 ITEM-TEMPLATE-NUMBER OTHER-ITEM-TEMPLATE-NUMBER
#place WHERE #mini MINIGAME-MONIKER
#place WHERE #place PLACE-KIND
#place WHERE #room MONIKER
#place WHERE #shop ITEM-TEMPLATE-NUMBER PRICE [FACING]
#place WHERE #snowball ITEM-TEMPLATE-NUMBER [FACING]
#place WHERE #unwalk
#place WHERE #vitem ITEM-TEMPLATE-NUMBER [FACING]
#place WHERE #walk
```

#place #list will give a brief reminder of the #place subcommand syntax, although this manual should be considered the canonical reference source.

WHERE can be one of:

#here The location of the operator issuing the command, surrounded by an “average size” polygon approximating a circle.

#here-tiny The location of the operator issuing the command, surrounded by a “tiny” polygon approximating a circle.

#here-big The location of the operator issuing the command, surrounded by a “big” polygon approximating a circle.

A point An x,z coordinate pair; e.g. 100,100.

A polygon designator

The specific location can be outlined as a series of x,z coördinates delimited by tildes; e.g. 100,100~100,200~200,200~200,100.

A circle designator A polygon approximating a circle originating

at the location of the operator issuing the command, whose radius R and number of segments S are specified, delimited by a x character; e.g. 100x10. A circle can be designated to start at another position with the notation 50,60+100x10, where the center will be at x position 50, z position 60.

The second parameter indicates the sort of thing that will be added, as enumerated in the following sections.

7.62.3 Examples

```
#place #here #item 1337
#place #here #room TootSweets
#place #here #vitem 42
#place #here-tiny #exit TootSquare
#place #here #mini Minigame.js minigame
#place #here-big #walk
#place 100,100~100,200~200,200~200,100 #unwalk
#place 100x10 #item 1234
```

7.62.4 #download Placing a download trigger item

An item will be placed at the point specified, which must be a single point (or a named spot).

7.62.5 #exit Placing a transwarp conduit

An “exit” is a hyperspace link between two spots in the game universe. A place will be created at the indicated location. Any player who enters into the “exit” place will be immediately relocated to the named spot indicated.

7.62.5.1 Changes from 1.2 to 2.0

In Romance 1.2, exits were linked between rooms. A specially-formatted exit designator could indicate to which exit (entrance) in the other room to link the player.

In Romance 2.0, the exit’s destination is an arbitrary point with a “spot” name assigned to it.

7.62.6 #fountain Placing a magic fountain

WRITEME

7.62.7 item Placing an item

A furniture item will be placed at the position indicated. Position must be #here or a point coördinate pair. The identifier is an item template ID number. An instance of the item will be placed at that point. An optional facing direction can be specified, either in radians, or from the set N NE E SE S SW W NW.

7.62.7.1 Changes from 1.2 to 2.0

In Romance 1.2, this was used to place an item-gifting spot, which was invisible.

7.62.8 #item2

This is no longer supported in Romance 2.0.

7.62.8.1 Changes from 1.2 to 2.0

In Romance 1.2, `item2` provided different items to paid (“V.I.T.”) or unpaid (regular) players. Since Tootsville V is free to play, this is no longer needed.

7.62.9 #place Placing a Place designator

A Place designator `WRITEME`

7.62.10 room Placing a “room” (spot) marker

A “spot” designator will be created at the point indicated, which must be `#here` or a point coordinate pair. The moniker given will be associated with the spot and can be used for certain other commands.

7.62.11 #shop Placing a shop item

A shop item is placed at the position indicated. Position must be `#here` or a point coordinate pair. The identifier is an item template ID number. An instance of the item will be placed at that point. An optional facing direction can be specified, either in radians, or from the set N NE E SE S SW W NW. Any player who clicks on the item at this spot will receive a prompt offering to sell them the item at the price indicated.

The price given is in peanuts, unless it begins with the letter F, in which case it is given in fairy dust.

7.62.12 #mini Placing a minigame

Minigames are not supported in Romance 2.0, although they could return in some form. In-world games based upon Section 8.662 [TOOTSVILLE INFINITY-GAME-ACTION], page 930, are supported still, q.v. See Also `#place #game` in this section.

7.62.12.1 Changes from 1.2 to 2.0

In Tootsville IV, minigames were Adobe Flash applets which were loaded into the main game environment. This is no longer the case.

7.62.13 #snowball Placing a snowball source pile

`WRITEME`

7.62.14 #unwalk Placing an unwalkable space

An unwalkable space is a specific type of Place designator given special consideration. It presents as a very tall invisible object that blocks navigation.

Unwalkable spaces are *not* currently supported by the Tootsville V client software.

To remove an unwalkable space, place a `#walk` space that covers it.

7.62.15 `vitem` Placing an item-gifting item

An item-gifting spot will be placed at the position indicated. Position must be `#here` or a point coördinate pair. The identifier is an item template ID number. An instance of the item will be placed at that point. An optional facing direction can be specified, either in radians, or from the set N NE E SE S SW W NW. Any player who clicks on the item at this spot will receive an instance of the template in their inventory, and a friendly pop-up message with a description of the item. Only one item per player will be given.

7.62.15.1 Changes from 1.2 to 2.0

In Romance 1.2, `vitem` gifts were only for “V.I.T.” (paid) players, and `item` was for everyone. `item` has been repurposed for furniture placement. Also, item gifting spots were invisible and triggered by the player walking into them.

7.62.16 `#walk` Placing a walkable space

This designates that the place specified is walkable space; if it intersects any place previously marked as unwalkable, it will be reverted.

7.62.17 Implementation note

Each subcommand is implemented by a “private” function named `%OPERATOR-PLACE-subcommand` in the Tootsville package.

7.62.18 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.63 Tootsville-User::Purgephysics

7.63.1 Function

Purgephysics names a function, with lambda list (&REST WORDS):

Purge pending physics interactions.

This is a no-op.

7.63.2 Changes from 1.2 to 2.0

In Romance II, physics are handled by the clients. This command is no longer needed.

7.63.3 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.64 Tootsville-User::Push-Script

7.64.1 Function

Push-Script names a function, with lambda list (&REST WORDS):

Instruct clients to load a new script file.

Pushes a script filename to clients. The pathname must be relative to the `play.tootsville.org` server (or its equivalent in other clusters). Used to push an emergency software update without requiring players to reload.

Pushes a script filename to clients. The pathname must be relative to the `play.tootsville.org` server (or its equivalent in other clusters). Used to push an emergency software update without requiring players to reload.

7.64.2 Usage

`#push-script PATHNAME`

7.64.3 Example

```
#push-script /play/UI/UI.js
```

7.64.4 File

Defined in file `src/infinity/modern-ops.lisp`.

7.65 Tootsville-User::Quick-Reload

7.65.1 Function

Quick-Reload names a function, with lambda list (&REST WORDS):

Quicklisp reload of the Tootsville package from disk.

Reloads the ASDF file with ASDF::LOAD-ASD (not in this manual) and then does a QL::QUICKLOAD (not in this manual). See Section 8.1007 [TOOTSVILLE RELOAD-PRODUCTION], page 1300.

7.65.2 Usage

`#quick-reload`

Example:

```
#quick-reload
```

7.65.3 Effects

Sends an admin message with “Stand by,” then calls Section 8.1007 [TOOTSVILLE RELOAD-PRODUCTION], page 1300, (qv). When completed, reports the version of the ASDF component now loaded (i.e. the version number from `tootsville.asd`).

7.65.4 File

Defined in file `src/infinity/modern-ops.lisp`.

7.66 Tootsville-User::Rc

7.66.1 Function

Rc names a function, with lambda list (&REST WORDS):

Run an RC (Run Commands) script.

UNIMPLEMENTED

Run an RC (RunCommands) script. Both the “system run commands” (“run”) method and the “new zone run commands” (“newZone”) method will be executed; the

7.66.2 Usage

#rc

7.66.3 Example

#rc

WRITEME

7.66.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.67 Tootsville-User::Reboot

7.67.1 Function

Reboot names a function, with lambda list (&REST WORDS):

Restart the game server.

No, really; this actually kills the game server with an error exit so that it will (hopefully) be restarted by SystemD.

This is a violent way to go, and is for emergencies *only*.

7.67.2 Usage

#reboot

7.67.3 Example

#reboot

7.67.4 Actual Effects

The server will quit with Unix exit status 66 in 3 seconds after the command is received.

7.67.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.68 Tootsville-User::Reloadconfig

7.68.1 Function

Reloadconfig names a function, with lambda list (&REST WORDS):

Reloads configuration properties.

7.68.2 Usage

```
#reloadconfig
```

7.68.3 Example

```
#reloadconfig
```

7.68.4 Effect

Reloads the configuration file (`.config/Tootsville/Tootsville.config.lisp` under the server owner's home directory). See Section 8.794 [TOOTSVILLE LOAD-CONFIG], page 1087. Reports back the file loaded, and the author and write date of the file.

7.68.5 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.69 Tootsville-User::Retire

7.69.1 Function

Retire names a function, with lambda list (&REST WORDS):

Retire a server.

Forces a server to retire. This will disconnect anyone currently connected via WebSockets to that server; they should reconnect through the load balancer. Use `#evacuate` to first move users to another server (see Section 7.29 [TOOTSVILLE-USER EVACUATE], page 156).

7.69.2 Usage

```
#retire SERVER  
#retire
```

7.69.3 Examples

```
#retire game3.test.Tootsville.org  
#retire
```

7.69.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.70 Tootsville-User::Run

7.70.1 Function

Run names a function, with lambda list (&REST WORDS):

Run an arbitrary nullary Lisp function or method

7.70.2 USave

```
#run FUNCTION
```

```
#run PACKAGE FUNCTION
```

7.70.3 Examples

```
#run ws-stats
```

```
#run infinity-stats
```

```
#run sb-ext quit
```

7.70.4 Changes from 1.2 to 2.0

In 1.x: Run an arbitrary Java routine through an uploaded Runnable or RunCommands class

In 2.x: Run arbitrary nullary Lisp function or method

7.70.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.71 Tootsville-User::Saveroomvars

7.71.1 Function

Saveroomvars names a function, with lambda list (&REST WORDS):

Save room variables.

No longer used.

7.71.2 Legacy Usage (1.2)

In Romance 1.2, this would save the effective room variables in a room to the database permanently. Now, all things that room variables used to represent are already persisted to the database.

7.71.3 File

Defined in file src/infinity/legacy-ops.lisp.

7.72 Tootsville-User::Scotty

7.72.1 Function

Scotty names a function, with lambda list (&REST WORDS):

Force a user to relocate to another location

7.72.2 Usage

```
#scotty TOOT NAMED-PLACE
```

```
#scotty TOOT LATITUDE LONGITUDE [ALTITUDE] [WORLD]
```

Altitude is optional and defaults to 0.

World is optional and defaults to CHOR.

7.72.3 Examples

```
#scotty mouser TootSquareWest
```

```
#scotty mouser -1 0 0 CHOR
```

```
#scotty mouser -1 0
```

7.72.4 Changes from 1.2 to 2.0

In 1.2, this moved an user into another room.

Usage: #scotty [LOGIN] [ROOM]

Examples: #scotty mouser tootSquareWest

7.72.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.73 Tootsville-User::Script

7.73.1 Function

Script names a function, with lambda list (&REST WORDS):

Push a new function into for the # $\$$ operator command.

UNIMPLEMENTED.

7.73.2 Usage

```
#script TITLE SOURCE TEXT ...
```

7.73.3 Example

```
#script simply-string "simply"
```

7.73.4 File

Defined in file src/infinity/modern-ops.lisp.

7.74 Tootsville-User::Server-List

7.74.1 Function

Server-List names a function, with lambda list (&REST WORDS):

Enumerate the servers active in this cluster.

See Section 8.1070 [TOOTSVILLE SERVER-LIST], page 1363,

7.74.2 Usage

`#server-list`

7.74.3 Example

`#server-list`

7.74.4 File

Defined in file `src/infinity/modern-ops.lisp`.

7.75 Tootsville-User::Setavatarcolors

7.75.1 Function

Setavatarcolors names a function, with lambda list (&REST WORDS):

Sets the base and extra colors of a user's avatar.

7.75.2 Usage

`#setavatarcolors LOGIN BASE EXTRA`

Each of BASE and EXTRA can be specified in a number of formats.

- CSS Style uses a decimal triplet in the form `rgb(r,g,b)` — identified by the literal string `rgb`. Each of R, G, and B are in the range 0 to 255.
- HTML Style uses a # sign plus either 3 or 6 hex characters, in the form `#rgb` or `#rrggbb`. The # sign is optional.
- Named colors are supported as per Section 8.892 [TOOTSVILLE PARSE-COLOR24], page 1185,

7.75.3 Examples

```
#setavatarcolors mouser #000000 #ffffff
#setavatarcolors mouser rgb(0,0,0) rgb(255,255,255)
```

See also Section 7.22 [TOOTSVILLE-USER DOODLE], page 149, for a similar-but-different way to set avatar colors.

7.75.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.76 Tootsville-User::Setbadge

7.76.1 Function

Setbadge names a function, with lambda list (&REST WORDS):

Set the badge on a map area.

7.76.2 Usage

```
#setbadge  
#setbadge BADGE MONIKER  
#setbadge #me MONIKER  
#setbadge BADGE #here  
#setbadge #me #here
```

NOTE: Using #setbadge with no parameters will assume default values which are identical to typing #setbadge #me #here

7.76.3 Examples

```
#setbadge snowcone TootSquareWest  
#setbadge #me TootSquare  
#setbadge snowcone #here  
#setbadge #me #here
```

7.76.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.77 Tootsville-User::Setconfig

7.77.1 Function

Setconfig names a function, with lambda list (&REST WORDS):

Set a config property.

7.77.2 Usage

```
#setconfig PROPERTY VALUE
```

```
#setconfig PROP1 PROP2 VALUE
```

PROPERTY is a sequence of keywords, which must be delimited by spaces. Omit the leading : on the keyword names.

7.77.3 Example

```
#setconfig rollbar access-token 1234567890
```

Changes made with this command are only effective until the configuration file is reloaded. See Section 7.68 [TOOTSVILLE-USER RELOADCONFIG], page 199, and Section 8.794 [TOOTSVILLE LOAD-CONFIG], page 1087.

7.77.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.78 Tootsville-User::Setstafflevel

7.78.1 Function

Setstafflevel names a function, with lambda list (&REST WORDS):

Set the staff level for a user

UNIMPLEMENTED

WRITEME

7.78.2 File

Defined in file src/infinity/legacy-ops.lisp.

7.79 Tootsville-User::Setuvar

7.79.1 Function

Setuvar names a function, with lambda list (&REST WORDS):

Set a user variable.

UNIMPLEMENTED

Set a user variable. Must have staff level 4 (DESIGNER) to use this command.

7.79.2 Usage

```
#setuvar [@@LOGIN] VARIABLE [=] VALUE...
#setuvar @LOGIN VARIABLE=VALUE
#setuvar @LOGIN VARIABLE = VALUE
#setuvar @LOGIN VARIABLE VALUE
#setuvar VARIABLE=VALUE
#setuvar VARIABLE = VALUE
#setuvar VARIABLE VALUE
```

NOTE: Using #setuvar without an @[LOGIN] parameter will apply the changes to the user issuing the command.

7.79.3 Example

```
#setuvar @mouser d = 254~376~254~376~SE~1267735566759
#setuvar d 254~376~254~376~SE~1267735566759
```

See Section 8.703 [TOOTSVILLE INFINITY-SET-USER-VAR], page 989, for a discussion of supported user variables in Romance II.

7.79.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.80 Tootsville-User::Setvar

7.80.1 Function

Setvar names a function, with lambda list (&REST WORDS):

Set a room variable.

UNIMPLEMENTED.

This used to be used to set Room Variables, which were the main way that the game design worked in Tootsville IV. This was largely automated through Eric Feiling’s “Zookeeper” application.

In Tootsville V, however, room variables are a reflection of the underlying database structures and are automatically generated as needed; there is not currently a way to backwards-supply the variables’ data.

7.80.2 Description from Romance 1.2

Set a room variable. Must have staff level 4 (DESIGNER) to use this command.

Usage

```
#setvar #replace [@@ROOM] VARIABLE FIND REPLACE
```

```
#setvar [@@ROOM] VARIABLE VALUE...
```

WARNING: SETTING ROOM VARIABLES TO INVALID VALUES CAN CAUSE UNEXPECTED RESULTS. DOUBLE CHECK ALL VALUES BEING SET FOR CORRECTNESS.

Use #replace to change a room variable from one value to another.

7.80.3 Examples

```
#setvar @@tootsSquareWest anim~ropes 2
```

```
#setvar anim~ropes 2
```

7.80.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.81 Tootsville-User::Shanghai

7.81.1 Function

Shanghai names a function, with lambda list (&REST WORDS):

Force a client into a different room and zone

UNIMPLEMENTED

WRITEME

7.81.2 File

Defined in file src/infinity/legacy-ops.lisp.

7.82 Tootsville-User::Shout

7.82.1 Function

Shout names a function, with lambda list (&REST WORDS):

Speak in another zone.

This is intended for using operator commands in a remote zone, not normal chat messages.

Since there are no longer zones, this command is not currently supported. The command name may be re-used for sending commands to a different server in future.

7.82.2 Usage

```
#shout [ZONE] [ROOM] [COMMAND...]
```

7.82.3 Examples

```
#shout dottie tootSquareWest #wall Hello Everyone
```

```
#shout dottie tootSquare #retire
```

See modern version Section 7.8 [TOOTSVILLE-USER AT], page 135, also

7.82.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.83 Tootsville-User::Spawnroom

7.83.1 Function

Spawnroom names a function, with lambda list (&REST WORDS):

Mark a “spot” in the game.

UNIMPLEMENTED.

Mark the current position of your Toot as a named “spot” in the game world.

7.83.2 Usage

`#spawnroom [MONIKER]`

7.83.3 Changes from 1.2 to 2.0

This command has been completely repurposed, since there are no longer rooms.

7.83.4 Legacy 1.2 Documentation

Create a new room in the current zone.

7.83.5 Usage in 1.2

`#spawnroom [MONIKER] [TITLE] [SWF]`

`#spawnroom [MONIKER] [TITLE]`

NOTE: Uses `tootCastleJoust.swf` as default. This can be set after the room has been created by setting the 'f' room variable.

7.83.6 Examples of 1.2 syntax

`#spawnroom tootCastleJoust2 Joust2 tootCastleJoust.swf`

`#spawnroom tootCastleJoust2 Joust2`

7.83.7 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.84 Tootsville-User::Spawnzone

7.84.1 Function

Spawnzone names a function, with lambda list (&REST WORDS):

Create a new zone.

7.84.2 Usage

```
#spawnzone [ZONE]
```

7.84.3 Examples

```
#spawnzone Cupcake  
WRITEME
```

7.84.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.85 Tootsville-User::Speak

7.85.1 Function

Speak names a function, with lambda list (&REST WORDS):

Allows a user to speak who had previously been muted.

See Section 7.58 [TOOTSVILLE-USER MUTE], page 186, Section 7.87 [TOOTSVILLE-USER STFU], page 218, for ways to mute a character.

7.85.2 Usage

`#speak [LOGIN]`

7.85.3 Examples

`#speak flappyperry`

7.85.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.86 Tootsville-User::Status

7.86.1 Function

Status names a function, with lambda list (&REST WORDS):

Discover the general status of the host.

Reports a few interesting statistics in a row.

This gives a quick summary of what you would learn from a variety of other operator commands, and also lists the operator commands you would use to get more detailed information.

The intention is that operators can use `#status` to begin a shift and see how things are going across the board.

TODO this should flag recent staff journal entries as well.

7.86.2 Usage

`#status`

7.86.3 File

Defined in file `src/infinity/modern-ops.lisp`.

7.87 Tootsville-User::Stfu

7.87.1 Function

Stfu names a function, with lambda list (&REST WORDS):

Silences (mutes) a user.

7.87.2 Usage

```
#stfu TOOT  
#stfu TOOT MINUTES
```

7.87.3 Example

```
#stfu louis  
#stfu louis 30
```

7.87.4 Effects

This sets an attribute on TOOT that prevents them from actually sending any public speech messages; however, *that user will not know*. The user will see their own speech, but it will not be echoed to anyone else.

In other words, this basically sets up a global ignore of the user to whom it is applied.

If no time limit is given, it is effective for 24 Earth hours (1,440 Earth minutes).

See also: Section 7.58 [TOOTSVILLE-USER MUTE], page 186, for a more direct form that does not have a fixed duration.

7.87.5 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.88 Tootsville-User::Testcensor

7.88.1 Function

Testcensor names a function, with lambda list (&REST WORDS):

Test a message with the censor, displays the filter result.

UNIMPLEMENTED.

7.88.2 Usage

```
#testcensor [MESSAGE]
```

7.88.3 Examples

```
#testcensor This message will be filtered and the result will be displayed.
```

7.88.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.89 Tootsville-User::Unbuild

7.89.1 Function

Unbuild names a function, with lambda list (&REST WORDS):

Destroy a named spot.

UNIMPLEMENTED.

Destroys a named spot.

7.89.2 Usage

```
#unbuild ROOM
```

7.89.3 Example

```
#unbuild tootUniversity
```

7.89.4 Changes from 1.2 to 2.0

In Romance 1.2, this command was used to destroy a room. We no longer have rooms, so it is instead used to destroy named spots.

7.89.5 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.90 Tootsville-User::Uptime

7.90.1 Function

Uptime names a function, with lambda list (&REST WORDS):

Gives the uptime of the server software.

7.90.2 File

Defined in file `src/infinity/modern-ops.lisp`.

7.91 Tootsville-User::V

7.91.1 Function

V names a function, with lambda list (&REST WORDS):

Forces a user to say a message.

Mnemonic: Ventriloquism

7.91.2 Usage

`#v LOGIN MESSAGE...`

7.91.3 Example

```
#v mayor-louis I like to cause trouble in Tootsville
```

7.91.4 See also

See Section 8.706 [TOOTSVILLE INFINITY-SPEAK], page 993,

7.91.5 Changes from 1.2 to 2.0

This no longer allows ventriloquism of operator commands &c.

7.91.6 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.92 Tootsville-User::Verbosebugs

7.92.1 Function

Verbosebugs names a function, with lambda list (&REST WORDS):

Set verbose bug backtrace reporting on or off.

UNIMPLEMENTED.

7.92.2 Usage

```
#verbosebugs true  
#verbosebugs false
```

7.92.3 Impact

When verbose bug reporting is enabled, the user requesting it will receive stack backtraces from unhandled errors as admin messages.

7.92.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.93 Tootsville-User::Wall

7.93.1 Function

Wall names a function, with lambda list (&REST WORDS):

Write to all players.

Sends an admin (parrot) pop-up message to everyone currently online.

7.93.2 Usage

`#wall MESSAGE...`

7.93.3 Example

`#wall This message will go to everyone currently on-line.`

7.93.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.94 Tootsville-User::Wallops

7.94.1 Function

Wallops names a function, with lambda list (&REST WORDS):

Write to all operators

Sends an pop-up message to all Builder Toots currently online

7.94.2 Usage

`#wallops MESSAGE`

7.94.3 Exampleyy

`#wallops This message will go to all other staff members in this zone.`

7.94.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.95 Tootsville-User::Wallzones

7.95.1 Function

Wallzones names a function, with lambda list (&REST WORDS):

Write to all zones.

This is now the same as Section 7.93 [TOOTSVILLE-USER WALL], page 224, qv.

7.95.2 Usage

```
#wallzones [MESSAGE...]
```

7.95.3 Example

```
#wallzones This message will go to everyone in every zone.
```

7.95.4 Changes from 1.2 to 2.0

In Romance 1.2, Zones (shards) were implemented, although not actually used by Tootsville IV. This command wrote to all users in all zones.

7.95.5 File

Defined in file src/infinity/legacy-ops.lisp.

7.96 Tootsville-User::Whatabout

7.96.1 Function

Whatabout names a function, with lambda list (&REST WORDS):

Searches for related item templates.

Replies with an admin (parrot) message with the item numbers and names of related item templates. Template names and descriptions are searched.

If WORD is a single word beginning with #, instead searches for item templates tagged with WORD.

See also Section 7.97 [TOOTSVILLE-USER WHATIS], page 228, to get details about a specific item.

7.96.2 Usage

```
#whatabout WORD(S)
```

```
#whatabout #TAG
```

7.96.3 Example

```
#whatabout bucket
```

```
#whatabout #cute
```

7.96.4 File

Defined in file src/infinity/modern-ops.lisp.

7.97 Tootsville-User::Whatis

7.97.1 Function

Whatis names a function, with lambda list (&REST WORDS):

Displays information about an item template.

The item template info is essentially that which is available from Section 8.764 [TOOTSVILLE ITEM-TEMPLATE-INFO], page 1057.

7.97.2 Usage

```
#what is ITEM-TEMPLATE-ID
```

7.97.3 Example

```
#what is 1337
```

Returns the item template's attributes in an admin message, along with any tags assigned to it.

7.97.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.98 Tootsville-User::Whereami

7.98.1 Function

Whereami names a function, with lambda list (&REST WORDS):

Return an administrative message with the name of the server to which the player is currently connected.

the player is currently connected.

7.98.2 Usage

```
#whereami
```

7.98.3 Example

```
#whereami
```

The response admin message is simply the machine name to which you are connected, and the latitude, longitude, and altitude of the player.

7.98.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.99 Tootsville-User::Whereis

7.99.1 Function

Whereis names a function, with lambda list (&REST WORDS):

Locate a user in the game world.

Find out in what room a character is standing, if s/he is logged in at the moment.

Must have staff level 2 (MODERATOR) to use this command.

WRITEME these instructions have not been adapted to Romance II yet.

7.99.2 Usage

```
#whereis [LOGIN]
#whereis #everyone
#whereis @[ROOM]
```

User Name of a specific user; #everyone for a the location of every user in the zone;
@[ROOM] for the location of every user in the specified room.

7.99.3 Examples

```
#whereis snowcone
#whereis #everyone
#whereis @tootSquare
```

7.99.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.100 Tootsville-User::Who

7.100.1 Function

Who names a function, with lambda list (&REST WORDS):

Displays a list of everyone currently in a room.

WRITEME this has not been updated for Romance II yet.

7.100.2 Usage

```
#who [ROOM]
```

```
#who
```

NOTE: Leaving off the ROOM parameter will default to displaying for the room the command was initialized in.

7.100.3 Examples

```
#who tootSquare
```

```
#who
```

7.100.4 File

Defined in file src/infinity/legacy-ops.lisp.

7.101 Tootsville-User::Whoami

7.101.1 Function

Whoami names a function, with lambda list (&REST WORDS):

Cause the character to speak his/her name in the current room.

Appears as dialogue in the form: “Hello, my name is NAME.”

Note that the response is public speech; everyone in the room will see it.

7.101.2 Usage

`#whoami`

Note that the response is public speech; everyone in the room will see it.

7.101.3 Example

`#whoami`

Hello, my name is Pil.

7.101.4 File

Defined in file `src/infinity/legacy-ops.lisp`.

7.102 Tootsville-User::Whoareyou

7.102.1 Function

Whoareyou names a function, with lambda list (&REST WORDS):

Ask the server who it is.

This command should return version information on some of the critical components used in the game server.

7.102.2 Usage

```
#whoareyou
```

7.102.3 Example

```
#whoareyou
```

7.102.4 Example Response

```
This server is Inktomi, a X86-64 Intel(R) Core(TM) i7 CPU 860 2.80GHz  
running Linux 5.6.8-300.fc32.x86_64 with SBCL 2.0.1-1.fc32. Quicklisp dist  
version 2020-04-27; Ultralisp dist version 20200501011006; Tootsville version  
0.6.4
```

7.102.5 Changes from 1.2 to 2.0

The format of the response is different, but the purpose of the command is the same.

7.102.6 File

Defined in file src/infinity/legacy-ops.lisp.

7.103 Tootsville-User::Ws-Bandwidth-By-Source

7.103.1 Function

Ws-Bandwidth-By-Source names a function, with lambda list (&REST WORDS):

Returns some statistics about WebSockets bandwidth by source.

See Section 8.1343 [TOOTSVILLE WS-BANDWIDTH-BY-SOURCE], page 1638.

7.103.2 Usage

`#ws-bandwidth-by-source`

7.103.3 Example

`#ws-bandwidth-by-source`

7.103.4 File

Defined in file `src/infinity/modern-ops.lisp`.

7.104 Tootsville-User::Ws-Stats

7.104.1 Function

Ws-Stats names a function, with lambda list (&REST WORDS):

Returns some statistics about WebSockets connections.

See Section 8.1354 [TOOTSVILLE WS-STATS], page 1649.

7.104.2 Usage

```
#ws-stats
```

7.104.3 Example

```
#ws-stats
```

7.104.4 File

Defined in file src/infinity/modern-ops.lisp.

7.105 Tootsville-User::Zoom

7.105.1 Function

Zoom names a function, with lambda list (&REST WORDS):

Set the visual Zoom level of a room.

UNIMPLEMENTED

7.105.2 Changes from 1.2 to 2.0

In Tootsville IV, rooms could have a different “zoom level” setting the relative size of the display. This is no longer supported; in Tootsville V, the world is a continuous 3D environment.

7.105.3 File

Defined in file src/infinity/legacy-ops.lisp.

8 Package Tootsville

Let's make some noise!

The Tootsville package is the main container for all Tootsville V (Romance II) server functions.

In future, some of the concerns (e.g. specific facilities like the friendly database accessors or the metronome) may be broken out into their own packages, but for simplicity of early development, everything is in this one big ball of mud.

8.1 Tootsville::%Item-Click-Effect

8.1.1 Function

%Item-Click-Effect names a function, with lambda list (ITEM EFFECT CLICKER MODS X Y Z):

Low-level mapping of EFFECT to a handler

8.1.2 File

Defined in file src/items.lisp.

8.2 Tootsville::`%Operator-Place-Download`

8.2.1 Function

`%Operator-Place-Download` names an undocumented function, with lambda list (WHERE PARAMS).

8.2.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.3 Tootsville::`%Operator-Place-Exit`

8.3.1 Function

`%Operator-Place-Exit` names an undocumented function, with lambda list `(WHERE PARAMS)`.

8.3.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.4 Tootsville::`%Operator-Place-Fountain`

8.4.1 Function

`%Operator-Place-Fountain` names an undocumented function, with lambda list (WHERE PARAMS).

8.4.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.5 Tootsville::%Operator-Place-Game

8.5.1 Function

%Operator-Place-Game names an undocumented function, with lambda list (WHERE PARAMS).

8.5.2 File

Defined in file src/infinity/legacy-ops.lisp.

8.6 Tootsville::%Operator-Place-Item

8.6.1 Function

%Operator-Place-Item names a function, with lambda list (WHERE PARAMS):

The operator is placing an item WHERE with PARAMS.

PARAMS are the item-template ber, and optional facing angle, base color, and alt color.

See Section 7.62 [TOOTSVILLE-USER PLACE], page 190,

8.6.2 File

Defined in file src/infinity/legacy-ops.lisp.

8.7 Tootsville::%Operator-Place-Mini

8.7.1 Function

%Operator-Place-Mini names an undocumented function, with lambda list (WHERE PARAMS).

8.7.2 File

Defined in file src/infinity/legacy-ops.lisp.

8.8 Tootsville::`%Operator-Place-Place`

8.8.1 Function

`%Operator-Place-Place` names an undocumented function, with lambda list (WHERE PARAMS).

8.8.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.9 Tootsville::%Operator-Place-Room

8.9.1 Function

%Operator-Place-Room names an undocumented function, with lambda list (WHERE PARAMS).

8.9.2 File

Defined in file src/infinity/legacy-ops.lisp.

8.10 Tootsville::`%Operator-Place-Shop`

8.10.1 Function

`%Operator-Place-Shop` names a function, with lambda list (WHERE PARAMS):

The operator is placing a shop item at WHERE with PARAMS.

PARAMS are the item template number, price, and optional facing angle.

Creates a SHOP effect item.

See Section 7.62 [TOOTSVILLE-USER PLACE], page 190,

8.10.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.11 Tootsville::`%Operator-Place-Snowball`

8.11.1 Function

`%Operator-Place-Snowball` names a function, with lambda list (WHERE PARAMS):

The operator is placing a snowball pile at WHERE with PARAMS.

PARAMS are the item template number and an optional facing angle.

Creates a SNOWBALL effect item.

See Section 7.62 [TOOTSVILLE-USER PLACE], page 190,

8.11.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.12 Tootsville::`%Operator-Place-Unwalk`

8.12.1 Function

`%Operator-Place-Unwalk` names a function, with lambda list (WHERE PARAMS):

The operator is making WHERE an unwalkable space. PARAMS are empty.

Creates an UNWALK place.

See Section 7.62 [TOOTSVILLE-USER PLACE], page 190,

8.12.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.13 Tootsville::`%Operator-Place-Vitem`

8.13.1 Function

`%Operator-Place-Vitem` names a function, with lambda list (WHERE PARAMS):

The operator is placing a VITEM at WHERE with PARAMS.

PARAMS are the item template number and an optional facing angle.

Creates a VITEM effect item.

See Section 7.62 [TOOTSVILLE-USER PLACE], page 190,

8.13.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.14 Tootsville::`%Operator-Place-Walk`

8.14.1 Function

`%Operator-Place-Walk` names an undocumented function, with lambda list (WHERE PARAMS).

8.14.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.15 Tootsville::%Parse-Operator-Place-Where

8.15.1 Function

%Parse-Operator-Place-Where names a function, with lambda list (WHERE):

Parse the WHERE parameter to the #place operator command.

See also Section 7.62 [TOOTSVILLE-USER PLACE], page 190,

WHERE can be one of:

#here The location of the operator issuing the command, surrounded by an “average size” polygon approximating a circle.

#here-tiny The location of the operator issuing the command, surrounded by a “tiny” polygon approximating a circle.

#here-big The location of the operator issuing the command, surrounded by a “big” polygon approximating a circle.

A point An x,z coördinate pair; e.g. 100,100.

A polygon designator The specific location can be outlined as a series of x,z coördinates delimited by tildes; e.g. 100,100~100,200~200,200~200,100.

A circle designator A polygon approximating a circle originating at the location of the operator issuing the command, whose radius R and number of segments S are specified, delimited by a x character; e.g. 100x10. A circle can be designated to start at another position with the notation 50,60+100x10, where the center will be at x position 50, z position 60.

8.15.2 File

Defined in file src/infinity/legacy-ops.lisp.

8.16 Tootsville::***403.Json-Bytes***

8.16.1 Variable

403.Json-Bytes names an undocumented variable with the value of type (SIMPLE-ARRAY (UNSIGNED-BYTE 8) (125))

8.17 Tootsville::***Acceptors***

8.17.1 Variable

Acceptors names a variable:

The set of listening acceptors awaiting incoming connections.

Its value is NIL

8.18 Tootsville::***Application-Root***

8.18.1 Variable

Application-Root names a variable:

The location in which the application source code is installed.

Its value is of type PATHNAME

8.19 Tootsville::***Async-Channel***

8.19.1 Variable

Async-Channel names a variable:

An LPARALLEL channel used for running asynchronous tasks.

Its value is NIL

8.20 Tootsville::***Async-Tasks***

8.20.1 Variable

Async-Tasks names a variable:

An LPARALLEL kernel used for running asynchronous tasks.

Its value is NIL

8.21 Tootsville::***Banhammer***

8.21.1 Variable

Banhammer names a variable:

A list of IP addresses which are banned from connecting.

Its value is the hash table:

8.22 Tootsville::***Build-Date***

8.22.1 Variable

Build-Date names a variable:

A string representing the year, month, and day at which the program was compiled.

Its value is `"2021-2-19"`

8.23 Tootsville::***Cassandra-Blacklist***

8.23.1 Variable

Cassandra-Blacklist names a variable:

The blacklist for text filtering.

This list is applied whenever children or sensitive players are around.

The keys are the string versions of the regexes; the values are the compiled scanners.

Its value is the hash table:

8.24 Tootsville::***Cassandra-Redlist***

8.24.1 Variable

Cassandra-Redlist names a variable:

The redlist for text filtering.

This list is applied in all areas except "adults only" zones.

The keys are the string versions of the regexes; the values are the compiled scanners.

Its value is the hash table:

8.25 Tootsville::***Client***

8.25.1 Variable

Client names a variable:

The currently-active client session.

Its value is NIL

8.26 Tootsville::***Cluster***

8.26.1 Variable

Cluster names a variable:

Cache for Section 8.216 [TOOTSVILLE CLUSTER], page 472, (qv)

Its value is NIL

8.27 Tootsville::***Compilation***

8.27.1 Variable

Compilation names a variable:

This is used as a temporary output buffer during some maintenance tasks.

Its value is of type SB-IMPL::CHARACTER-STRING-OSTREAM

8.28 Tootsville::***Compiled***

8.28.1 Variable

Compiled names a variable:

A string representing the (fairly precise) time at which the program was compiled.

Its value is `"@2021-02-19T23:56:13.594728-05:00"`

8.29 Tootsville::***Config-File***

8.29.1 Variable

Config-File names a variable:

Metadata about the configuration file last loaded

Its value is NIL

8.30 Tootsville::***Db***

8.30.1 Variable

Db names a variable:

The default database moniker

Its value is `:FRIENDLY`

8.31 Tootsville::***Dbi-Connection***

8.31.1 Variable

Dbi-Connection names a variable:

The connection selected by a WITH-MARIA block

Its value is :NOT-CONNECTED

8.32 Tootsville::***Elevation-Map***

8.32.1 Variable

Elevation-Map names a variable:

The Tootangan elevation map provides a logarithmic altitude map of the approximate/net altitude of each 200 by 200 meter area of the game.

Its value is of type PNGLOAD:PNG

8.33 Tootsville::***Endpoint-List***

8.33.1 Variable

Endpoint-List names a variable:

A list version of ***ENDPOINTS*** that is sometimes preferable. Both should be updated together.

Its value is of type CONS

8.34 Tootsville::***Endpoints***

8.34.1 Variable

Endpoints names a variable:

The hash-table of all endpoints currently defined.

There is also a list version ***ENDPOINT-LIST*** which is preferred in some cases. Both should be updated together.

Its value is the hash table:

```
2775501260261425259
    #<ENDPOINT GET /index/html ↦ TEXT/HTML ← ENDPOINT-GET-/↦html>

2613718390945611112
    #<ENDPOINT GET / ↦ TEXT/HTML ← ENDPOINT-GET-/↦html>

4301435484693218292
    #<ENDPOINT GET /favicon/png ↦ IMAGE/PNG ← ENDPOINT-GET-
    /favicon↦png>

3605103946389453302
    #<ENDPOINT GET /favicon ↦ IMAGE/PNG ← ENDPOINT-GET-/favicon↦png>

1654812538496282845
    #<ENDPOINT GET /favicon/ico ↦ IMAGE/VND.MICROSOFT.ICON ←
    ENDPOINT-GET-/favicon/ico↦vnd.microsoft.icon>

4430847145339061514
    #<ENDPOINT GET /favicon/gif ↦ IMAGE/GIF ← ENDPOINT-GET-
    /favicon↦gif>

3661819224652773325
    #<ENDPOINT GET /favicon ↦ IMAGE/GIF ← ENDPOINT-GET-/favicon↦gif>

2357254137101586602
    #<ENDPOINT POST /login/child/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/login/child↦json>

3079094923609898074
    #<ENDPOINT POST /login/child ↦ APPLICATION/JSON ← ENDPOINT-POST-
    /login/child↦json>

1311744403956848369
    #<ENDPOINT GET /version/about/json ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/version/about↦json>

438046192794699620
    #<ENDPOINT GET /version/about ↦ APPLICATION/JSON ← ENDPOINT-GET-
    /version/about↦json>

2862236114450198699
    #<ENDPOINT GET /version/about/txt ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /version/about↦txt>
```

```

4218892956418160273
    #<ENDPOINT GET /version/about ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /version/about↦txt>

1455774413677645218
    #<ENDPOINT GET /version/about/detail/:PARAM/txt ↦ TEXT/PLAIN ←
    ENDPOINT-GET-/version/about/detail/param↦txt>

3568759887225338765
    #<ENDPOINT GET /version/about/detail/:PARAM ↦ TEXT/PLAIN ←
    ENDPOINT-GET-/version/about/detail/param↦txt>

693282415722877999
    #<ENDPOINT GET /version/about/detail/:PARAM/json ↦ APPLICATION/JSON
    ← ENDPOINT-GET-/version/about/detail/param↦json>

1685448398244526369
    #<ENDPOINT GET /version/about/detail/:PARAM ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/version/about/detail/param↦json>

510088238736223385
    #<ENDPOINT GET /maintenance/txt ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /maintenance/↦txt>

2613165918543518378
    #<ENDPOINT GET /maintenance ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /maintenance/↦txt>

185362433163658785
    #<ENDPOINT POST /maintenance/quicklisp-update ↦ NIL ← ENDPOINT-
    POST-/maintenance/quicklisp-update↦nil>

1209366185538690670
    #<ENDPOINT POST /maintenance/hot-reload ↦ NIL ← ENDPOINT-POST-
    /maintenance/hot-reload↦nil>

3006916151956666734
    #<ENDPOINT POST /maintenance/buildapp ↦ NIL ← ENDPOINT-POST-
    /maintenance/buildapp↦nil>

4353388280022639758
    #<ENDPOINT POST /maintenance/buildapp/status ↦ NIL ←
    ENDPOINT-POST-/maintenance/buildapp/status↦nil>

4096376851770060843
    #<ENDPOINT POST /maintenance/reload-jscl ↦ NIL ← ENDPOINT-POST-
    /maintenance/reload-jscl↦nil>

2295846296688743859
    #<ENDPOINT POST /maintenance/quit ↦ NIL ← ENDPOINT-POST-
    /maintenance/quit↦nil>

3926858977675076860
    #<ENDPOINT GET /meta-game/services/html ↦ TEXT/HTML ← ENDPOINT-
    GET-/meta-game/services↦html>

```

```
4288391570599918474
    #<ENDPOINT GET /meta-game/services ↦ TEXT/HTML ← ENDPOINT-GET-
    /meta-game/services↦html>

1622947186767220720
    #<ENDPOINT GET /meta-game/services/old/json ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/meta-game/services/old↦json>

234726932288202010
    #<ENDPOINT GET /meta-game/services/old ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/meta-game/services/old↦json>

2534461905518247006
    #<ENDPOINT GET /meta-game/services/json ↦ APPLICATION/VND.OAI.OPENAPI;VERSION=3.0
    ← ENDPOINT-GET-/meta-game/services↦json>

21519206609707318
    #<ENDPOINT GET /meta-game/services ↦ APPLICATION/VND.OAI.OPENAPI;VERSION=3.0
    ← ENDPOINT-GET-/meta-game/services↦json>

500367205855751383
    #<ENDPOINT GET /meta-game/headers/json ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/meta-game/headers↦json>

3544118970374603318
    #<ENDPOINT GET /meta-game/headers ↦ APPLICATION/JSON ← ENDPOINT-
    GET-/meta-game/headers↦json>

132351661880430483
    #<ENDPOINT GET /meta-game/ping/txt ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /meta-game/ping↦txt>

2312565822381053381
    #<ENDPOINT GET /meta-game/ping ↦ TEXT/PLAIN ← ENDPOINT-GET-/meta-
    game/ping↦txt>

3599886103547651904
    #<ENDPOINT GET /gossip/ice-servers/json ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/gossip/ice-servers↦json>

572200990282065073
    #<ENDPOINT GET /gossip/ice-servers ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/gossip/ice-servers↦json>

3464858480863409755
    #<ENDPOINT POST /gossip/offers ↦ APPLICATION/SDP ← ENDPOINT-POST-
    /gossip/offers↦sdp>

3292734651114778962
    #<ENDPOINT GET /gossip/offers/json ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/gossip/offers↦json>

4579933893106172794
    #<ENDPOINT GET /gossip/offers ↦ APPLICATION/JSON ← ENDPOINT-GET-
    /gossip/offers↦json>
```

```

1100913697774676897
    #<ENDPOINT POST /gossip/answers/:UUID ↦ APPLICATION/SDP ←
    ENDPOINT-POST-/gossip/answers/uuid↦sdp>

2126131175871649162
    #<ENDPOINT GET /gossip/answers/:UUID ↦ APPLICATION/SDP ←
    ENDPOINT-GET-/gossip/answers/uuid↦sdp>

734167368411805897
    #<ENDPOINT GET /toots/:TOOT-NAME/txt ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /toots/toot-name↦txt>

397873300273122050
    #<ENDPOINT GET /toots/:TOOT-NAME ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /toots/toot-name↦txt>

652362187253295585
    #<ENDPOINT GET /toots/:TOOT-NAME/json ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/toots/toot-name↦json>

3588003849203370960
    #<ENDPOINT GET /toots/:TOOT-NAME ↦ APPLICATION/JSON ← ENDPOINT-
    GET-/toots/toot-name↦json>

798770774760887233
    #<ENDPOINT PUT /toots/:TOOT-NAME/json ↦ APPLICATION/JSON ←
    ENDPOINT-PUT-/toots/toot-name↦json>

902774860067240563
    #<ENDPOINT PUT /toots/:TOOT-NAME ↦ APPLICATION/JSON ← ENDPOINT-
    PUT-/toots/toot-name↦json>

4170731574305303361
    #<ENDPOINT POST /toots/json ↦ APPLICATION/JSON ← ENDPOINT-POST-
    /toots↦json>

1782761286852252605
    #<ENDPOINT POST /toots ↦ APPLICATION/JSON ← ENDPOINT-POST-
    /toots↦json>

2347653146422357951
    #<ENDPOINT GET /users/me/txt ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /users/me↦txt>

817493754216035154
    #<ENDPOINT GET /users/me ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /users/me↦txt>

911840963843854747
    #<ENDPOINT GET /users/me/json ↦ APPLICATION/JSON ← ENDPOINT-GET-
    /users/me↦json>

4131534054498028735
    #<ENDPOINT GET /users/me ↦ APPLICATION/JSON ← ENDPOINT-GET-
    /users/me↦json>

```



```
4173820247824470588
    #<ENDPOINT PUT /users/me/json ↦ APPLICATION/JSON ← ENDPOINT-PUT-
    /users/me↦json>

405515342609891492
    #<ENDPOINT PUT /users/me ↦ APPLICATION/JSON ← ENDPOINT-PUT-
    /users/me↦json>

4253363210825773152
    #<ENDPOINT PATCH /users/me/json ↦ APPLICATION/JSON ←
    ENDPOINT-PATCH-/users/me↦json>

3556788904925915638
    #<ENDPOINT PATCH /users/me ↦ APPLICATION/JSON ← ENDPOINT-PATCH-
    /users/me↦json>

1873952710285345362
    #<ENDPOINT GET /users/me/toots/txt ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /users/me/toots↦txt>

4001463141395061250
    #<ENDPOINT GET /users/me/toots ↦ TEXT/PLAIN ← ENDPOINT-GET-
    /users/me/toots↦txt>

2200278265671935120
    #<ENDPOINT GET /users/me/toots/json ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/users/me/toots↦json>

800366382555165045
    #<ENDPOINT GET /users/me/toots ↦ APPLICATION/JSON ← ENDPOINT-GET-
    /users/me/toots↦json>

2125156083082933535
    #<ENDPOINT GET /users/me/toots/:TOOT-NAME/txt ↦ TEXT/PLAIN ←
    ENDPOINT-GET-/users/me/toots/toot-name↦txt>

3159196718401479487
    #<ENDPOINT GET /users/me/toots/:TOOT-NAME ↦ TEXT/PLAIN ←
    ENDPOINT-GET-/users/me/toots/toot-name↦txt>

1070605157160274909
    #<ENDPOINT GET /users/me/toots/:TOOT-NAME/json ↦ APPLICATION/JSON
    ← ENDPOINT-GET-/users/me/toots/toot-name↦json>

3220404487643901754
    #<ENDPOINT GET /users/me/toots/:TOOT-NAME ↦ APPLICATION/JSON ←
    ENDPOINT-GET-/users/me/toots/toot-name↦json>

4025206783682213707
    #<ENDPOINT DELETE /users/me/toots/:TOOT-NAME/json ↦ APPLICATION/JSON
    ← ENDPOINT-DELETE-/users/me/toots/toot-name↦json>

164843851602781227
    #<ENDPOINT DELETE /users/me/toots/:TOOT-NAME ↦ APPLICATION/JSON ←
    ENDPOINT-DELETE-/users/me/toots/toot-name↦json>
```

3308243433724706606

```
#<ENDPOINT POST /users/me/play-with/:TOOT-NAME/json ↦
APPLICATION/JSON ← ENDPOINT-POST-/users/me/play-with/toot-
name↦→json>
```

635025581045997038

```
#<ENDPOINT POST /users/me/play-with/:TOOT-NAME ↦ APPLICATION/JSON
← ENDPOINT-POST-/users/me/play-with/toot-name↦→json>
```

2725175015971607415

```
#<ENDPOINT GET /world/json ↦ APPLICATION/JSON ← ENDPOINT-GET-
/world↦→json>
```

3271757561095108054

```
#<ENDPOINT GET /world ↦ APPLICATION/JSON ← ENDPOINT-GET-
/world↦→json>
```

385524676063845658

```
#<ENDPOINT GET /world/tootanga/:LATITUDE/:LONGITUDE/:ALTITUDE/json
↦ APPLICATION/JSON ← ENDPOINT-GET-/world/tootanga/latitude/longitude/altitude↦→j
```

3423369905937201739

```
#<ENDPOINT GET /world/tootanga/:LATITUDE/:LONGITUDE/:ALTITUDE ↦
APPLICATION/JSON ← ENDPOINT-GET-/world/tootanga/latitude/longitude/altitude↦→json
```

3010244976934717594

```
#<ENDPOINT GET /world/clock/date/txt ↦ TEXT/PLAIN ← ENDPOINT-GET-
/world/clock/date↦→txt>
```

3542956409881927519

```
#<ENDPOINT GET /world/clock/date ↦ TEXT/PLAIN ← ENDPOINT-GET-
/world/clock/date↦→txt>
```

903662128716469545

```
#<ENDPOINT GET /world/clock/date/long/txt ↦ TEXT/PLAIN ←
ENDPOINT-GET-/world/clock/date/long↦→txt>
```

4521263252416595045

```
#<ENDPOINT GET /world/clock/date/long ↦ TEXT/PLAIN ←
ENDPOINT-GET-/world/clock/date/long↦→txt>
```

4474702625315267486

```
#<ENDPOINT GET /world/clock/date/abbrev/txt ↦ TEXT/PLAIN ←
ENDPOINT-GET-/world/clock/date/abbrev↦→txt>
```

4044962940318310263

```
#<ENDPOINT GET /world/clock/date/abbrev ↦ TEXT/PLAIN ←
ENDPOINT-GET-/world/clock/date/abbrev↦→txt>
```

1234443831199153308

```
#<ENDPOINT GET /world/clock/time/json ↦ APPLICATION/JSON ←
ENDPOINT-GET-/world/clock/time↦→json>
```

64981768924257163

```
#<ENDPOINT GET /world/clock/time ↦ APPLICATION/JSON ←
  ENDPOINT-GET-/world/clock/time↦json>
```

3128562978297264469

```
#<ENDPOINT GET /world/clock/time/txt ↦ TEXT/PLAIN ← ENDPOINT-GET-
  /world/clock/time↦txt>
```

1220359457604711210

```
#<ENDPOINT GET /world/clock/time ↦ TEXT/PLAIN ← ENDPOINT-GET-
  /world/clock/time↦txt>
```

474134724174379242

```
#<ENDPOINT GET /world/clock/calendar/year/:YEAR/month/:MONTH/fragment/html ↦
  ↦ TEXT/HTML ← ENDPOINT-GET-/world/clock/calendar/year/year/month/month/fragment↦
```

4465150788489470284

```
#<ENDPOINT GET /world/clock/calendar/year/:YEAR/month/:MONTH/fragment ↦
  ↦ TEXT/HTML ← ENDPOINT-GET-/world/clock/calendar/year/year/month/month/fragment↦
```

1995753829732542241

```
#<ENDPOINT GET /world/clock/calendar/now/fragment/html ↦
  TEXT/HTML ← ENDPOINT-GET-/world/clock/calendar/now/fragment↦html>■
```

990868233327192808

```
#<ENDPOINT GET /world/clock/calendar/now/fragment ↦ TEXT/HTML ←
  ENDPOINT-GET-/world/clock/calendar/now/fragment↦html>
```

3830107823585105774

```
#<ENDPOINT GET /world/clock/calendar/year/:YEAR/fragment/html ↦
  TEXT/HTML ← ENDPOINT-GET-/world/clock/calendar/year/year/fragment↦html>■
```

2898106294566400561

```
#<ENDPOINT GET /world/clock/calendar/year/:YEAR/fragment ↦
  TEXT/HTML ← ENDPOINT-GET-/world/clock/calendar/year/year/fragment↦html>■
```

1441330249852351824

```
#<ENDPOINT GET /world/clock/calendar/year/:YEAR/month/:MONTH/html
  ↦ TEXT/HTML ← ENDPOINT-GET-/world/clock/calendar/year/year/month/month↦html>■
```

3107319515624852900

```
#<ENDPOINT GET /world/clock/calendar/year/:YEAR/month/:MONTH ↦
  TEXT/HTML ← ENDPOINT-GET-/world/clock/calendar/year/year/month/month↦html>■
```

4050907988209917166

```
#<ENDPOINT GET /world/clock/time/detailed/txt ↦ TEXT/PLAIN ←
  ENDPOINT-GET-/world/clock/time/detailed↦txt>
```

3710653948837694751

```
#<ENDPOINT GET /world/clock/time/detailed ↦ TEXT/PLAIN ←
  ENDPOINT-GET-/world/clock/time/detailed↦txt>
```

3796390286142599632

```
#<ENDPOINT GET /world/sky/tootanga/:LATITUDE/:LONGITUDE/json ↦
  APPLICATION/JSON ← ENDPOINT-GET-/world/sky/tootanga/latitude/longitude↦json>■
```

```

2444360649006507045
    #<ENDPOINT GET /world/sky/tootanga/:LATITUDE/:LONGITUDE ↦
    APPLICATION/JSON ← ENDPOINT-GET-/world/sky/tootanga/latitude/longitude↦json>■

3899839684376630916
    #<ENDPOINT POST /gossip/twilio/incoming/call ↦ TEXT/XML ←
    ENDPOINT-POST-/gossip/twilio/incoming/call↦xml>

14645949841099209
    #<ENDPOINT POST /gossip/twilio/incoming/fax ↦ TEXT/XML ←
    ENDPOINT-POST-/gossip/twilio/incoming/fax↦xml>

1490427615918773705
    #<ENDPOINT POST /gossip/twilio/incoming/sms ↦ TEXT/XML ←
    ENDPOINT-POST-/gossip/twilio/incoming/sms↦xml>

1702692747509867472
    #<ENDPOINT POST /gossip/twilio/incoming/whatsapp ↦ TEXT/XML ←
    ENDPOINT-POST-/gossip/twilio/incoming/whatsapp↦xml>

2248636144567731984
    #<ENDPOINT POST /gossip/twilio/incoming/verify ↦ TEXT/XML ←
    ENDPOINT-POST-/gossip/twilio/incoming/verify↦xml>

2538184196477881734
    #<ENDPOINT POST /gossip/alexa/info/region/:REGION/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/gossip/alexa/info/region/region↦json>■

4451440760646442058
    #<ENDPOINT POST /gossip/alexa/info/region/:REGION ↦ APPLICATION/JSON■
    ← ENDPOINT-POST-/gossip/alexa/info/region/region↦json>

3129363612469868778
    #<ENDPOINT POST /gossip/alexa/chat/region/:REGION/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/gossip/alexa/chat/region/region↦json>■

3772889472112935846
    #<ENDPOINT POST /gossip/alexa/chat/region/:REGION ↦ APPLICATION/JSON■
    ← ENDPOINT-POST-/gossip/alexa/chat/region/region↦json>

2914246148950682845
    #<ENDPOINT POST /gossip/alexa/clock/region/:REGION/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/gossip/alexa/clock/region/region↦json>■

3607211951621492359
    #<ENDPOINT POST /gossip/alexa/clock/region/:REGION ↦
    APPLICATION/JSON ← ENDPOINT-POST-/gossip/alexa/clock/region/region↦json>■

3514820420918378876
    #<ENDPOINT POST /world/infinity/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity↦json>

2983796640953129098
    #<ENDPOINT POST /world/infinity ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity↦json>

```

```
4297781951900874698
    #<ENDPOINT POST /world/infinity/add-furniture/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/add-
    furniture↦json>

4153708598936678059
    #<ENDPOINT POST /world/infinity/add-furniture ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/add-furniture↦json>

3534633058848260767
    #<ENDPOINT POST /world/infinity/add-to-list/json ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/add-to-list↦json>

3160128725037955181
    #<ENDPOINT POST /world/infinity/add-to-list ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/add-to-list↦json>

886494176412242955
    #<ENDPOINT POST /world/infinity/click/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/click↦json>

4605344589893295780
    #<ENDPOINT POST /world/infinity/click ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/click↦json>

2769295429646498886
    #<ENDPOINT POST /world/infinity/create-user-house/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/create-user-
    house↦json>

3156673351385279550
    #<ENDPOINT POST /world/infinity/create-user-house ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/create-user-house↦json>

2034904767075969688
    #<ENDPOINT POST /world/infinity/dofff/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/dofff↦json>

2856840100888173339
    #<ENDPOINT POST /world/infinity/dofff ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/dofff↦json>

2115080225378518581
    #<ENDPOINT POST /world/infinity/don/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/don↦json>

86474508769345563
    #<ENDPOINT POST /world/infinity/don ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/don↦json>

600502829093376564
    #<ENDPOINT POST /world/infinity/echo/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/echo↦json>
```

```
1407229498174929943
    #<ENDPOINT POST /world/infinity/echo ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/echo↦json>

1818181793002447105
    #<ENDPOINT POST /world/infinity/finger/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/finger↦json>

411075493542412538
    #<ENDPOINT POST /world/infinity/finger ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/finger↦json>

1426436054577212618
    #<ENDPOINT POST /world/infinity/game-action/json ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/game-action↦json>

2905404326129432418
    #<ENDPOINT POST /world/infinity/game-action ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/game-action↦json>

3612501823886010390
    #<ENDPOINT POST /world/infinity/get-avatars/json ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-avatars↦json>

90288663164151526
    #<ENDPOINT POST /world/infinity/get-avatars ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/get-avatars↦json>

1296999664440820690
    #<ENDPOINT POST /world/infinity/get-color-palettes/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-color-
    palettes↦json>

4027751240528359165
    #<ENDPOINT POST /world/infinity/get-color-palettes ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-color-
    palettes↦json>

4532850485041467476
    #<ENDPOINT POST /world/infinity/get-inventory/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-
    inventory↦json>

243021057524799367
    #<ENDPOINT POST /world/infinity/get-inventory ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-inventory↦json>

4167155213974489996
    #<ENDPOINT POST /world/infinity/get-inventory-by-type/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-inventory-
    by-type↦json>
```

```
1047054423369345559
    #<ENDPOINT POST /world/infinity/get-inventory-by-type ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-inventory-
    by-type↦json>

815127266796768811
    #<ENDPOINT POST /world/infinity/get-online-users/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-online-
    users↦json>

4106792282579579131
    #<ENDPOINT POST /world/infinity/get-online-users ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-online-users↦json>

1530669576519352676
    #<ENDPOINT POST /world/infinity/get-room-list/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-room-
    list↦json>

1229240807035145934
    #<ENDPOINT POST /world/infinity/get-room-list ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-room-list↦json>

3632934770832966793
    #<ENDPOINT POST /world/infinity/get-server-time/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-server-
    time↦json>

723702752102433611
    #<ENDPOINT POST /world/infinity/get-server-time ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-server-time↦json>

2381679612391285307
    #<ENDPOINT POST /world/infinity/get-session-apple/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-session-
    apple↦json>

1941036288412020259
    #<ENDPOINT POST /world/infinity/get-session-apple ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-session-apple↦json>

2545589777087219548
    #<ENDPOINT POST /world/infinity/get-store-item-info/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-store-item-
    info↦json>

3591109234948706272
    #<ENDPOINT POST /world/infinity/get-store-item-info ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-store-
    item-info↦json>
```

```
388236602821079676
    #<ENDPOINT POST /world/infinity/get-user-lists/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-user-
    lists↦json>

4026062155054880834
    #<ENDPOINT POST /world/infinity/get-user-lists ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-user-lists↦json>

1867351472563902820
    #<ENDPOINT POST /world/infinity/get-wallet/json ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-wallet↦json>

743393508375587111
    #<ENDPOINT POST /world/infinity/get-wallet ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/get-wallet↦json>

1487464466660955791
    #<ENDPOINT POST /world/infinity/get-zone-list/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-zone-
    list↦json>

3499294289065798086
    #<ENDPOINT POST /world/infinity/get-zone-list ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-zone-list↦json>

1742512978231992899
    #<ENDPOINT POST /world/infinity/give/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/give↦json>

3186022246400269368
    #<ENDPOINT POST /world/infinity/give ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/give↦json>

3393910229766804491
    #<ENDPOINT POST /world/infinity/go/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/go↦json>

2345155363327254156
    #<ENDPOINT POST /world/infinity/go ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/go↦json>

111246169399534578
    #<ENDPOINT POST /world/infinity/init-user-room/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/init-user-
    room↦json>

3645887930300868921
    #<ENDPOINT POST /world/infinity/init-user-room ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/init-user-room↦json>

2246548973544009574
    #<ENDPOINT POST /world/infinity/join/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/join↦json>
```



```

4579938525002377968
    #<ENDPOINT POST /world/infinity/join ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/join↦json>

1434158854020747068
    #<ENDPOINT POST /world/infinity/logout/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/logout↦json>

3302013364249440874
    #<ENDPOINT POST /world/infinity/logout ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/logout↦json>

4237490832679781235
    #<ENDPOINT POST /world/infinity/mail-customer-service/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/mail-customer-
    service↦json>

2053750045881607118
    #<ENDPOINT POST /world/infinity/mail-customer-service ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/mail-customer-
    service↦json>

3279637421459493870
    #<ENDPOINT POST /world/infinity/peek-at-inventory/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/peek-at-
    inventory↦json>

31126383443591073
    #<ENDPOINT POST /world/infinity/peek-at-inventory ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/peek-at-inventory↦json>

2114634252262689739
    #<ENDPOINT POST /world/infinity/ping/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/ping↦json>

1497657590906864494
    #<ENDPOINT POST /world/infinity/ping ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/ping↦json>

3944391893719435316
    #<ENDPOINT POST /world/infinity/prompt-reply/json ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/prompt-reply↦json>

3447085172245388639
    #<ENDPOINT POST /world/infinity/prompt-reply ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/prompt-reply↦json>

4275937288897563148
    #<ENDPOINT POST /world/infinity/remove-from-list/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/remove-from-
    list↦json>

4399652790573300362
    #<ENDPOINT POST /world/infinity/remove-from-list ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/remove-from-list↦json>

```

715734164857350997

#<ENDPOINT POST /world/infinity/report-bug/json \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/report-bug \mapsto json>

1142409125308217021

#<ENDPOINT POST /world/infinity/report-bug \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/report-bug \mapsto json>

2929010456783785717

#<ENDPOINT POST /world/infinity/report-user/json \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/report-user \mapsto json>

4347007719556469473

#<ENDPOINT POST /world/infinity/report-user \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/report-user \mapsto json>

274901334464311133

#<ENDPOINT POST /world/infinity/request-buddy/json \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/request-
buddy \mapsto json>

3758851943699585440

#<ENDPOINT POST /world/infinity/request-buddy \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/request-buddy \mapsto json>

1463511803243320041

#<ENDPOINT POST /world/infinity/send-out-of-band-message/json \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/send-out-of-
band-message \mapsto json>

2353418606147398

#<ENDPOINT POST /world/infinity/send-out-of-band-message \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/send-out-of-
band-message \mapsto json>

3630072932184348066

#<ENDPOINT POST /world/infinity/server-time/json \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/server-time \mapsto json>

3995549550556215699

#<ENDPOINT POST /world/infinity/server-time \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/server-time \mapsto json>

3612183101183848272

#<ENDPOINT POST /world/infinity/set-avatar-color/json \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/set-avatar-
color \mapsto json>

2261376797728342278

#<ENDPOINT POST /world/infinity/set-avatar-color \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/set-avatar-color \mapsto json>

```
3252339162700958257
  #<ENDPOINT POST /world/infinity/set-furniture/json ↦
  APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/set-
  furniture↦json>

162550141888702464
  #<ENDPOINT POST /world/infinity/set-furniture ↦ APPLICATION/JSON
  ← ENDPOINT-POST-/world/infinity/set-furniture↦json>

1208366953458090133
  #<ENDPOINT POST /world/infinity/set-room-var/json ↦ APPLICATION/JSON
  ← ENDPOINT-POST-/world/infinity/set-room-var↦json>

4445291985524611193
  #<ENDPOINT POST /world/infinity/set-room-var ↦ APPLICATION/JSON ←
  ENDPOINT-POST-/world/infinity/set-room-var↦json>

3156243483016127915
  #<ENDPOINT POST /world/infinity/set-user-var/json ↦ APPLICATION/JSON
  ← ENDPOINT-POST-/world/infinity/set-user-var↦json>

3788583612421438164
  #<ENDPOINT POST /world/infinity/set-user-var ↦ APPLICATION/JSON ←
  ENDPOINT-POST-/world/infinity/set-user-var↦json>

3714301876461587212
  #<ENDPOINT POST /world/infinity/spawn-zone/json ↦ APPLICATION/JSON
  ← ENDPOINT-POST-/world/infinity/spawn-zone↦json>

677933659063334801
  #<ENDPOINT POST /world/infinity/spawn-zone ↦ APPLICATION/JSON ←
  ENDPOINT-POST-/world/infinity/spawn-zone↦json>

4574057132262960364
  #<ENDPOINT POST /world/infinity/speak/json ↦ APPLICATION/JSON ←
  ENDPOINT-POST-/world/infinity/speak↦json>

2537548613447673980
  #<ENDPOINT POST /world/infinity/speak ↦ APPLICATION/JSON ←
  ENDPOINT-POST-/world/infinity/speak↦json>

3625523948320548380
  #<ENDPOINT POST /world/infinity/start-event/json ↦ APPLICATION/JSON
  ← ENDPOINT-POST-/world/infinity/start-event↦json>

28145633782456136
  #<ENDPOINT POST /world/infinity/start-event ↦ APPLICATION/JSON ←
  ENDPOINT-POST-/world/infinity/start-event↦json>

3573642821779180528
  #<ENDPOINT POST /world/infinity/end-event/json ↦ APPLICATION/JSON
  ← ENDPOINT-POST-/world/infinity/end-event↦json>
```

3971243235013808867

#<ENDPOINT POST /world/infinity/end-event \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/end-event \mapsto json>

4094027678187318451

#<ENDPOINT POST /world/infinity/use-equipment/json \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/use-
equipment \mapsto json>

2000081458093256992

#<ENDPOINT POST /world/infinity/use-equipment \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/use-equipment \mapsto json>

4204947670449303791

#<ENDPOINT POST /world/infinity/add-journal-entry/json \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/add-journal-
entry \mapsto json>

3892582786088941557

#<ENDPOINT POST /world/infinity/add-journal-entry \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/add-journal-entry \mapsto json>

1375612565279927928

#<ENDPOINT POST /world/infinity/delete-mail-message/json \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/delete-mail-
message \mapsto json>

4436290906837033172

#<ENDPOINT POST /world/infinity/delete-mail-message \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/delete-
mail-message \mapsto json>

2230697178133601397

#<ENDPOINT POST /world/infinity/doff/json \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/doff \mapsto json>

2262727635859522983

#<ENDPOINT POST /world/infinity/doff \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/doff \mapsto json>

2941269994842038810

#<ENDPOINT POST /world/infinity/get-mail-in-box/json \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/get-mail-
in-box \mapsto json>

1747771810566703308

#<ENDPOINT POST /world/infinity/get-mail-in-box \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/get-mail-in-box \mapsto json>

3798885911312028850

#<ENDPOINT POST /world/infinity/get-passport/json \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/get-passport \mapsto json>

```
2904598588733088666
    #<ENDPOINT POST /world/infinity/get-passport ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/get-passport↦json>

2939097456470116256
    #<ENDPOINT POST /world/infinity/send-mail-message/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/send-mail-
    message↦json>

2969945001075424066
    #<ENDPOINT POST /world/infinity/send-mail-message ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/send-mail-message↦json>

1779739157844399139
    #<ENDPOINT POST /world/infinity/stamp-passport/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/stamp-
    passport↦json>

3439491491755883883
    #<ENDPOINT POST /world/infinity/stamp-passport ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/stamp-passport↦json>

3292086240137672046
    #<ENDPOINT POST /world/infinity/enumerate-wear-slots/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/enumerate-wear-
    slots↦json>

2976415471988222329
    #<ENDPOINT POST /world/infinity/enumerate-wear-slots ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/enumerate-
    wear-slots↦json>

3910763075184512485
    #<ENDPOINT POST /world/infinity/wardrobe/json ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/wardrobe↦json>

1812566037956311588
    #<ENDPOINT POST /world/infinity/wardrobe ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/wardrobe↦json>

1632442791808375756
    #<ENDPOINT POST /world/infinity/get-room-vars/json ↦
    APPLICATION/JSON ← ENDPOINT-POST-/world/infinity/get-room-
    vars↦json>

468288789791614400
    #<ENDPOINT POST /world/infinity/get-room-vars ↦ APPLICATION/JSON
    ← ENDPOINT-POST-/world/infinity/get-room-vars↦json>

1675699997633227251
    #<ENDPOINT POST /world/infinity/wtl/json ↦ APPLICATION/JSON ←
    ENDPOINT-POST-/world/infinity/wtl↦json>
```

935878708885882574

#<ENDPOINT POST /world/infinity/wtl \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/wtl \mapsto json>

152427975052322824

#<ENDPOINT POST /world/infinity/wtl-4/json \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/wtl-4 \mapsto json>

4400131562262490604

#<ENDPOINT POST /world/infinity/wtl-4 \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/wtl-4 \mapsto json>

4425915036243019463

#<ENDPOINT POST /world/infinity/shoot/json \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/shoot \mapsto json>

2806337527219004503

#<ENDPOINT POST /world/infinity/shoot \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/shoot \mapsto json>

1230518630342143647

#<ENDPOINT POST /world/infinity/toot-list/json \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/toot-list \mapsto json>

4335180912172648585

#<ENDPOINT POST /world/infinity/toot-list \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/toot-list \mapsto json>

2404520522177971559

#<ENDPOINT POST /world/infinity/play-with/json \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/play-with \mapsto json>

211099490374444857

#<ENDPOINT POST /world/infinity/play-with \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/play-with \mapsto json>

949834039714802218

#<ENDPOINT POST /world/infinity/quiesce/json \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/quiesce \mapsto json>

4538439985630186268

#<ENDPOINT POST /world/infinity/quiesce \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/quiesce \mapsto json>

4104464769970938872

#<ENDPOINT POST /world/infinity/consider-child-approval/json \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/consider-child-
approval \mapsto json>

1630414277483219540

#<ENDPOINT POST /world/infinity/consider-child-approval \mapsto
APPLICATION/JSON \leftarrow ENDPOINT-POST-/world/infinity/consider-child-
approval \mapsto json>

3222404907486997097

#<ENDPOINT POST /world/infinity/read-map/json \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/read-map \mapsto json>

4162667056903443726

#<ENDPOINT POST /world/infinity/read-map \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/read-map \mapsto json>

623972198993136222

#<ENDPOINT POST /world/infinity/user-agent/json \mapsto APPLICATION/JSON
 \leftarrow ENDPOINT-POST-/world/infinity/user-agent \mapsto json>

3318734997694903237

#<ENDPOINT POST /world/infinity/user-agent \mapsto APPLICATION/JSON \leftarrow
ENDPOINT-POST-/world/infinity/user-agent \mapsto json>

8.35 Tootsville::***Extensions-For-Content-Types***

8.35.1 Variable

Extensions-For-Content-Types names an undocumented variable with the value of type CONS

8.36 Tootsville::***Google-Account-Keys-Refresh***

8.36.1 Variable

Google-Account-Keys-Refresh names a variable:

How often (in sec) to refresh the Google account keys?

These are used in Firebase authentication verification, but only in the event Cache-Control: max-age is not set on the keys, which it usually is.

Its value is 1,200 (#x4B0)

8.37 Tootsville::***Habitat-Map***

8.37.1 Variable

Habitat-Map names a variable:

The Tootanga map contains color-coded pixels representing the various habitat areas of the game. Each pixel represents a 200m by 200m area; thus, the entire map area (800 by 600 pixels) represents a playable game area of 160 by 120 km.

Its value is of type PNGLOAD:PNG

8.38 Tootsville::***Http-Status-Message***

8.38.1 Variable

Http-Status-Message names an undocumented variable with the value the hash table:

100 Continue, please. I'd like to hear more.

101 Switching Protocols

200 Okie-dokie, here you go!

201 Look at what I've made now

202 I'll take that, sure

203 I'm not really sure, but ...

204 Here's the nothing you wanted

205 Reset Content

206 Partial Content

207 Multi-Status

300 Multiple Choices

301 Moved Permanently

302 Moved Temporarily

303 See Other

304 Not Modified

305 Use Proxy

307 Temporary Redirect

400 Bad Request

401 Authorization Required

402 Payment Required

403 Forbidden

404 Not Found

405 Method Not Allowed

406 Not Acceptable

407 Proxy Authentication Required

408 Request Time-out

409 Conflict

410 Gone

411 Length Required

412	Precondition Failed
413	Request Entity Too Large
414	Request-URI Too Large
415	Unsupported Media Type
416	Requested range not satisfiable
417	Expectation Failed
422	Unprocessable Entity
424	Failed Dependency
500	Internal Server Error
501	Not Implemented
502	Bad Gateway
503	Service Unavailable
504	Gateway Time-out
505	Version not supported

8.39 Tootsville::***Humidity-Field***

8.39.1 Variable

Humidity-Field names a variable:

The humidity field for the entire island of Tootanga.

Its value is of type (SIMPLE-ARRAY T (800 600))

8.40 Tootsville::***Ice-Credentials***

8.40.1 Variable

Ice-Credentials names an undocumented variable with the value NIL

8.41 Tootsville::***Infinity-Ops***

8.41.1 Variable

Infinity-Ops names an undocumented variable with the value NIL

8.42 Tootsville::***Infinity-Rest-Requests***

8.42.1 Variable

Infinity-Rest-Requests names an undocumented variable with the value 0 (#x0)

8.43 Tootsville::***Infinity-Stream-Requests***

8.43.1 Variable

Infinity-Stream-Requests names an undocumented variable with the value 0 (`#x0`)

8.44 Tootsville::***Infinity-Users***

8.44.1 Variable

Infinity-Users names an undocumented variable with the value the hash table:

8.45 Tootsville::***Infinity-Websocket-Resource***

8.45.1 Variable

Infinity-Websocket-Resource names an undocumented variable with the value of type `TOOTSVILLE::INFINITY-WEB SOCKET-RESOURCE`

8.46 Tootsville::***Maintenance-Tasks-Performed***

8.46.1 Variable

Maintenance-Tasks-Performed names an undocumented variable with the value NIL

8.47 Tootsville::***Metronome***

8.47.1 Variable

Metronome names an undocumented variable with the value NIL

8.48 Tootsville::***Metronome-Next-Tick***

8.48.1 Variable

Metronome-Next-Tick names a variable:

The time at which the Metronome should next “tick”.

Its value is 3.822785773598251d9 (#x3.822785773598251d9)

8.49 Tootsville::***Metronome-Run***

8.49.1 Variable

Metronome-Run names an undocumented variable with the value T

8.50 Tootsville::***Metronome-Task-Lock***

8.50.1 Variable

Metronome-Task-Lock names a variable:

A lock used to protect inter-thread access to the Metronome tasks.

Its value is NIL

8.51 Tootsville::***Metronome-Tasks***

8.51.1 Variable

Metronome-Tasks names an undocumented variable with the value NIL

8.52 Tootsville::***Motd***

8.52.1 Variable

Motd names a variable:

The message of the day.

This is served up to every person who signs in. It can be altered easily using the Section 7.57 [TOOTSVILLE-USER MOTD], page 185, command.

Its value is "Welcome to Tootsville! Let's make some noise!

This is experimental server software for Tootsville V.

Lots of things will not work yet."

8.53 Tootsville::***NPC-List***

8.53.1 Variable

NPC-List names an undocumented variable with the value the hash table:

ZAP	ZAP
FLORA	FLORA
SUPERSTAR	SUPERSTAR
LIL-MC	LIL-MC
CUPID	CUPID
MOO	MOO
DOTTIE	DOTTIE
SPARKLE	SPARKLE
DOODLE	DOODLE
PICASSO	PICASSO
HARMONY	HARMONY
PROPS	PROPS
RAD	RAD
CHAOS	CHAOS
SMUDGE	SMUDGE
SPLOOT	SPLOOT
NEVERMIND	NEVERMIND
SHADE	SHADE
JACK	JACK
SNOWCONE	SNOWCONE
MAYOR-LOUIS	MAYOR-LOUIS
WELDUH	WELDUH

8.54 Tootsville::***Original-Debugger-Hook***

8.54.1 Variable

Original-Debugger-Hook names a variable:

The value of ***DEBUGGER-HOOK*** (see the Common Lisp HyperSpec) saved by Section 8.635 [TOOTSVILLE HOOK-INTO-DEBUGGER], page 895,

Its value is NIL

8.55 Tootsville::***Post-Tests-Queue***

8.55.1 Variable

Post-Tests-Queue names a variable:

Power-on-self-tests are placed into this queue, usually by DEFPOST.

Its value is of type CONS

8.56 Tootsville::***Robots***

8.56.1 Variable

Robots names a variable:

All robots currently active in the game world from this node.

Its value is the hash table:

8.57 Tootsville::***Running-Main-Loop***

8.57.1 Variable

Running-Main-Loop names an undocumented variable with the value NIL

8.58 Tootsville::***Stable-Nonce***

8.58.1 Variable

Stable-Nonce names a variable:

A nonce value used as a non-cryptographically-secure salt value for casual purposes such as generating buddy list request signatures. It should remain stable for a long time, but can change occassionally (e.g. due to server reboots)

Its value is "l0%ăl0Ál0ŕÊ8ĖQ"

8.59 Tootsville::***Started***

8.59.1 Variable

Started names a variable:

The time at which the server was started

Its value is NIL

8.60 Tootsville::***Tcp-Clients***

8.60.1 Variable

Tcp-Clients names an undocumented variable with the value the hash table:

8.61 Tootsville::***Tcp-Listener***

8.61.1 Variable

Tcp-Listener names an undocumented variable with the value NIL

8.62 Tootsville::***Tcp-Peer-Traffic***

8.62.1 Variable

Tcp-Peer-Traffic names an undocumented variable with the value 0 (#x0)

8.63 Tootsville::***The-Metronome-Thread***

8.63.1 Variable

The-Metronome-Thread names a variable:

The thread from which the metronome's coördination efforts are conducted.

Its value is NIL

8.64 Tootsville::***Toot***

8.64.1 Variable

Toot names a variable:

The Toot that the active user, is currently using.

Its value is NIL

8.65 Tootsville::***Trace-Output-Heartbeat-Time***

8.65.1 Variable

Trace-Output-Heartbeat-Time names a variable:

A thread listing is dumped every ***TRACE-OUTPUT-HEARTBEAT-TIME*** seconds into the verbose log.

Its value is 90 (#x5A)

8.66 Tootsville::***User***

8.66.1 Variable

User names a variable:

The currently-signed-in user, if any

Its value is NIL

8.67 Tootsville::***Utc-Timezone***

8.67.1 Variable

Utc-Timezone names a variable:

The UTC time zone.

The Universal Coordinated Time time zone.

For practical purposes, this is essentially the same as GMT (Greenwich Mean Time) or Z (Zulu Time).

Its value is of type LOCAL-TIME::TIMEZONE

8.68 Tootsville::***Verbose-Bugs***

8.68.1 Variable

Verbose-Bugs names a variable:

The client to whom to report bugs. See Section 7.92 [TOOTSVILLE-USER VERBOSE-BUGS], page 223,

Its value is NIL

8.69 Tootsville::***Verbose-Logging-Lock***

8.69.1 Variable

Verbose-Logging-Lock names a variable:

A lock used to prevent the Verbose library from cross-talking over itself.

When multiple threads try to write at the same time, you can get partial messages mixed together in a confusing way. This lock prevents that from occurring when we use our definition of `VERBOSE::FORMAT-MESSAGE` (not in this manual) which observes it.

Its value is of type `SB-THREAD:MUTEX`

8.70 Tootsville::***Weak-Record-Cache***

8.70.1 Variable

Weak-Record-Cache names a variable:

A cache for loaded single objects.

Used by Section 8.1003 [TOOTSVILLE REFINDE-RECORD], page 1296, which in turn is used by Section 8.547 [TOOTSVILLE FIND-RECORD], page 806.

Its value is the hash table:

8.71 Tootsville::***Weather-Kernel***

8.71.1 Variable

Weather-Kernel names an undocumented variable with the value NIL

8.72 Tootsville::***Websocket-Server***

8.72.1 Variable

Websocket-Server names a variable:

The Hunchentoot/Hunchensocket server object for WebSockets.

Its value is NIL

8.73 Tootsville::***Wind-Vector-Field***

8.73.1 Variable

Wind-Vector-Field names a variable:

The wind vector field for the entire island of Tootanga.

Its value is of type (SIMPLE-ARRAY T (800 600))

8.74 Tootsville::***Ws-Chars-Broadcast***

8.74.1 Variable

Ws-Chars-Broadcast names a variable:

Total payload characters broadcast.

NB you'd have to multiply this by connected clients to get a real idea of the bandwidth involved.

Its value is 0 (#x0)

8.75 Tootsville::***Ws-Chars-Received***

8.75.1 Variable

Ws-Chars-Received names a variable:

Total payload characters read.

Its value is 0 (#x0)

8.76 Tootsville::***Ws-Chars-Unicast***

8.76.1 Variable

Ws-Chars-Unicast names a variable:

Total payload characters unicast to anyone.

Its value is 0 (#x0)

8.77 Tootsville::***Ws-Client-For-Toot***

8.77.1 Variable

Ws-Client-For-Toot names an undocumented variable with the value the hash table:

8.78 Tootsville::*Ws-Client-For-User*****

8.78.1 Variable

Ws-Client-For-User names an undocumented variable with the value the hash table:

8.79 Tootsville::***Ws-Connections***

8.79.1 Variable

Ws-Connections names a variable:

The number of times that someone has connected ever. *NOT* the same as *active* connections.

Its value is 0 (#x0)

8.80 Tootsville::***Ws-Sign-Ins***

8.80.1 Variable

Ws-Sign-Ins names a variable:

The number of times that someone has authenticated (signed in) ever.

Its value is 0 (#x0)

8.81 Tootsville::***Ws-Surprise-Disconnects***

8.81.1 Variable

Ws-Surprise-Disconnects names a variable:

Number of times someone has dropped a connection without a proper disconnection sequence.

Its value is 0 (#x0)

8.82 Tootsville::***Ws-Traffic-Commands***

8.82.1 Variable

Ws-Traffic-Commands names an undocumented variable with the value the hash table:

8.83 Tootsville::***Ws-Traffic-From***

8.83.1 Variable

Ws-Traffic-From names an undocumented variable with the value the hash table:

8.84 Tootsville::***Ws-Traffic-Other***

8.84.1 Variable

Ws-Traffic-Other names an undocumented variable with the value 0 (#x0)

8.85 Tootsville::+Alexa-Timestamp-Tolerance+

8.85.1 Variable

+Alexa-Timestamp-Tolerance+ names a variable:

Amazon requires we request queries with a timestamp more than \pm this many seconds.

Its value is 150 (#x96)

8.86 Tootsville::+Amazon-Cert-Chain-Url-Matching+

8.86.1 Variable

+Amazon-Cert-Chain-Url-Matching+ names a variable:

list of pairs of strings and comparison functions which must be met for the URL of an Alexa certificate chain. See Section 8.192 [TOOTSVILLE CHECK-ALEXA-SIGNATURE-CERT-CHAIN-URL], page 448,

Its value is of type CONS

8.87 Tootsville::+Backtrace-Regex+

8.87.1 Variable

+Backtrace-Regex+ names a variable:

A regular expression to split backtraces

Its value is `"\\n\\w*\\d+:"`

8.88 Tootsville::+Builder-Toot-Hard-Hat-Template+

8.88.1 Variable

+Builder-Toot-Hard-Hat-Template+ names a variable:

This item grants a player the ability to run operator commands.

Its value is 2,494 (#x9BE)

8.89 Tootsville::+Color24-Names+

8.89.1 Variable

+Color24-Names+ names an undocumented variable with the value of type CONS

8.90 Tootsville::+Color24-Values+

8.90.1 Variable

+Color24-Values+ names an undocumented variable with the value of type CONS

8.91 Tootsville::+Credits+

8.91.1 Variable

+Credits+ names a variable:

The Tootsville credits

Its value is "Tootsville V by Bruce-Robert Pocock at the Corporation for Inter-World Tourism

Special thanks to Chris Brunner, Ali Dolan, Mariaelisa Greenwood,
Richard Harnden, Levi Mc Call, Gian Ratnapala, and Zephyr Salz.

In memory of the contributions of Maureen Kenny (RIP).

Tootsville IV by Brandon Booker, Gene Cronk, Robert Dawson, Eric
Feiling, Tim Hays, Sean King, Mark Mc Corkle, Cassandra Nichol,
Bruce-Robert Pocock, and Ed Winkelman at Res Interactive, LLC."

8.92 Tootsville::+Doc-Packages+

8.92.1 Variable

+Doc-Packages+ names a variable:

The packages whose symbols are to be included in the manual.

Its value is of type CONS

8.93 Tootsville::+Facing-Angles+

8.93.1 Variable

+Facing-Angles+ names a variable:

The eight cardinal directions, mapped to angles in radians.

See Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.

Would be a constant, except for issues with making hash-table constants.

Its value is the hash table:

N	0
NE	0.7853981633974483d0
E	1.5707963267948966d0
SE	2.356194490192345d0
S	3.141592653589793d0
SW	3.9269908169872414d0
W	4.71238898038469d0
NW	5.497787143782138d0

8.94 Tootsville::+Gravatar-Base-Uri+

8.94.1 Variable

+Gravatar-Base-Uri+ names a variable:

Why would we ever `_not_` use SSL?

Its value is of type `PURI:URI`

8.95 Tootsville::+Habitat-Colors+

8.95.1 Variable

+Habitat-Colors+ names a variable:

The color triplets which represent each type of habitat in the PNG habitat map.

Its value is of type CONS

8.96 Tootsville::+Initial-T-Shirt-Colors+

8.96.1 Variable

+Initial-T-Shirt-Colors+ names an undocumented variable with the value of type CONS

8.97 Tootsville::+Moon-Day+

8.97.1 Variable

+Moon-Day+ names an undocumented variable with the value 63,720 (`#xF8E8`)

8.98 Tootsville::+Moon-Year+

8.98.1 Variable

+Moon-Year+ names an undocumented variable with the value 3,600,000 (#x36EE80)

8.99 Tootsville::+Other-Moon-Day+

8.99.1 Variable

+Other-Moon-Day+ names an undocumented variable with the value 125,280 (#x1E960)

8.100 Tootsville::+Other-Moon-Year+

8.100.1 Variable

+Other-Moon-Year+ names an undocumented variable with the value 583,243 (#x8E64B)

8.101 Tootsville::+Pink-Moon-Day+

8.101.1 Variable

+Pink-Moon-Day+ names an undocumented variable with the value 483,840 (#x76200)

8.102 Tootsville::+Pink-Moon-Year+

8.102.1 Variable

+Pink-Moon-Year+ names an undocumented variable with the value 452,398,723 (#x1AF70E83)

8.103 Tootsville::+Pre-Login-Max-Commands+

8.103.1 Variable

+Pre-Login-Max-Commands+ names a variable:

How many commands may a client issue before logging in?

This includes the authentication packet. Clients must sign in without issuing an exorbitant number of commands or they will be disconnected.

Its value is 10 (#xA)

8.104 Tootsville::+Pre-Login-Max-Time+

8.104.1 Variable

+Pre-Login-Max-Time+ names a variable:

How many seconds does a client have to authenticate?

Clients which fail to authenticate within the time limit will be disconnected.

Its value is 5 (#x5)

8.105 Tootsville::+Snowball-Item+

8.105.1 Variable

+Snowball-Item+ names an undocumented variable with the value 100 (#x64)

8.106 Tootsville::+Supported-Languages+

8.106.1 Variable

+Supported-Languages+ names an undocumented variable with the value of type CONS

8.107 Tootsville::+Toot-Base-Color-Names+

8.107.1 Variable

+Toot-Base-Color-Names+ names a variable:

Named colors allowed as Toot base colors

Its value is of type CONS

8.108 Tootsville::+Toot-Basic-Pattern-Names+

8.108.1 Variable

+Toot-Basic-Pattern-Names+ names a variable:

Basic patterns available to any Toot

Its value is of type CONS

8.109 Tootsville::+Toot-Extended-Pattern-Names+

8.109.1 Variable

+Toot-Extended-Pattern-Names+ names a variable:

Extended patterns that require special effort to obtain

Its value is of type CONS

8.110 Tootsville::+Toot-Pad-Color-Names+

8.110.1 Variable

+Toot-Pad-Color-Names+ names a variable:

Named colors allowed as Toot pad colors

Its value is of type CONS

8.111 Tootsville::+Toot-Pattern-Color-Names+

8.111.1 Variable

+Toot-Pattern-Color-Names+ names a variable:

Named colors allowed as Toot pattern colors

Its value is of type CONS

8.112 Tootsville::+Unix-Zero-In-Universal-Time+

8.112.1 Variable

+Unix-Zero-In-Universal-Time+ names a variable:

The Unix zero timestamp occurs at Universal Time 2,208,988,800seconds.

Its value is 2,208,988,800 (#x83AA7E80)

8.113 Tootsville::+Ws-Idle-Seconds+

8.113.1 Variable

+Ws-Idle-Seconds+ names a variable:

How long before we treat a connection as “idle” and start sending Are You There?

Its value is 300 (#x12C)

8.114 Tootsville::2-Days-Ago

8.114.1 Function

2-Days-Ago names a function, with lambda list NIL:

Get a timestamp for the second day in the past (the day before yesterday).

8.114.2 File

Defined in file `src/types/date+time.lisp`.

8.115 Tootsville::3-Days-Ago

8.115.1 Function

3-Days-Ago names a function, with lambda list NIL:

Get a timestamp for the third day in the past (the day before the day before yesterday).

8.115.2 File

Defined in file `src/types/date+time.lisp`.

8.116 Tootsville::@-Message

8.116.1 Function

@-Message names a function, with lambda list (STRING):

Interpret as a private message.

8.116.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.117 Tootsville::Accept-Type-Equal

8.117.1 Function

Accept-Type-Equal names an undocumented function, with lambda list (A B &KEY (ALLOW-WILDCARD-P T)).

8.117.2 File

Defined in file src/acceptor.lisp.

8.118 Tootsville::Acceptor-Status-Message

8.118.1 Function

Acceptor-Status-Message names an undocumented function, with lambda list (ACCEPTOR HTTP-STATUS-CODE &REST PROPERTIES &KEY &ALLOW-OTHER-KEYS).

8.119 Tootsville::Accepts-Content-Type-P

8.119.1 Function

Accepts-Content-Type-P names a function, with lambda list (CONTENT-TYPE):

Does the current Hunchentoot request Accept: CONTENT-TYPE?

8.119.2 File

Defined in file src/web.lisp.

8.120 Tootsville::Active-Player

8.120.1 Function

Active-Player names an undocumented function, with lambda list NIL.

8.120.2 File

Defined in file `src/websockets.lisp`.

8.121 Tootsville::Add-Charset

8.121.1 Function

Add-Charset names a function, with lambda list (CONTENT-TYPE):

Adds the ;charset=UTF-8 type to the end of text and JS/JSON CONTENT-TYPEs

8.121.2 File

Defined in file src/web.lisp.

8.122 Tootsville::Add-Contact

8.122.1 Function

Add-Contact names an undocumented function, with lambda list (OWNER CONTACT).

8.122.2 File

Defined in file `src/contacts.lisp`.

8.123 Tootsville::Add-Or-Replace-Endpoint

8.123.1 Function

Add-Or-Replace-Endpoint names an undocumented function, with lambda list (FUNCTION METHOD URI &OPTIONAL CONTENT-TYPE (HOW-SLOW-IS-SLOW)).

8.124 Tootsville::Admin-Message

8.124.1 Function

Admin-Message names a function, with lambda list (TITLE MESSAGE &KEY (LABEL TITLE)):

Send a broadcast admin MESSAGE with TITLE and LABEL.

Also logs the contents to the console.

8.124.2 File

Defined in file src/websockets.lisp.

8.125 Tootsville::After-Slash

8.125.1 Function

After-Slash names a function, with lambda list (S):

Splits a string S at a slash. Useful for getting the end of a content-type.

Downcases the string. Returns entire string when there's no slash.

8.125.2 File

Defined in file `src/web.lisp`.

8.126 Tootsville::All-Connected

8.126.1 Function

All-Connected names a function, with lambda list NIL:

All clients connected via websockets.

Returns websocket client objects.

8.126.2 File

Defined in file `src/websockets.lisp`.

8.127 Tootsville::All-Credits

8.127.1 Function

All-Credits names a function, with lambda list NIL:

Obtain the credits for every system upon which Tootsville is dependant.

Obtains the information from Section 8.330 [TOOTSVILLE DESCRIBE-SYSTEM], page 588, while descending the tree of dependancies from Tootsville through ASDF.

8.127.2 File

Defined in file src/main.lisp.

8.128 Tootsville::All-Links-To-Same-Person-P

8.128.1 Function

All-Links-To-Same-Person-P names an undocumented function, with lambda list (LINKS).

8.128.2 File

Defined in file src/users.lisp.

8.129 Tootsville::All-Symbols-Alphabetically

8.129.1 Function

All-Symbols-Alphabetically names a function, with lambda list NIL:

Finds all symbols from Section 8.593 [TOOTSVILLE GATHER-ALL-SYMBOLS], page 853, alphabetically

8.129.2 File

Defined in file src/write-docs-2.lisp.

8.130 Tootsville::Allowed-Base-Colors-Under-Pattern

8.130.1 Function

Allowed-Base-Colors-Under-Pattern names an undocumented function, with lambda list (&REST ARGUMENTS).

8.130.2 File

Defined in file `quicklisp/dists/quicklisp/software/fare-memoization-20180430-git/memoization.lisp`.

8.131 Tootsville::Allowed-Pattern-Colors-On-Base

8.131.1 Function

Allowed-Pattern-Colors-On-Base names an undocumented function, with lambda list (&REST ARGUMENTS).

8.131.2 File

Defined in file quicklisp/dists/quicklisp/software/fare-memoization-20180430-git/memoization.lisp.

8.132 Tootsville::Altitude

8.132.1 Function

Altitude names a function, with lambda list (THING):

The altitude of THING

8.132.2 File

Defined in file src/world.lisp.

8.132.3 SetF Function

(SETF Altitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.133 Tootsville::Answered-Child-Requests-By-Toot

8.133.1 Function

Answered-Child-Requests-By-Toot names a function, with lambda list (TOOT):

Recent requests by TOOT to play which have been answered and not expired yet.

8.133.2 File

Defined in file src/users.lisp.

8.134 Tootsville::Apply-Config

8.134.1 Function

Apply-Config names a function, with lambda list NIL:

Whenever the configuration is loaded, these methods are called to allow “external” packages (which may not use this configuration mechanism) to apply settings.

8.134.2 File

Defined in file `src/config.lisp`.

8.135 Tootsville::Apply-Extension-To-Template

8.135.1 Function

Apply-Extension-To-Template names a function, with lambda list (TEMPLATE EXTENSION):

Create a clone of TEMPLATE with EXTENSION.

8.135.2 File

Defined in file src/web.lisp.

8.136 Tootsville::Arrange-Columns+Values-For-Find

8.136.1 Function

Arrange-Columns+Values-For-Find names an undocumented function, with lambda list (COLUMNS+VALUES COLUMN-DEFINITIONS).

8.136.2 File

Defined in file src/db/db-central.lisp.

8.137 Tootsville::Assert-My-Character

8.137.1 Function

Assert-My-Character names a function, with lambda list (TOOT-NAME &OPTIONAL (USER *USER*)):

Signal a security error if TOOT-NAME is not owned by USER

8.137.2 File

Defined in file src/users.lisp.

8.138 Tootsville::Associate-Credentials

8.138.1 Function

Associate-Credentials names an undocumented function, with lambda list (PERSON CREDENTIALS).

8.138.2 File

Defined in file src/users.lisp.

8.139 Tootsville::Atom-Or-Comma-List

8.139.1 Function

Atom-Or-Comma-List names a function, with lambda list (VALUE):

Return VALUE, possibly by turning it into a comma-delimited string.

An ATOM VALUE is returned intact.

A one-member sequence is returned as the first element of the sequence.

Anything else should be a list that will be turned into a comma-delimited string.

Used in generating HTTP headers.

8.139.2 File

Defined in file src/web.lisp.

8.140 Tootsville::Avatar

8.140.1 Class

Avatar names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.140.2 Slots

Class Avatar has no direct slots defined.

8.141 Tootsville::Avatar-Avatar-Scale-X

8.141.1 Function

Avatar-Avatar-Scale-X names an undocumented function, with lambda list (OBJECT).

8.141.2 SetF Function

(SETF Avatar-Avatar-Scale-X) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.142 Tootsville::Avatar-Avatar-Scale-Y

8.142.1 Function

Avatar-Avatar-Scale-Y names an undocumented function, with lambda list (OBJECT).

8.142.2 SetF Function

(SETF Avatar-Avatar-Scale-Y) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.143 Tootsville::Avatar-Avatar-Scale-Z

8.143.1 Function

Avatar-Avatar-Scale-Z names an undocumented function, with lambda list (OBJECT).

8.143.2 SetF Function

(SETF Avatar-Avatar-Scale-Z) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.144 Tootsville::Avatar-Has-Slot-P

8.144.1 Function

Avatar-Has-Slot-P names an undocumented function, with lambda list (AVATAR SLOT).

8.144.2 File

Defined in file src/items.lisp.

8.145 Tootsville::Avatar-Id

8.145.1 Function

Avatar-Id names an undocumented function, with lambda list (OBJECT).

8.145.2 SetF Function

(SETF Avatar-Id) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.146 Tootsville::Avatar-Moniker

8.146.1 Function

Avatar-Moniker names an undocumented function, with lambda list (OBJECT).

8.146.2 SetF Function

(SETF Avatar-Moniker) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.147 Tootsville::Avatar-Slot

8.147.1 Class

Avatar-Slot names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.147.2 Slots

Class Avatar-Slot has no direct slots defined.

8.148 Tootsville::Avatar-Slot-Avatar

8.148.1 Function

Avatar-Slot-Avatar names an undocumented function, with lambda list (OBJECT).

8.148.2 SetF Function

(SETF Avatar-Slot-Avatar) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.149 Tootsville::Avatar-Slot-Id

8.149.1 Function

Avatar-Slot-Id names an undocumented function, with lambda list (OBJECT).

8.149.2 SetF Function

(SETF Avatar-Slot-Id) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.150 Tootsville::Avatar-Slot-Slot

8.150.1 Function

Avatar-Slot-Slot names an undocumented function, with lambda list (OBJECT).

8.150.2 SetF Function

(SETF Avatar-Slot-Slot) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.151 Tootsville::Avatar-Slot-Valence

8.151.1 Function

Avatar-Slot-Valence names an undocumented function, with lambda list (OBJECT).

8.151.2 SetF Function

(SETF Avatar-Slot-Valence) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.152 Tootsville::Average

8.152.1 Function

Average names an undocumented function, with lambda list (LIST).

8.152.2 File

Defined in file `src/infinity/infinity.lisp`.

8.153 Tootsville::Ayt-Idle-Users

8.153.1 Function

Ayt-Idle-Users names a function, with lambda list NIL:

Send Are You There to idle (websocket) users.

Idle is defined as idle for Section 8.113 [TOOTSVILLE +WS-IDLE-SECONDS+], page 369, seconds.

8.153.2 File

Defined in file src/websockets.lisp.

8.154 Tootsville::Background-Gc

8.154.1 Function

Background-Gc names a function, with lambda list NIL:

Start a garbage collection in a different thread.

This starts an asynchronous run of the garbage collector, but of course, based on implementation characteristics, this could affect all threads in this image.

Presently only works in SBCL.

8.154.2 File

Defined in file src/main.lisp.

8.155 Tootsville::Bad-Request

8.155.1 Class

Bad-Request names a class, with one superclass: Section 8.639 [TOOTSVILLE HTTP-CLIENT-ERROR], page 899.

A value submitted was the incorrect type, or out of range.

8.155.2 Slots

Class Bad-Request has 2 direct slot definitions:

`Http-Status-Code`
`Thing`

8.156 Tootsville::Bad-Request-Thing

8.156.1 Function

Bad-Request-Thing names an undocumented function, with lambda list (CONDITION).

8.156.2 SetF Function

(SETF Bad-Request-Thing) names an undocumented function, with lambda list (NEW-VALUE CONDITION).

8.157 Tootsville::Banhammer-Ip-Address

8.157.1 Function

Banhammer-Ip-Address names an undocumented function, with lambda list (ADDRESS).

8.157.2 File

Defined in file src/infinity/legacy-ops.lisp.

8.158 Tootsville::Banner

8.158.1 Function

Banner names a function, with lambda list NIL:

Print greeting banners to the various output streams.

8.158.2 File

Defined in file src/logging.lisp.

8.159 Tootsville::Banner/ Error-Output

8.159.1 Function

Banner/ Error-Output names a function, with lambda list NIL:

Print a greeting banner to *ERROR-OUTPUT* (see the Common Lisp HyperSpec)

8.159.2 File

Defined in file src/logging.lisp.

8.160 Tootsville::Banner/ Log

8.160.1 Function

Banner/ Log names a function, with lambda list NIL:

Print a greeting banner to the verbose log.

8.160.2 File

Defined in file src/logging.lisp.

8.161 Tootsville::Banner/ Query-Io

8.161.1 Function

Banner/ Query-Io names a function, with lambda list NIL:

Print a greeting banner to *QUERY-IO* (see the Common Lisp HyperSpec)

8.161.2 File

Defined in file src/logging.lisp.

8.162 Tootsville::Banner/ Standard-Output

8.162.1 Function

Banner/ Standard-Output names a function, with lambda list NIL:

Print a greeting banner to *STANDARD-OUTPUT* (see the Common Lisp HyperSpec)

8.162.2 File

Defined in file src/logging.lisp.

8.163 Tootsville::Banner/ Trace-Output

8.163.1 Function

Banner/ Trace-Output names a function, with lambda list NIL:

Print a greeting banner to **TRACE-OUTPUT** (see the Common Lisp HyperSpec)

8.163.2 File

Defined in file `src/logging.lisp`.

8.164 Tootsville::Base64-From-Uri-Form

8.164.1 Function

Base64-From-Uri-Form names an undocumented function, with lambda list (TOKEN).

8.164.2 File

Defined in file `src/auth/auth-firebase.lisp`.

8.165 Tootsville::Base64-To-Uuid

8.165.1 Function

Base64-To-Uuid names a function, with lambda list (VALUE):

Convert a BASE64 value into a UUID.

8.165.2 File

Defined in file src/db/db-central.lisp.

8.166 Tootsville::Basic-8-Personality

8.166.1 Class

Basic-8-Personality names a class, with one superclass: Section 8.1223 [TOOTSVILLE TOOT-PERSONALITY], page 1518.

8.166.2 Slots

Class Basic-8-Personality has no direct slots defined.

8.167 Tootsville::Before-Save-Normalize

8.167.1 Function

Before-Save-Normalize names an undocumented function, with lambda list (OBJECT).

8.168 Tootsville::Bool-Sort

8.168.1 Function

Bool-Sort names a function, with lambda list (A B):

Sort Boolean values

8.168.2 File

Defined in file src/utls.lisp.

8.169 Tootsville::Broadcast

8.169.1 Function

Broadcast names a function, with lambda list (MESSAGE &KEY NEAR EXCEPT):

Broadcast MESSAGE to all ∞ Mode listeners connected who are near NEAR.

NEAR is a Toot character who is the epicenter of the message, which is currently ignored.

EXCEPT is a user or Toot who does not need to receive the broadcast message (usually the originator)

8.169.2 File

Defined in file src/messaging.lisp.

8.170 Tootsville::Build-Simple-Column-Query

8.170.1 Function

Build-Simple-Column-Query names an undocumented function, with lambda list (TABLE COLUMN COLUMNS).

8.170.2 File

Defined in file src/db/maria.lisp.

8.171 Tootsville::Build-Simple-Query

8.171.1 Function

Build-Simple-Query names an undocumented function, with lambda list (TABLE COLUMNS).

8.171.2 File

Defined in file src/db/maria.lisp.

8.172 Tootsville::Builder-Toot-P

8.172.1 Function

Builder-Toot-P names a function, with lambda list (&OPTIONAL (TOOT *TOOT*)):

Determine whether TOOT is a Builder Toot who can run operator commands

8.172.2 File

Defined in file src/users.lisp.

8.173 Tootsville::Burgeon-Quiesced-State

8.173.1 Function

Burgeon-Quiesced-State names a function, with lambda list (TOOT):

Restore quiescent state for TOOT as they return to the game.

8.173.2 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.174 Tootsville::Byte-Vector-To-Integer

8.174.1 Function

Byte-Vector-To-Integer names a function, with lambda list (VECTOR):

Convert VECTOR of (UNSIGNED-BYTE 8) into an integer.

The VECTOR should be in big-endian (aka “network”) byte order.

8.174.2 File

Defined in file src/types/binary.lisp.

8.175 Tootsville::Bytes-Json

8.175.1 Function

Bytes-Json names an undocumented function, with lambda list (JSON-BYTES).

8.175.2 File

Defined in file `src/auth/auth-firebase.lisp`.

8.176 Tootsville::Call-Infinity-From-Rest

8.176.1 Function

Call-Infinity-From-Rest names a function, with lambda list (METHOD):

Call an Infinity-mode command METHOD from a REST call.

Used to create the REST endpoints mapping to METHOD.

8.176.2 File

Defined in file src/infinity/infinity.lisp.

8.177 Tootsville::Call-Infinity-From-Stream

8.177.1 Function

Call-Infinity-From-Stream names a function, with lambda list (JSON):

Call an Infinity-mode command from a stream of JSON packets.

Used by the WebSockets and direct TCP stream handlers.

8.177.2 File

Defined in file `src/infinity/infinity.lisp`.

8.178 Tootsville::Cassandra-Add-To-Blacklist

8.178.1 Function

Cassandra-Add-To-Blacklist names a function, with lambda list (REGEX):

Add REGEX to the blacklist

8.178.2 File

Defined in file `src/cassandra.lisp`.

8.179 Tootsville::Cassandra-Add-To-Redlist

8.179.1 Function

Cassandra-Add-To-Redlist names a function, with lambda list (REGEX):

Add REGEX to the redlist

8.179.2 File

Defined in file src/cassandra.lisp.

8.180 Tootsville::Cassandra-Boot

8.180.1 Function

Cassandra-Boot names a function, with lambda list NIL:

Startup procedure to load Cassandra's blacklist and redlist from the database.

8.180.2 File

Defined in file `src/cassandra.lisp`.

8.181 Tootsville::Cassandra-Filter

8.181.1 Function

Cassandra-Filter names a function, with lambda list (TEXT &OPTIONAL CHILDREN-PRESENT-P):

Filter TEXT for obscenities on the redlist; and, if CHILDREN-PRESENT-P, the blacklist too.

Returns a generalized true value if TEXT should be allowed.

Returns NIL if TEXT should be forbidden.

8.181.2 File

Defined in file src/cassandra.lisp.

8.182 Tootsville::Cassandra-Obnoxious-Filter

8.182.1 Function

Cassandra-Obnoxious-Filter names a function, with lambda list (TEXT &OPTIONAL (VOL talk)):

Filter TEXT for obnoxious content. Starting volume is VOL.

Returns multiple values: the altered versions of TEXT and VOL.

If TEXT is in ‘ALL CAPS LOCK COMPLETELY’, it will be downcased, but VOL will be increased one level (if possible). If TEXT contains certain common repeated or mistyped punctuation, they will be converted.

Note that this is *not* a profanity filter. See Section 8.181 [TOOTSVILLE CASSANDRA-FILTER], page 437, for that feature.

This also handles some miscellaneous tasks to make the typography more attractive, such as replacing ‘...’ with ‘...’ (three periods with an ellipsis), making quotation marks be opening or closing quotes, multiple hyphens with en or em dashes, capitalizing the word “I,” and replacing text equivalents of hard-to-type characters like ‘(c)’ with ‘©’. In particular, ‘(t)’ is replaced with a circled T in imitation of the Tootsville logo.

8.182.2 File

Defined in file src/cassandra.lisp.

8.183 Tootsville::Cassandra-Remove-From-Blacklist

8.183.1 Function

Cassandra-Remove-From-Blacklist names a function, with lambda list (REGEX):

Remove REGEX from the blacklist.

8.183.2 File

Defined in file src/cassandra.lisp.

8.184 Tootsville::Cassandra-Remove-From-Redlist

8.184.1 Function

Cassandra-Remove-From-Redlist names a function, with lambda list (REGEX):

Remove REGEX from the redlist.

8.184.2 File

Defined in file src/cassandra.lisp.

8.185 Tootsville::Chaos-Personality

8.185.1 Class

Chaos-Personality names a class, with one superclass: Section 8.1023 [TOOTSVILLE ROBOT-CHAOS], page 1316.

This class defines a character named Chaos

8.185.2 Slots

Class Chaos-Personality has no direct slots defined.

8.186 Tootsville::Character-Music

8.186.1 Class

Character-Music names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.186.2 Slots

Class Character-Music has no direct slots defined.

8.187 Tootsville::Character-Music-Music

8.187.1 Function

Character-Music-Music names an undocumented function, with lambda list (OBJECT).

8.187.2 SetF Function

(SETF Character-Music-Music) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.188 Tootsville::Character-Music-Toot

8.188.1 Function

Character-Music-Toot names an undocumented function, with lambda list (OBJECT).

8.188.2 SetF Function

(SETF Character-Music-Toot) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.189 Tootsville::Chdir

8.189.1 Function

Chdir names an undocumented function, with lambda list (NEW-PATH).

8.189.2 File

Defined in file src/utils.lisp.

8.190 Tootsville::Check-Alexa

8.190.1 Function

Check-Alexa names a function, with lambda list (BODY-JSON):

Performs the mandatory checks for queries from Alexa.

Documented by Amazon at: <https://developer.amazon.com/docs/custom-skills/host-a-custom-skill-as-a-web-service.html>

Service

To handle requests sent by Alexa, your web service must meet the following requirements:

1. The service must be Internet-accessible.
2. The service must adhere to the Alexa Skills Kit interface.
3. The service must support HTTP over SSL/TLS, leveraging an Amazon-trusted certificate.
 - For testing, Amazon accepts different methods for providing a certificate. For details, see About the SSL Options.
 - For publishing to end users, Amazon only trusts certificates that have been signed by an Amazon-approved certificate authority.
4. The service must accept requests on port 443.
5. The service must present a certificate with a subject alternate name that matches the domain name of the endpoint.
6. The service must validate that incoming requests are coming from Alexa.

Note: if you are using Apache HTTP Server to host your web service, use version 2.4.10 or later. Earlier versions of Apache HTTP Server send an "unrecognized name" warning if the server is not configured with a `ServerName` or `ServerAlias` in the configuration files. This prevents the Alexa service from sending the customer's request to your server. To address this, either upgrade to 2.4.10 or later, or add `ServerName` / `ServerAlias` to your server's configuration file.

8.190.2 File

Defined in file `src/endpoints/gossip/alex/alex.lisp`.

8.191 Tootsville::Check-Alexa-Signature

8.191.1 Function

Check-Alexa-Signature names a function, with lambda list NIL:

Check the signature of an Alexa request.

Excerpt from Amazon requirements at <https://developer.amazon.com/docs/custom-skills/host-a-custom-skill-as-a-web-service.html>:

Checking the Signature of the Request

Requests sent by Alexa provide the information you need to verify the signature in the HTTP headers:

- SignatureCertChainUrl
- Signature

To validate the signature:

1. Verify the URL specified by the SignatureCertChainUrl header value on the request to ensure that it matches the format used by Amazon. See Verifying the Signature Certificate URL.
2. Download the PEM-encoded X.509 certificate chain that Alexa used to sign the message as specified by the SignatureCertChainUrl header value on the request.
3. This chain is provided at runtime so that the certificate may be updated periodically, so your web service should be resilient to different URLs with different content.
4. This certificate chain is composed of, in order, (1) the Amazon signing certificate and (2) one or more additional certificates that create a chain of trust to a root certificate authority (CA) certificate. To confirm the validity of the signing certificate, perform the following checks:
 - The signing certificate has not expired (examine both the Not Before and Not After dates)
 - The domain echo-api.amazon.com is present in the Subject Alternative Names (SANs) section of the signing certificate
 - All certificates in the chain combine to create a chain of trust to a trusted root CA certificate
5. Once you have determined that the signing certificate is valid, extract the public key from it.
6. Base64-decode the Signature header value on the request to obtain the encrypted signature.
7. Use the public key extracted from the signing certificate to decrypt the encrypted signature to produce the asserted hash value.
8. Generate a SHA-1 hash value from the full HTTPS request body to produce the derived hash value
9. Compare the asserted hash value and derived hash values to ensure that they match.

8.191.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.192 Tootsville::Check-Alexa-Signature-Cert-Chain-Url

8.192.1 Function

Check-Alexa-Signature-Cert-Chain-Url names a function, with lambda list (URL):

Perform the mandatory checks on an Alexa request's certificate chain URL.

Excerpt from Amazon requirements at <https://developer.amazon.com/docs/custom-skills/host-a-custom-skill-as-a-web-service.html>:

Verifying the Signature Certificate URL

Before downloading the certificate from the URL specified in the SignatureCertChainUrl header, you should ensure that the URL represents a URL Amazon would use for the certificate. This protects against requests that attempt to make your web service download malicious files and similar attacks.

First, normalize the URL so that you can validate against a correctly formatted URL. For example, normalize

`https://s3.amazonaws.com/echo.api/../echo.api/echo-api-cert.pem`

to:

`https://s3.amazonaws.com/echo.api/echo-api-cert.pem`

Next, determine whether the URL meets each of the following criteria:

1. The protocol is equal to `https` (case insensitive).
2. The hostname is equal to `s3.amazonaws.com` (case insensitive).
3. The path starts with `/echo.api/` (case sensitive).
4. If a port is defined in the URL, the port is equal to 443.

Examples of correctly formatted URLs:

- `https://s3.amazonaws.com/echo.api/echo-api-cert.pem`
- `https://s3.amazonaws.com:443/echo.api/echo-api-cert.pem`
- `https://s3.amazonaws.com/echo.api/../echo.api/echo-api-cert.pem`

Examples of invalid URLs:

- `http://s3.amazonaws.com/echo.api/echo-api-cert.pem` (invalid protocol)
- `https://notamazon.com/echo.api/echo-api-cert.pem` (invalid hostname)
- `https://s3.amazonaws.com/EcHo.aPi/echo-api-cert.pem` (invalid path)
- `https://s3.amazonaws.com/invalid.path/echo-api-cert.pem` (invalid path)
- `https://s3.amazonaws.com:563/echo.api/echo-api-cert.pem` (invalid port)

If the URL does not pass these tests, reject the request and do not proceed with verifying the signature.

8.192.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.193 Tootsville::Check-Alexa-Timestamp-Tolerance

8.193.1 Function

Check-Alexa-Timestamp-Tolerance names a function, with lambda list (BODY-JSON):

Ensure that the timestamp of an Alexa-sent query is within the allowed tolerance.

Excerpt from Amazon requirements at <https://developer.amazon.com/docs/custom-skills/host-a-custom-skill-as-a-web-service.html>:

Checking the Timestamp of the Request

Every request sent to your web service by Alexa includes a timestamp. This information is part of the signed portion of the request, so it cannot be changed without also invalidating the request signature. Using this timestamp to verify the freshness of the request before responding protects your service from attackers attempting a "replay" attack in which they acquire a properly signed request and then repeatedly resend it to disrupt your service.

Your service should allow a tolerance of no more than 150 seconds (two and a half minutes). This means that your service should only accept requests in which the request timestamp is within 150 seconds of the current time. Web services that allow a longer tolerance cannot be published to Amazon customers.

...

If you are not using the Java library, you need to do this verification yourself. The timestamp is provided as part of the request object in the JSON body of the request ... The timestamp is provided as an ISO 8601 formatted string (for example, 2015-05-13T12:34:56Z). Your code needs to parse the string into a date object, then verify that it is within the tolerance your web service allows (no more than 150 seconds). Reject requests in which the timestamp falls outside the tolerance with an error code (such as 400 Bad Request).

8.193.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.194 Tootsville::Check-Arg-Type

8.194.1 Macro

Check-Arg-Type names a macro, with lambda list (ARG TYPE &OPTIONAL NAME):

Ensure that ARG is of type TYPE, which is called NAME. Signals back to an HTTP client with a 400 error if this assertion is untrue.

This is basically just CHECK-TYPE for arguments passed by the user.

8.194.2 File

Defined in file src/web.lisp.

8.195 Tootsville::Check-Buddy-List-Signature

8.195.1 Function

Check-Buddy-List-Signature names a function, with lambda list (REQUESTOR REQUESTEE SIGNATURE):

Check whether a buddy-list request is valid

8.195.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.196 Tootsville::Check-Cert-Chain-Valid

8.196.1 Function

Check-Cert-Chain-Valid names an undocumented function, with lambda list (X.509-CERT).

8.196.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.197 Tootsville::Check-Cert-Dates-Valid

8.197.1 Function

Check-Cert-Dates-Valid names an undocumented function, with lambda list (X.509-CERT).

8.197.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.198 Tootsville::Check-Firebase-Id-Token

8.198.1 Function

Check-Firebase-Id-Token names an undocumented function, with lambda list (TOKEN).

8.198.2 File

Defined in file `src/auth/auth-firebase.lisp`.

8.199 Tootsville::Check-Pattern-On-Base-Color

8.199.1 Function

Check-Pattern-On-Base-Color names a function, with lambda list (PATTERN-COLOR BASE-COLOR &KEY TOOT-NAME PAD-COLOR PATTERN ADDRESS):

Ensure that the PATTERN-COLOR is allowed on the BASE-COLOR.

TOOT-NAME, PAD-COLOR, PATTERN, and ADDRESS are used to provide additional error details.

Provides restarts CHANGE-PATTERN-COLOR and CHANGE-BASE-COLOR to correct any deficiencies.

8.199.2 File

Defined in file src/types/color+pattern.lisp.

8.200 Tootsville::Check-Toot-Name

8.200.1 Function

Check-Toot-Name names a function, with lambda list (NAME):

Check if NAME is allowed as a Toot name; offering restarts to correct it, if not.

This is generally intended for accepting new Toot names, versus validating REST calls, for example.

8.200.2 File

Defined in file `src/types/toot-names.lisp`.

8.201 Tootsville::Check-X.509-San

8.201.1 Function

Check-X.509-San names a function, with lambda list (X.509-CERT NAME):

Ensure that NAME is a DNS Alt Name for the subject of the X.509-CERT

8.201.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.202 Tootsville::Child-Code

8.202.1 Type

Child-Code names a TYPE:

A potential child code (password).

See Section 8.1277 [TOOTSVILLE VALID-CHILD-CODE-P], page 1572.

8.203 Tootsville::Child-Request

8.203.1 Class

Child-Request names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.203.2 Slots

Class Child-Request has no direct slots defined.

8.204 Tootsville::Child-Request-Allowed-At

8.204.1 Function

Child-Request-Allowed-At names an undocumented function, with lambda list (OBJECT).

8.204.2 SetF Function

(SETF Child-Request-Allowed-At) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.205 Tootsville::Child-Request-Allowed-For

8.205.1 Function

Child-Request-Allowed-For names an undocumented function, with lambda list (OBJECT).

8.205.2 SetF Function

(SETF Child-Request-Allowed-For) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.206 Tootsville::Child-Request-Allowed-Until

8.206.1 Function

Child-Request-Allowed-Until names an undocumented function, with lambda list (REQUEST).

8.206.2 File

Defined in file src/users.lisp.

8.207 Tootsville::Child-Request-Denied-At

8.207.1 Function

Child-Request-Denied-At names an undocumented function, with lambda list (OBJECT).

8.207.2 SetF Function

(SETF Child-Request-Denied-At) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.208 Tootsville::Child-Request-Placed-At

8.208.1 Function

Child-Request-Placed-At names an undocumented function, with lambda list (OBJECT).

8.208.2 SetF Function

(SETF Child-Request-Placed-At) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.209 Tootsville::Child-Request-Response

8.209.1 Function

Child-Request-Response names an undocumented function, with lambda list (OBJECT).

8.209.2 SetF Function

(SETF Child-Request-Response) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.210 Tootsville::Child-Request-Toot

8.210.1 Function

Child-Request-Toot names an undocumented function, with lambda list (OBJECT).

8.210.2 SetF Function

(SETF Child-Request-Toot) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.211 Tootsville::Child-Request-Uuid

8.211.1 Function

Child-Request-Uuid names an undocumented function, with lambda list (OBJECT).

8.211.2 SetF Function

(SETF Child-Request-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.212 Tootsville::Clean-Ice-Credentials

8.212.1 Function

Clean-Ice-Credentials names an undocumented function, with lambda list (CREDENTIALS).

8.212.2 File

Defined in file src/gossip.lisp.

8.213 Tootsville::Clean-Symbols

8.213.1 Function

Clean-Symbols names an undocumented function, with lambda list (SRC).

8.213.2 File

Defined in file src/write-docs-2.lisp.

8.214 Tootsville::Clear-All-Endpoints

8.214.1 Function

Clear-All-Endpoints names a function, with lambda list NIL:

Destroy every endpoint mapping.

Leaves the functions intact. Useful for debugging; should probably never run in production.

8.214.2 File

Defined in file `src/endpoint.lisp`.

8.215 Tootsville::Clouds

8.215.1 Function

Clouds names a function, with lambda list (X Y Z):

The current cloud cover at X,Y,Z

8.215.2 File

Defined in file src/weather/weather.lisp.

8.216 Tootsville::Cluster

8.216.1 Function

Cluster names a function, with lambda list NIL:

Get the identity of the current cluster.

Returns one of:

- :test
- :qa
- :prod

8.216.2 File

Defined in file `src/config.lisp`.

8.217 Tootsville::Cluster-Name

8.217.1 Function

Cluster-Name names a function, with lambda list (&OPTIONAL PREFIX):

Get the name of the active cluster.

Currently one of:

- test.tootsville.org
- qa.tootsville.org
- tootsville.org

The local hostname is used in development (loopback) mode.

8.217.2 File

Defined in file src/config.lisp.

8.218 Tootsville::Cluster-Net-Name

8.218.1 Function

Cluster-Net-Name names an undocumented function, with lambda list (&OPTIONAL PREFIX).

8.218.2 File

Defined in file src/config.lisp.

8.219 Tootsville::Cluster-Wide-Lock-Busy-Error

8.219.1 Class

Cluster-Wide-Lock-Busy-Error names a class, with one superclass: Section 8.222 [TOOTSVILLE CLUSTER-WIDE-LOCK-ERROR], page 478.

8.219.2 Slots

Class Cluster-Wide-Lock-Busy-Error has no direct slots defined.

8.220 Tootsville::Cluster-Wide-Lock-Busy-Warning

8.220.1 Class

Cluster-Wide-Lock-Busy-Warning names a class, with two superclasses: Section 8.221 [TOOTSVILLE CLUSTER-WIDE-LOCK-CONDITION], page 477, and COMMON-LISP::WARNING (not in this manual)

8.220.2 Slots

Class Cluster-Wide-Lock-Busy-Warning has no direct slots defined.

8.221 Tootsville::Cluster-Wide-Lock-Condition

8.221.1 Class

Cluster-Wide-Lock-Condition names a class, with one superclass: COMMON-LISP::SERIOUS-CONDITION (not in this manual).

8.221.2 Slots

Class Cluster-Wide-Lock-Condition has no direct slots defined.

8.222 Tootsville::Cluster-Wide-Lock-Error

8.222.1 Class

Cluster-Wide-Lock-Error names a class, with two superclasses: Section 8.221 [TOOTSVILLE CLUSTER-WIDE-LOCK-CONDITION], page 477, and COMMON-LISP::ERROR (not in this manual)

8.222.2 Slots

Class Cluster-Wide-Lock-Error has no direct slots defined.

8.223 Tootsville::Cluster-Wide-Lock-Not-Locked

8.223.1 Class

Cluster-Wide-Lock-Not-Locked names a class, with two superclasses: Section 8.221 [TOOTSVILLE CLUSTER-WIDE-LOCK-CONDITION], page 477, and COMMON-LISP::WARNING (not in this manual)

8.223.2 Slots

Class Cluster-Wide-Lock-Not-Locked has no direct slots defined.

8.224 Tootsville::Cluster-Wide-Lock-Not-Ours

8.224.1 Class

Cluster-Wide-Lock-Not-Ours names a class, with one superclass: Section 8.222 [TOOTSVILLE CLUSTER-WIDE-LOCK-ERROR], page 478.

8.224.2 Slots

Class Cluster-Wide-Lock-Not-Ours has no direct slots defined.

8.225 Tootsville::Color24

8.225.1 Class

Color24 names a class, with one superclass: COMMON-LISP::STANDARD-OBJECT (not in this manual).

8.225.2 Slots

Class Color24 has no direct slots defined.

8.226 Tootsville::Color24-Blue

8.226.1 Function

Color24-Blue names an undocumented function, with lambda list (OBJECT).

8.226.2 SetF Function

(SETF Color24-Blue) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.227 Tootsville::Color24-Green

8.227.1 Function

Color24-Green names an undocumented function, with lambda list (OBJECT).

8.227.2 SetF Function

(SETF Color24-Green) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.228 Tootsville::Color24-Hsv

8.228.1 Function

Color24-Hsv names a function, with lambda list (COLOR):

Extract the Hue, Saturation, Value of a Color24 as a list of reals 0...1

8.228.2 File

Defined in file src/types/color+pattern.lisp.

8.229 Tootsville::Color24-Hue

8.229.1 Function

Color24-Hue names a function, with lambda list (COLOR):

The HSV Hue channel of COLOR.

See Section 8.228 [TOOTSVILLE COLOR24-HSV], page 484.

8.229.2 File

Defined in file src/types/color+pattern.lisp.

8.230 Tootsville::Color24-Name

8.230.1 Function

Color24-Name names a function, with lambda list (COLOR):

Given COLOR, return the name or hex string for it.

If COLOR is a named color in Section 8.90 [TOOTSVILLE +COLOR24-VALUES+], page 346, returns its name. Otherwise, returns the 6-digit hex value, as per HTML or CSS.

8.230.2 File

Defined in file src/types/color+pattern.lisp.

8.231 Tootsville::Color24-Red

8.231.1 Function

Color24-Red names an undocumented function, with lambda list (OBJECT).

8.231.2 SetF Function

(SETF Color24-Red) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.232 Tootsville::Color24-Rgb

8.232.1 Function

Color24-Rgb names a function, with lambda list (R G B):

Construct a Color24 from a R G B triplet

8.232.2 File

Defined in file src/types/color+pattern.lisp.

8.233 Tootsville::Color24-Saturation

8.233.1 Function

Color24-Saturation names a function, with lambda list (COLOR):

The HSV Saturation channel of COLOR.

See Section 8.228 [TOOTSVILLE COLOR24-HSV], page 484.

8.233.2 File

Defined in file src/types/color+pattern.lisp.

8.234 Tootsville::Color24-To-Integer

8.234.1 Function

Color24-To-Integer names a function, with lambda list (COLOR):

Return a 24-bit integer representing COLOR.

The upper 8 bits are the red channel; the next 8 bits, green; and the lowest 8 bits, the blue channel.

8.234.2 File

Defined in file `src/types/color+pattern.lisp`.

8.235 Tootsville::Color24-Value

8.235.1 Function

Color24-Value names a function, with lambda list (COLOR):

The HSV Value channel of COLOR.

See Section 8.228 [TOOTSVILLE COLOR24-HSV], page 484.

8.235.2 File

Defined in file src/types/color+pattern.lisp.

8.236 Tootsville::Color24/ =

8.236.1 Function

Color24/ = names a function, with lambda list (A B):

Comparator of two color24s

8.236.2 File

Defined in file src/types/color+pattern.lisp.

8.237 Tootsville::Color24=

8.237.1 Function

Color24= names a function, with lambda list (A B &REST MORE):

Comparator of two or more Section 8.225 [TOOTSVILLE COLOR24], page 481, values.

Values are the same only if all three channels (red, green, and blue) have identical values.

8.237.2 File

Defined in file src/types/color+pattern.lisp.

8.238 Tootsville::Column-Load-Mapping

8.238.1 Function

Column-Load-Mapping names a function, with lambda list (COLUMN):

Map COLUMN from a database record into internal form.

Used in Section 8.308 [TOOTSVILLE DEFRECORD], page 566, qv.

8.238.2 File

Defined in file src/db/db-central.lisp.

8.239 Tootsville::Column-Load-Value

8.239.1 Function

Column-Load-Value names a function, with lambda list (VALUE TYPE):

For a column of TYPE, interpret raw VALUE

8.239.2 File

Defined in file src/db/db-central.lisp.

8.240 Tootsville::Column-Normalizer

8.240.1 Function

Column-Normalizer names an undocumented function, with lambda list (COLUMN).

8.240.2 File

Defined in file `src/db/db-central.lisp`.

8.241 Tootsville::Column-Save-Mapping

8.241.1 Function

Column-Save-Mapping names an undocumented function, with lambda list (COLUMN).

8.241.2 File

Defined in file `src/db/db-central.lisp`.

8.242 Tootsville::Column-Save-Value

8.242.1 Function

Column-Save-Value names a function, with lambda list (VALUE TYPE):

Convert VALUE into the database's representation of TYPE

8.242.2 File

Defined in file src/db/db-central.lisp.

8.243 Tootsville::Compute-Fountain-Peanuts-For-Score

8.243.1 Function

Compute-Fountain-Peanuts-For-Score names an undocumented function, with lambda list (SCORE).

8.243.2 File

Defined in file src/quaestor.lisp.

8.244 Tootsville::Compute-Fountain-Random-Fairy-Dust

8.244.1 Function

Compute-Fountain-Random-Fairy-Dust names a function, with lambda list NIL:

How much fairy dust is obtained from the fountain?

Usually nothing, with a 1% change of being a random amount up to 10.

8.244.2 File

Defined in file `src/quaestor.lisp`.

8.245 Tootsville::Compute-Next-Keys-Update

8.245.1 Function

Compute-Next-Keys-Update names an undocumented function, with lambda list (HEADERS-ALIST).

8.245.2 File

Defined in file src/auth/auth-firebase.lisp.

8.246 Tootsville::Concat

8.246.1 Function

Concat names an undocumented function, with lambda list (&REST ARGS).

8.246.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.247 Tootsville::Condition-Name

8.247.1 Function

Condition-Name names a function, with lambda list (CONDITION):

Returns the capitalized name of the class of CONDITION.

8.247.2 File

Defined in file src/errors.lisp.

8.248 Tootsville::Condition-Slots

8.248.1 Function

Condition-Slots names a function, with lambda list (OBJECT):

Enumerates the name of every slot on OBJECT

8.248.2 File

Defined in file src/errors.lisp.

8.249 Tootsville::Config

8.249.1 Function

Config names a function, with lambda list (&REST KEYS):

Obtain the configuration value at the path KEY + SUB-KEYS

8.249.2 File

Defined in file src/config.lisp.

8.250 Tootsville::Connect-Cache

8.250.1 Function

Connect-Cache names a function, with lambda list NIL:

Connect to MemCacheD.

Configuration comes from Section 8.283 [TOOTSVILLE DB-CONFIG], page 539, path (:cache (:ip :port :name)).

The pool size will be OLIPHAUNT::PROCESSOR-COUNT (not in this manual), clamped to 3-15.

8.250.2 File

Defined in file src/db/memcached.lisp.

8.251 Tootsville::Connect-Databases

8.251.1 Function

Connect-Databases names a function, with lambda list NIL:

Connect all database systems in parallel (each in its own thread)

8.251.2 File

Defined in file src/main.lisp.

8.252 Tootsville::Connect-Maria

8.252.1 Function

Connect-Maria names a function, with lambda list NIL:

Make a connection to MariaDB.

This ensures that it is reachable, and that there is at least one connection in the pool.

8.252.2 File

Defined in file `src/db/maria.lisp`.

8.253 Tootsville::Connect-Time

8.253.1 Function

Connect-Time names an undocumented function, with lambda list (OBJECT).

8.254 Tootsville::Connected-Toot-Names

8.254.1 Function

Connected-Toot-Names names a function, with lambda list NIL:

The names of all Toots currently connected — players or NPCs.

8.254.2 File

Defined in file src/websockets.lisp.

8.255 Tootsville::Connected-Toots

8.255.1 Function

Connected-Toots names a function, with lambda list NIL:

All Toots currently connected — players or NPCs

8.255.2 File

Defined in file src/websockets.lisp.

8.256 Tootsville::Consider-Child-Kick

8.256.1 Function

Consider-Child-Kick names a function, with lambda list (TOOT):

Decide whether to kick TOOT offline due to time expiring.

If there is no approved request for TOOT to continue in the game, they'll be kicked offline. If there is, then we'll schedule to recheck this when that time is elapsed.

Calling this with an adult's Toot is funny, but not helpful.

8.256.2 File

Defined in file `src/websockets.lisp`.

8.257 Tootsville::Constituentp

8.257.1 Function

Constituentp names a function, with lambda list (CH):

Is character CH a constituent character of a Lisp name (without quoting)?

Accepts A-Z, 0-9, any character above #xa0, and these punctuation: -/!%.

8.257.2 File

Defined in file src/web.lisp.

8.258 Tootsville::Contact

8.258.1 Class

Contact names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.258.2 Slots

Class Contact has no direct slots defined.

8.259 Tootsville::Contact-Added

8.259.1 Function

Contact-Added names an undocumented function, with lambda list (OBJECT).

8.259.2 SetF Function

(SETF Contact-Added) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.260 Tootsville::Contact-Contact

8.260.1 Function

Contact-Contact names an undocumented function, with lambda list (OBJECT).

8.260.2 SetF Function

(SETF Contact-Contact) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.261 Tootsville::Contact-Last-Used

8.261.1 Function

Contact-Last-Used names an undocumented function, with lambda list (OBJECT).

8.261.2 SetF Function

(SETF Contact-Last-Used) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.262 Tootsville::Contact-Owner

8.262.1 Function

Contact-Owner names an undocumented function, with lambda list (OBJECT).

8.262.2 SetF Function

(SETF Contact-Owner) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.263 Tootsville::Contact-Starredp

8.263.1 Function

Contact-Starredp names an undocumented function, with lambda list (OBJECT).

8.263.2 SetF Function

(SETF Contact-Starredp) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.264 Tootsville::Contact-Uuid

8.264.1 Function

Contact-Uuid names an undocumented function, with lambda list (OBJECT).

8.264.2 SetF Function

(SETF Contact-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.265 Tootsville::Contents-To-Bytes

8.265.1 Function

Contents-To-Bytes names a function, with lambda list (CONTENTS):

Convert CONTENTS to a sequence of 8-bit bytes.

Assumes strings are UTF-8; vectors are already bytes; and lists are JSON faux data.

8.265.2 File

Defined in file src/web.lisp.

8.266 Tootsville::Copy-Terrain-Edge-Horz

8.266.1 Function

Copy-Terrain-Edge-Horz names an undocumented function, with lambda list (START-LATITUDE LONGITUDE END-LATITUDE DEST-LATITUDE DEST-LONGITUDE).

8.266.2 File

Defined in file src/terrain.lisp.

8.267 Tootsville::Copy-Terrain-Edge-Vert

8.267.1 Function

Copy-Terrain-Edge-Vert names an undocumented function, with lambda list (LATITUDE START-LONGITUDE END-LONGITUDE DEST-LATITUDE DEST-LONGITUDE).

8.267.2 File

Defined in file src/terrain.lisp.

8.268 Tootsville::Copy-Wind-Vector

8.268.1 Function

Copy-Wind-Vector names an undocumented function, with lambda list (INSTANCE).

8.268.2 File

Defined in file src/weather/weather.lisp.

8.269 Tootsville::Create-Item

8.269.1 Function

Create-Item names a function, with lambda list (TEMPLATE-ID):

Create an item as an instance of the given TEMPLATE-ID.

8.269.2 File

Defined in file src/items.lisp.

8.270 Tootsville::Credential

8.270.1 Class

Credential names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.270.2 Slots

Class Credential has no direct slots defined.

8.271 Tootsville::Credential-Auth-Token

8.271.1 Function

Credential-Auth-Token names an undocumented function, with lambda list (OBJECT).

8.271.2 SetF Function

(SETF Credential-Auth-Token) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.272 Tootsville::Credential-Id-Token

8.272.1 Function

Credential-Id-Token names an undocumented function, with lambda list (OBJECT).

8.272.2 SetF Function

(SETF Credential-Id-Token) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.273 Tootsville::Credential-Json-Info

8.273.1 Function

Credential-Json-Info names an undocumented function, with lambda list (OBJECT).

8.273.2 SetF Function

(SETF Credential-Json-Info) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.274 Tootsville::Credential-Person

8.274.1 Function

Credential-Person names an undocumented function, with lambda list (OBJECT).

8.274.2 SetF Function

(SETF Credential-Person) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.275 Tootsville::Credential-Provider

8.275.1 Function

Credential-Provider names an undocumented function, with lambda list (OBJECT).

8.275.2 SetF Function

(SETF Credential-Provider) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.276 Tootsville::Credential-Refresh-Token

8.276.1 Function

Credential-Refresh-Token names an undocumented function, with lambda list (OBJECT).

8.276.2 SetF Function

(SETF Credential-Refresh-Token) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.277 Tootsville::Credential-Uid

8.277.1 Function

Credential-Uid names an undocumented function, with lambda list (OBJECT).

8.277.2 SetF Function

(SETF Credential-Uid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.278 Tootsville::Credential-Uuid

8.278.1 Function

Credential-Uuid names an undocumented function, with lambda list (OBJECT).

8.278.2 SetF Function

(SETF Credential-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.279 Tootsville::Cupid-Personality

8.279.1 Class

Cupid-Personality names a class, with one superclass: Section 8.1026 [TOOTSVILLE ROBOT-CUPID], page 1319.

This class defines a character named Cupid

8.279.2 Slots

Class Cupid-Personality has no direct slots defined.

8.280 Tootsville::Current-Position

8.280.1 Function

Current-Position names an undocumented function, with lambda list (COURSE).

8.281 Tootsville::Current-Temp

8.281.1 Function

Current-Temp names a function, with lambda list (X Y Z):

The current ambient air temperature at X,Y,Z.

8.281.2 File

Defined in file src/weather/weather.lisp.

8.282 Tootsville::Database-For

8.282.1 Function

Database-For names a function, with lambda list (TYPE):

The database containing the data mirrored by the TYPE

Returns a pairs with the type of database (:MARIA or :COUCH) and the database or schema identification (a proper list).

8.282.2 File

Defined in file src/db/generic-db.lisp.

8.283 Tootsville::Db-Config

8.283.1 Function

Db-Config names an undocumented function, with lambda list (&OPTIONAL (MONIKER *DB*)).

8.283.2 File

Defined in file src/db/maria.lisp.

8.284 Tootsville::Db-Record

8.284.1 Class

Db-Record names a class, with one superclass: `COMMON-LISP::STANDARD-OBJECT` (not in this manual).

8.284.2 Slots

Class Db-Record has no direct slots defined.

8.285 Tootsville::Db-Select

8.285.1 Function

Db-Select names an undocumented function, with lambda list (QUERY).

8.285.2 File

Defined in file `src/db/maria.lisp`.

8.286 Tootsville::Db-Select-All

8.286.1 Function

Db-Select-All names an undocumented function, with lambda list (DB QUERY).

8.286.2 File

Defined in file `src/db/maria.lisp`.

8.287 Tootsville::Db-Select-Records-Simply

8.287.1 Function

Db-Select-Records-Simply names a function, with lambda list (TABLE &REST COLUMNS+VALUES):

Query TABLE where columns = values from the plist COLUMNS+VALUES.

Returns all results in a list, so don't use it with a (potentially) large set.

Uses MemCacheD when available.

8.287.2 File

Defined in file src/db/maria.lisp.

8.288 Tootsville::Db-Select-Single-Column

8.288.1 Function

Db-Select-Single-Column names a function, with lambda list (TABLE COLUMN &REST COLUMNS+VALUES):

Select COLUMN from TABLE where columns = values as in plist COLUMNS+VALUES.

Expects to find only one row and return the one column value as an atom.

Signal an error if more rows are returned.

Signals NOT-FOUND if none are found.

Uses MemCacheD when available.

8.288.2 File

Defined in file src/db/maria.lisp.

8.289 Tootsville::Db-Select-Single-Record

8.289.1 Function

Db-Select-Single-Record names a function, with lambda list (TABLE &REST COLUMNS+VALUES):

Select a single record from TABLE where columns = values as in COLUMNS+VALUES.

Calls Section 8.287 [TOOTSVILLE DB-SELECT-RECORDS-SIMPLY], page 543, which in turn may use MemCacheD when it's available.

Signals an error if more than one record is returned.

Signals NOT-FOUND if none are found.

8.289.2 File

Defined in file src/db/maria.lisp.

8.290 Tootsville::Db-Table-For

8.290.1 Function

Db-Table-For names a function, with lambda list (TYPE):

The database table or view containing the data mirrored by the TYPE

8.290.2 File

Defined in file src/db/generic-db.lisp.

8.291 Tootsville::Debugger

8.291.1 Function

Debugger names a function, with lambda list NIL:

Start up Swank in the project directory and start a server on the default port.

8.291.2 File

Defined in file `src/main.lisp`.

8.292 Tootsville::Debugger-Hook

8.292.1 Function

Debugger-Hook names a function, with lambda list (CONDITION MYSELF-ISH):

Handle an unhandled error in Production.

If Section 8.68 [TOOTSVILLE *VERBOSE-BUGS*], page 324, is set, a private admin message is sent to the client identified by it with the condition text and a stack backtrace.

The condition goes to the VERBOSE::ERROR (not in this manual) logging.

The condition and backtrace go to *ERROR-OUTPUT* (see the Common Lisp HyperSpec).

Calls Section 5.17 [ROLLBAR DEBUGGER-HOOK], page 74, to report the condition to Rollbar.

Falls through to any other *DEBUGGER-HOOK* (see the Common Lisp HyperSpec) that may exist.

8.292.2 File

Defined in file src/main.lisp.

8.293 Tootsville::Decode-Message

8.293.1 Function

Decode-Message names a function, with lambda list (CYPHERTEXT KEY):

Decode the CYPHERTEXT with the KEY.

(FIXME: in what cryptography system?)

8.293.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.294 Tootsville::Decorate-Endpoint-Template-Html

8.294.1 Function

Decorate-Endpoint-Template-Html names an undocumented function, with lambda list (TEMPLATE VARIABLES METHOD).

8.294.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.295 Tootsville::Decorate-Method-Html

8.295.1 Function

Decorate-Method-Html names an undocumented function, with lambda list (METHOD).

8.295.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.296 Tootsville::Default-Config-File

8.296.1 Function

Default-Config-File names a function, with lambda list NIL:

Returns the name of the default configuration file.

8.296.2 File

Defined in file src/config.lisp.

8.297 Tootsville::Defendpoint

8.297.1 Macro

Defendpoint names a macro, with lambda list ((METHOD URI &OPTIONAL CONTENT-TYPE (HOW-SLOW-IS-SLOW)) &BODY BODY):

Define an HTTP endpoint to access URI via METHOD and return CONTENT-TYPE.

8.297.2 File

Defined in file src/web.lisp.

8.298 Tootsville::Defendpoint/ Make-Docstring

8.298.1 Function

Defendpoint/Make-Docstring names an undocumented function, with lambda list (BODY METHOD URI CONTENT-TYPE *A*-LIST HOW-SLOW-IS-SLOW).

8.298.2 File

Defined in file src/web.lisp.

8.299 Tootsville::Defendpoint/ Make-Endpoint-Function

8.299.1 Function

Defendpoint/Make-Endpoint-Function names an undocumented function, with lambda list (&KEY FNAME CONTENT-TYPE A-LIST DOCSTRING BODY (HOW-SLOW-IS-SLOW 0.03)).

8.299.2 File

Defined in file src/web.lisp.

8.300 Tootsville::Define-Alexa-Endpoint

8.300.1 Macro

Define-Alexa-Endpoint names an undocumented macro, with lambda list (NAME (&OPTIONAL ARG) &BODY BODY).

8.300.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.301 Tootsville::Define-Character

8.301.1 Macro

Define-Character names an undocumented macro, with lambda list (NAME &OPTIONAL PERSONALITY DOCSTRING).

8.301.2 File

Defined in file src/characters/characters.lisp.

8.302 Tootsville::Define-Maintenance-Task

8.302.1 Macro

Define-Maintenance-Task names an undocumented macro, with lambda list (LABEL (NAME START-DELAY FINISH-DELAY) &BODY BODY).

8.302.2 File

Defined in file `src/endpoints/slash-maintenance.lisp`.

8.303 Tootsville::Define-Operator-Command

8.303.1 Macro

Define-Operator-Command names an undocumented macro, with lambda list (COMMAND (WORDS USER PLANE) &BODY BODY).

8.303.2 File

Defined in file src/infinity/infinity.lisp.

8.304 Tootsville::Define-Personality

8.304.1 Macro

Define-Personality names an undocumented macro, with lambda list (NAME &OPTIONAL SUPERCLASS).

8.304.2 File

Defined in file src/characters/characters.lisp.

8.305 Tootsville::Define-Reply

8.305.1 Macro

Define-Reply names an undocumented macro, with lambda list ((LISTENER MODE) &BODY BODY).

8.305.2 File

Defined in file src/characters/robots.lisp.

8.306 Tootsville::Definfinity

8.306.1 Macro

Definfinity names a macro, with lambda list (NAME (LAMBDA-LIST USER-VAR PLANE-VAR) &BODY BODY):

Define an Infinity-mode “c” command NAME.

And now, let’s talk about the Infinity Mode protocol.

8.306.2 History of Infinity Mode

In the Beginning, Tootsville used a commercial program called SmartFox Server as its chat server. There were many problems with this, and it didn’t last long.

However, the client program (Persephone) was written to use the SmartFox client libraries, which were very good. So, we kept them, and used an AGPL chat server program created by Bruce-Robert Pocock, named Braque, to replace the server side. Braque was renamed Appius Claudius Cæcus, because SmartFox Server was from Italy, and Appius built the Via Appia, a highway leaving Italy.

Appius gained friends, all of which were given the names of other Romans, and so the entire software suite was nicknamed Romance, like Romans.

In order to negotiate a connection between Appius and SmartFox client, we had to provide a version identifier, so we set the version number to “infinity.”

With the adoption of the gossipnet for Romance II, we had to increment the version from infinity, which brings us to \aleph_0 (read: Alef-Null), which is a particular kind of infinity that is not as big as some other kinds of infinity, as silly as that mathematical construction may sound (yes, that’s real maths).

8.306.3 Wire protocols

There are two main wire protocols; RESTful POSTs and gossipnet.

8.306.3.1 RESTful POSTs

The REST POST interface is what you’re really here to read about (on the server side). A POST is submitted with a JSON object representing a command call.

This request can be submitted to either the dedicated endpoint, or the general, dispatching endpoint. The dedicated endpoint will be slightly faster.

The dedicated endpoint will have a URL of the form `/world/infinity/command-name`, with the command name in lower-case and hyphenated.

The dispatching endpoint is `/world/infinity`. Submitting to the dispatching endpoint requires a JSON object with two keys:

- c The command name, in camelCase
- d The data to be submitted to that command.

In the case of the dedicated endpoint, only the contents of `d` need to be submitted.

8.306.4 Datagram constructions

There are three datagram kinds used in Infinity Mode.

1. The special ‘logOK’ packet type is used only for acknowledging and promulgating login events through the grid. This actually dates back all the way to the SmartFox server’s protocols, so it’s an odd duck.
2. Commands that instigate an action are identified by a ‘c’ attribute.
3. Commands that provide information about the world, usually as a reaction to another event, are called Gatekeeper messages and are identified by a ‘from’ attribute.

8.306.5 logOK datagrams

The login process should be documented at Section 8.1300 [TOOTSVILLE WEBSOCKET-AUTHENTICATE], page 1595, for WebSockets, Section 8.1158 [TOOTSVILLE TCP-STREAM-AUTHENTICATE], page 1451, for direct TCP/IP server-to-server streams, and Section 10.264 [Tootsville.Gossip.createConnection], page 2003, for peer-to-peer WebRTC connections.

8.306.6 Command datagrams

Command datagrams may be processed through either a REST POST or the Gossipnet. These represent an action or enquiry that a client is making.

Command datagrams are identified by a `c` key, which provides the command name in ‘lowerFirstCamelCase’. This command name is mapped to a function named INFINITY-COMMAND-NAME in hyphenated form.

Command datagrams usually have a `d` key which provides some additional data or parameters to the requested command.

In addition, there may be some of the following. Note that UUID’s are the UUID’s *of a Toot character*, never the person who “owns” that Toot.

r

Recipient. This can be an UUID for a direct peer-to-peer command, or is more often just `$World` for the game server or `$All` for all listeners.

a

Author. The UUID of the originator of the packet.

u

User. The UUID of the user who requested this packet; usually the same as `a/Author`.

s

Signature. Proof that the packet originated with `a/Author`.

v

Via. The history trail of a forwarded packet.

WRITE ME

8.306.7 Gatekeeper datagrams

Gatekeeper datagrams are found either as the response to a REST POST, or distributed along the Gossipnet. These represent the state of the world at a certain point in time.

Every Gatekeeper datagram contains the keys **from** and **status**. The **from** value uniquely identifies the type of packet and determines what other fields accompany it. The **status** value is a Boolean, and while its meaning varies by packet, it is usually a good guess that if **status** is not **true**, there has been some kind of request error and data is not available.

For a complete enumeration

8.306.8 File

Defined in file `src/infinity/infinity.lisp`.

8.307 Tootsville::Defpost

8.307.1 Macro

Defpost names a macro, with lambda list (NAME (&KEY) &BODY BODY):

Define a power-on-self-test from somewhere else in the codebase. These are run as confidence tests after a build, or during Production boot-up sequence.

8.307.2 File

Defined in file src/power-on-self-test.lisp.

8.308 Tootsville::Defrecord

8.308.1 Macro

Defrecord names a macro, with lambda list (NAME (DATABASE TABLE &KEY PULL ID-COLUMN) &REST COLUMNS):

Define a database-mapping object type NAME, for DATABASE and TABLE, with COLUMNS.

DATABASE is the symbolic name of the database, mapped via Section 8.249 [TOOTSVILLE CONFIG], page 505; eg, :friendly

TABLE is the string table-name, exactly as it exists in the database; eg, "toots"

PULL is meant to indicate an infrequently-changed, short table (ie, basically a small enumeration) that should be pulled into local cache up-front and referenced from there directly.

COLUMNS are a table of names, types, and foreign-key references, in the form: (LABEL TYPE &rest REFERENCE)

The LABEL of a column is mapped via Section 8.789 [TOOTSVILLE LISP-TO-DB-NAME], page 1082; it is the Lisp name which is essentially the same as the SQL name, but with KEBAB-CASE rather than snake_case.

When present, REFERENCE is the symbol REF followed by the record-type (class) to whose primary key (ID or UUID) the reference is made. NUMBER REF columns point to ID, UUID REF columns to UUID.

TYPE is one of the following:

NUMBER	map to an integer or real column in the database
STRING	map to a CHAR, CHAR VARYING, or TEXT column, or ENUM
COLOR24	stored in the database as a 24-bit BINARY (3 bytes)
KEYWORD	map to a CHAR or CHAR VARYING column, or ENUM
UUID	stored as a 128-bit BINARY (16 bytes)
JSON	stored as a TEXT column, but parsed on loading via Jonathan
YORNP	a boolean, stored as (typically an enum) 'Y' or 'N'.
URI	stored as CHAR VARYing or TEXT, parsed at load time as a PURI:URI.
TIMESTAMP	translates to a LOCAL-TIME:TIMESTAMP on loading.

8.308.2 File

Defined in file src/db/db-central.lisp.

8.309 Tootsville::Defrecord/ Before-Save-Normalize

8.309.1 Function

Defrecord/Before-Save-Normalize names an undocumented function, with lambda list (NAME COLUMNS).

8.309.2 File

Defined in file src/db/db-central.lisp.

8.310 Tootsville::Defrecord/ Column-To-Json-Pair

8.310.1 Function

Defrecord/Column-To-Json-Pair names an undocumented function, with lambda list (NAME BASENAME COLUMN).

8.310.2 File

Defined in file src/db/db-central.lisp.

8.311 Tootsville::Defrecord/ Destroy-Record

8.311.1 Function

Defrecord/Destroy-Record names an undocumented function, with lambda list (NAME ID-ACCESSOR DATABASE TABLE COLUMNS).

8.311.2 File

Defined in file src/db/db-central.lisp.

8.312 Tootsville::Defrecord/ Find-Record

8.312.1 Function

Defrecord/Find-Record names an undocumented function, with lambda list (NAME TABLE COLUMNS).

8.312.2 File

Defined in file src/db/db-central.lisp.

8.313 Tootsville::Defrecord/ Find-Record/ Pull

8.313.1 Function

Defrecord/Find-Record/Pull names an undocumented function, with lambda list (NAME TABLE COLUMNS).

8.313.2 File

Defined in file src/db/db-central.lisp.

8.314 Tootsville::Defrecord/ Find-Records

8.314.1 Function

Defrecord/Find-Records names an undocumented function, with lambda list (NAME TABLE COLUMNS).

8.314.2 File

Defined in file src/db/db-central.lisp.

8.315 Tootsville::Defrecord/ Find-Records-By-Sql

8.315.1 Function

Defrecord/Find-Records-By-Sql names an undocumented function, with lambda list (NAME DATABASE).

8.315.2 File

Defined in file src/db/db-central.lisp.

8.316 Tootsville::Defrecord/ Find-Records/ Pull

8.316.1 Function

Defrecord/Find-Records/Pull names an undocumented function, with lambda list (NAME TABLE COLUMNS).

8.316.2 File

Defined in file src/db/db-central.lisp.

8.317 Tootsville::Defrecord/ Find-Reference

8.317.1 Function

Defrecord/Find-Reference names an undocumented function, with lambda list (NAME COLUMN).

8.317.2 File

Defined in file src/db/db-central.lisp.

8.318 Tootsville::Defrecord/ Find-Reference-Columns

8.318.1 Function

Defrecord/Find-Reference-Columns names an undocumented function, with lambda list (NAME COLUMNS).

8.318.2 File

Defined in file src/db/db-central.lisp.

8.319 Tootsville::Defrecord/ Id-Column-For

8.319.1 Function

Defrecord/Id-Column-For names an undocumented function, with lambda list (NAME COLUMNS ID-COLUMN).

8.319.2 File

Defined in file src/db/db-central.lisp.

8.320 Tootsville::Defrecord/ Invalidate-Cache

8.320.1 Function

Defrecord/Invalidate-Cache names an undocumented function, with lambda list (NAME PULL COLUMNS).

8.320.2 File

Defined in file src/db/db-central.lisp.

8.321 Tootsville::Defrecord/ Load-Record

8.321.1 Function

Defrecord/Load-Record names an undocumented function, with lambda list (NAME COLUMNS).

8.321.2 File

Defined in file src/db/db-central.lisp.

8.322 Tootsville::Defrecord/ Make-Record

8.322.1 Function

Defrecord/Make-Record names an undocumented function, with lambda list (NAME).

8.322.2 File

Defined in file src/db/db-central.lisp.

8.323 Tootsville::Defrecord/ Record=

8.323.1 Function

Defrecord/Record= names an undocumented function, with lambda list (NAME ID-ACCESSOR).

8.323.2 File

Defined in file src/db/db-central.lisp.

8.324 Tootsville::Defrecord/ Reload-Record

8.324.1 Function

Defrecord/Reload-Record names an undocumented function, with lambda list (NAME COLUMNS).

8.324.2 File

Defined in file src/db/db-central.lisp.

8.325 Tootsville::Defrecord/ Save-Record

8.325.1 Function

Defrecord/Save-Record names an undocumented function, with lambda list (NAME ID-ACCESSOR DATABASE TABLE COLUMNS).

8.325.2 File

Defined in file src/db/db-central.lisp.

8.326 Tootsville::Defrecord/ Save-Record-With-Id-Column

8.326.1 Function

Defrecord/Save-Record-With-Id-Column names an undocumented function, with lambda list (NAME DATABASE TABLE COLUMNS).

8.326.2 File

Defined in file src/db/db-central.lisp.

8.327 Tootsville::Defrecord/ To-Json

8.327.1 Function

Defrecord/To-Json names an undocumented function, with lambda list (NAME COLUMNS).

8.327.2 File

Defined in file src/db/db-central.lisp.

8.328 Tootsville::Delete-Contact

8.328.1 Function

Delete-Contact names an undocumented function, with lambda list (OWNER CONTACT).

8.328.2 File

Defined in file `src/contacts.lisp`.

8.329 Tootsville::Demand-Quiesce-Toot

8.329.1 Function

Demand-Quiesce-Toot names a function, with lambda list (TOOT):

Send TOOT a demand that it quiesce a copy of itself to the database

8.329.2 File

Defined in file `src/toots.lisp`.

8.330 Tootsville::Describe-System

8.330.1 Function

Describe-System names a function, with lambda list (SYSTEM S):

Describes an ASDF system SYSTEM to stream S.

This is used to obtain the title, description, author, maintainer, and license information, as well as the contents of any COPYING or LICENSE file, in TeXinfo format for inclusion in the manual.

8.330.2 Example Output

```
@subsection System Tootsville
```

```
The server software monolith for REST services of Tootsville.org
```

```
Author: Bruce-Robert Pocock <BRPocock@@ciwta.org>
```

```
License: AGPL v3+
```

8.330.3 File

Defined in file src/main.lisp.

8.331 Tootsville::Describe-World

8.331.1 Function

Describe-World names a function, with lambda list (LATITUDE LONGITUDE ALTITUDE WORLD):

Describe the world at LATITUDE, LONGITUDE, ALTITUDE in WORLD.

Returns a PList with :TERRAIN and :FURNITURE.

:TERRAIN contains a 201×201 grid of 1m corners of a 200×200 meter space (that is, the entire space at LATITUDE, LONGITUDE at ALTITUDE=0). If ALTITUDE is not zero, the :TERRAIN is omitted.

:FURNITURE contains a list of item descriptions as per Section 8.776 [TOOTSVILLE ITEMS-AT], page 1069, which are as per Section 8.744 [TOOTSVILLE ITEM-INFO], page 1036.

8.331.2 File

Defined in file src/world.lisp.

8.332 Tootsville::Destroy-All-Idle-Workers

8.332.1 Function

Destroy-All-Idle-Workers names a function, with lambda list NIL:

Destroy all idle web worker threads violently.

Normally only needed during debugging. See instead Section 8.1124 [TOOTSVILLE STOP], page 1417.

8.332.2 File

Defined in file src/main.lisp.

8.333 Tootsville::Destroy-All-Listeners

8.333.1 Function

Destroy-All-Listeners names a function, with lambda list NIL:

Destroy all Hunchentoot listener threads violently.

Normally only needed during debugging. See instead Section 8.1124 [TOOTSVILLE STOP], page 1417.

8.333.2 File

Defined in file `src/main.lisp`.

8.334 Tootsville::Destroy-All-Web-Tasks

8.334.1 Function

Destroy-All-Web-Tasks names a function, with lambda list NIL:

Destroy all web listeners and worker threads.

May make a second (or subsequent) pass to try to clean up non-idle worker threads after 1 second, but no guarantee that it will destroy them all.

8.334.2 File

Defined in file `src/main.lisp`.

8.335 Tootsville::Destroy-Disowned-Items

8.335.1 Function

Destroy-Disowned-Items names an undocumented function, with lambda list NIL.

8.335.2 File

Defined in file `src/terrain.lisp`.

8.336 Tootsville::Destroy-Endpoint

8.336.1 Function

Destroy-Endpoint names an undocumented function, with lambda list (METHOD URI &OPTIONAL CONTENT-TYPE).

8.336.2 File

Defined in file src/web.lisp.

8.337 Tootsville::Destroy-Record

8.337.1 Function

Destroy-Record names a function, with lambda list (OBJECT):

Delete the record in the database representing OBJECT.

Does not attempt to destroy OBJECT, so a subsequent call to Section 8.1065 [TOOTSVILLE SAVE-RECORD], page 1358, could potentially be used to re-create it.

8.337.2 File

Defined in file `src/db/generic-db.lisp`.

8.338 Tootsville::Destroy-Toot

8.338.1 Function

Destroy-Toot names a function, with lambda list (TOOT):

Prompt (with CERROR (see the Common Lisp HyperSpec)) to Section 8.337 [TOOTSVILLE DESTROY-RECORD], page 595, TOOT

8.338.2 File

Defined in file src/toots.lisp.

8.339 Tootsville::Detailed-Time

8.339.1 Function

Detailed-Time names a function, with lambda list (&OPTIONAL (NOW (GET-UNIVERSAL-TIME*)))

Get a long string explaining the date, time, and other info.

This is a multiple-paragraph explanation of the form:

Currently the universal time code is 3,783,302,735.

On the planet Chæorgryllum, it is 05:25:35 in the wee hours of the morning on Blanksday, the fifth of Inunguis, 152.

That's the ninth day of the nine-day week, and the third month of the twelve months of the year.

It is the fifth day of The Moon's 30-day month.

It is the sixty-fourth day of The Other Moon's 71-day month.

It is the thirty-seventh day of The Pink Moon's 53-day month.

It is the 95th day of the 360-day calendar year.

If the day is an holiday, it will also be mentioned.

8.339.2 File

Defined in file src/endpoints/slash-world.lisp.

8.340 Tootsville::Devel

8.340.1 Variable

Devel names an undocumented variable with the value NIL

8.341 Tootsville::Disable-Sbcl-Ldb

8.341.1 Function

Disable-Sbcl-Ldb names an undocumented function, with lambda list NIL.

8.341.2 File

Defined in file `src/utils.lisp`.

8.342 Tootsville::Disconnect-No-Login

8.342.1 Function

Disconnect-No-Login names a function, with lambda list (CLIENT):

Disconnect client for failing to log in within the required time or number of commands.

8.342.2 File

Defined in file src/websockets.lisp.

8.343 Tootsville::Dispatch-Endpoint

8.343.1 Function

Dispatch-Endpoint names an undocumented function, with lambda list (MATCH).

8.343.2 File

Defined in file src/acceptor.lisp.

8.344 Tootsville::Distance

8.344.1 Function

Distance names an undocumented function, with lambda list (X1 Y1 Z1 X2 Y2 Z2).

8.344.2 File

Defined in file src/world.lisp.

8.345 Tootsville::Divisible-By-200-P

8.345.1 Function

Divisible-By-200-P names a function, with lambda list (N):

Is N evenly divisible by 200?

8.345.2 File

Defined in file src/utils.lisp.

8.346 Tootsville::Dns-Name

8.346.1 Type

Dns-Name names a TYPE:

A name that could be a DNS hostname

See Section 8.637 [TOOTSVILLE HOST-NAME-LIKE-P], page 897.

8.347 Tootsville::Do-After

8.347.1 Macro

Do-After names a macro, with lambda list ((TIME) &BODY BODY):

Perform BODY after TIME seconds have elapsed.

Uses a one-shot-timer metronome facility.

8.347.2 File

Defined in file src/metronome.lisp.

8.348 Tootsville::Do-Db-Records-Simply

8.348.1 Macro

Do-Db-Records-Simply names a macro, with lambda list ((RECORD-VAR TABLE &REST COLUMNS+VALUES) &BODY BODY):

Iterate RECORD-VAR over TABLE where columns = values as in plist COLUMNS+VALUES.

Selects one record at a time from TABLE. Does not use MemCacheD.

8.348.2 File

Defined in file src/db/maria.lisp.

8.349 Tootsville::Do-Metronome

8.349.1 Macro

Do-Metronome names a macro, with lambda list `((&KEY FREQUENCY ONE-SHOT-TIME NAME) &BODY BODY)`:

Perform BODY as a metronome facility named NAME, at FREQUENCY or once at ONE-SHOT-TIME.

FREQUENCY is given in seconds, or ONE-SHOT-TIME is given in Universal time. When both are given, the facility will execute at the rate of FREQUENCY until a final execution at ONE-SHOT-TIME.

8.349.2 File

Defined in file `src/metronome.lisp`.

8.350 Tootsville::Do-Records

8.350.1 Macro

Do-Records names a macro, with lambda list ((RECORD-VAR TYPE &REST COLUMNS+VALUES) &BODY BODY):

Apply BODY to each row as if Section 8.548 [TOOTSVILLE FIND-RECORDS], page 807, were called.

8.350.2 File

Defined in file src/db/db-central.lisp.

8.351 Tootsville::Docstring->Html

8.351.1 Function

Docstring->Html names an undocumented function, with lambda list (DOCSTRING SYMBOL).

8.351.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.352 Tootsville::Docstring->Markdown

8.352.1 Function

Docstring->Markdown names an undocumented function, with lambda list (DOCSTRING).

8.352.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.353 Tootsville::Doff-Any-Conflicting-Item

8.353.1 Function

Doff-Any-Conflicting-Item names an undocumented function, with lambda list (WEAR-SLOT TOOT).

8.353.2 File

Defined in file src/items.lisp.

8.354 Tootsville::Doff-Item

8.354.1 Function

Doff-Item names a function, with lambda list (INVENTORY-ITEM):

Un-equip ITEM.

8.354.2 File

Defined in file src/items.lisp.

8.355 Tootsville::Doff-Item-In-Slot

8.355.1 Function

Doff-Item-In-Slot names an undocumented function, with lambda list (WEAR-SLOT TOOT).

8.355.2 File

Defined in file src/items.lisp.

8.356 Tootsville::Don-Item

8.356.1 Function

Don-Item names a function, with lambda list (INVENTORY-ITEM WEAR-SLOT):

Equip INVENTORY-ITEM on its owning Toot in SLOT.

If this conflicts with any other equipped items, remove them.

8.356.2 File

Defined in file src/items.lisp.

8.357 Tootsville::Doodle-Personality

8.357.1 Class

Doodle-Personality names a class, with one superclass: Section 8.1027 [TOOTSVILLE ROBOT-DOODLE], page 1320.

This class defines a character named Doodle

8.357.2 Slots

Class Doodle-Personality has no direct slots defined.

8.358 Tootsville::Dottie-Personality

8.358.1 Class

Dottie-Personality names a class, with one superclass: Section 8.1028 [TOOTSVILLE ROBOT-DOTTIE], page 1321.

This class defines a character named Dottie

8.358.2 Slots

Class Dottie-Personality has no direct slots defined.

8.359 Tootsville::Double-@

8.359.1 Function

Double-@ names a function, with lambda list (STRING):

 Edit STRING to be safe in TeXInfo.

 Escapes @, {, and } characters and adds a space after “/” characters.

8.359.2 File

Defined in file src/write-docs-2.lisp.

8.360 Tootsville::Drop-Item

8.360.1 Function

Drop-Item names a function, with lambda list (INVENTORY-ITEM):

Drop ITEM and cease to own it.

8.360.2 File

Defined in file src/items.lisp.

8.361 Tootsville::Dump-Credits

8.361.1 Function

Dump-Credits names a function, with lambda list NIL:

Send +CREDITS+ as a private admin message. Response to the ,credits user utterance.

8.361.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.362 Tootsville::Dump-Global-Heightmap

8.362.1 Function

Dump-Global-Heightmap names an undocumented function, with lambda list NIL.

8.362.2 File

Defined in file src/terrain.lisp.

8.363 Tootsville::Email-Lhs

8.363.1 Function

Email-Lhs names an undocumented function, with lambda list (ADDRESS).

8.363.2 File

Defined in file src/users.lisp.

8.364 Tootsville::Enable-Sbcl-Ldb

8.364.1 Function

Enable-Sbcl-Ldb names an undocumented function, with lambda list NIL.

8.364.2 File

Defined in file src/utils.lisp.

8.365 Tootsville::Enable-Ssl-P

8.365.1 Function

Enable-Ssl-P names an undocumented function, with lambda list NIL.

8.365.2 File

Defined in file `src/config.lisp`.

8.366 Tootsville::Encode-Endpoint-Reply

8.366.1 Function

Encode-Endpoint-Reply names a function, with lambda list (REPLY):

Handle the reply from an endpoint function gracefully.

Strings are sent in UTF-8.

Vectors are assumed to be octet vectors.

Lists can begin with a status code number, followed by an optional list of headers, followed by actual contents. A list not beginning with a status number is assumed to be cons data, which is transmitted as JSON in UTF-8 using the Jonathan transcoding.

Relies upon Section 8.265 [TOOTSVILLE CONTENTS-TO-BYTES], page 521, qv

8.366.2 File

Defined in file src/web.lisp.

8.367 Tootsville::Endpoint

8.367.1 Class

Endpoint names a class, with one superclass: COMMON-LISP::STANDARD-OBJECT (not in this manual).

8.367.2 Slots

Class Endpoint has 6 direct slot definitions:

Function (undocumented)

Method (undocumented)

Template (undocumented)

Template-Arity
(undocumented)

Content-Type
(undocumented)

How-Slow-Is-Slow
(undocumented)

8.368 Tootsville::Endpoint->Html

8.368.1 Function

Endpoint->Html names an undocumented function, with lambda list (ENDPOINT).

8.368.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.369 Tootsville::Endpoint->Openapi

8.369.1 Function

Endpoint->Openapi names a function, with lambda list (ENDPOINT):

Convert an ENDPOINT description PList into an OpenAPI description.

8.369.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.370 Tootsville::Endpoint->Plist

8.370.1 Function

Endpoint->Plist names an undocumented function, with lambda list (ENDPOINT).

8.370.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.371 Tootsville::Endpoint-Close

8.371.1 Function

Endpoint-Close names a function, with lambda list (ENDPOINT METHOD ARITY UA-ACCEPT):

Is the given ENDPOINT similar to METHOD ARITY UA-ACCEPT?

This is used to quickly filter endpoints using only fast integer = (see the Common Lisp HyperSpec) and symbol EQL (see the Common Lisp HyperSpec) comparisons, so that the more expensive template unification algorithm can run only on fewer, relatively similar URIs.

8.371.2 File

Defined in file src/endpoint.lisp.

8.372 Tootsville::Endpoint-Close-Key

8.372.1 Function

Endpoint-Close-Key names a function, with lambda list (ENDPOINT):

A small list that acts like a hash for ENDPOINT. Serves the same purpose as Section 8.371 [TOOTSVILLE ENDPOINT-CLOSE], page 629.

8.372.2 File

Defined in file src/endpoint.lisp.

8.373 Tootsville::Endpoint-Content-Type

8.373.1 Function

Endpoint-Content-Type names an undocumented function, with lambda list (OBJECT).

8.374 Tootsville::Endpoint-Delete-/ Users/ Me/ Toots/ Toot-Name \mapsto Json

8.374.1 Function

Endpoint-Delete-/ Users/ Me/ Toots/ Toot-Name \mapsto Json names a function, with lambda list (TOOT-NAME):

Permanently destroys the Toot character TOOT-NAME.

This Toot must be owned by you (the logged-in user).

Any inventory held by the Toot, or property owned by the Toot, will be released to the public domain. Players should transfer items or property prior to deleting a Toot.

For a time after a Toot's deletion, their name remains locked (to prevent immediate impersonation).

Requires player authentication.

8.374.2 Status: 202 Toot deletion in progress

The Toot will be deleted, but it may not have completed yet. A subsequent, identical request can confirm.

8.374.3 Status: 204 Toot deleted

The Toot has been deleted. Repeated calls will return the same status, for the duration of the name lock on the Toot.

8.374.4 Status: 401 Authorization Required

No user credentials were passed.

8.374.5 Status: 403 Authorization Failed

The user credentials presented were not recognized.

8.374.6 Status: 404 Not Found

The Toot named does not exist.

8.374.7 Status: 405 Not Allowed

The Toot named is one that you have permission to use, but are not the main owner of. This is usually a child account.

8.374.8 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method DELETE at the URI template /users/me/toots/:toot-name. It returns a content-type of application/json.

TOOT-NAME is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.374.9 File

Defined in file src/endpoints/slash-users.lisp.

8.375 Tootsville::Endpoint-Function

8.375.1 Function

Endpoint-Function names an undocumented function, with lambda list (OBJECT).

8.376 Tootsville::Endpoint-Get-/ Favicon/ Ico \mapsto Vnd.Microsoft.Icon

8.376.1 Function

Endpoint-Get-/ Favicon/ Ico \mapsto Vnd.Microsoft.Icon names a function, with lambda list NIL:

Get the Tootsville logo in Windows Icon format

8.376.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /favicon/ico. It returns a content-type of image/vnd.microsoft.icon.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.376.3 File

Defined in file src/web.lisp.

8.377 Tootsville::Endpoint-Get-/ Favicon \mapsto Gif

8.377.1 Function

Endpoint-Get-/ Favicon \mapsto Gif names a function, with lambda list NIL:

Get the Tootsville logo as a GIF

8.377.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /favicon. It returns a content-type of image/gif.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.377.3 File

Defined in file src/web.lisp.

8.378 Tootsville::Endpoint-Get-/ Favicon \mapsto Png

8.378.1 Function

Endpoint-Get-/ Favicon \mapsto Png names a function, with lambda list NIL:

Get the Tootsville logo as a PNG

8.378.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /favicon. It returns a content-type of image/png.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.378.3 File

Defined in file src/web.lisp.

8.379 Tootsville::Endpoint-Get-/ Gossip/ Answers/ Uuid \mapsto Sdp

8.379.1 Function

Endpoint-Get-/ Gossip/ Answers/ Uuid \mapsto Sdp names a function, with lambda list (UUID):

Read back the answer to an offer posted previously.

This is a COMET-type call which may sleep up to 30s.

8.379.2 204 No Content

No Content is returned if the offer has not yet been accepted. However, this will not be returned immediately; the host will wait up to 30s before returning failure.

8.379.3 200 OK

The SDP answer will be returned.

8.379.4 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /gossip/answers/:uuid. It returns a content-type of application/sdp.

UUID is a parameter from the URI.

It will report a slow response if it takes longer than 31.0 seconds (31,000 milliseconds) to complete.

8.379.5 File

Defined in file src/endpoints/slash-gossip.lisp.

8.380 Tootsville::Endpoint-Get-/ Gossip/ Ice-Servers \mapsto Json

8.380.1 Function

Endpoint-Get-/ Gossip/ Ice-Servers \mapsto Json names a function, with lambda list NIL:

Obtain STUN/TURN server credentials for ICE.

8.380.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /gossip/ice-servers. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.380.3 File

Defined in file src/endpoints/slash-gossip.lisp.

8.381 Tootsville::Endpoint-Get-/ Gossip/ Offers \mapsto Json

8.381.1 Function

Endpoint-Get-/ Gossip/ Offers \mapsto Json names a function, with lambda list NIL:

Ask for any, arbitrary offer to potentially accept.

Returns a JSON object with UUID (for answering) and SDP description.

8.381.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /gossip/offers. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.381.3 File

Defined in file src/endpoints/slash-gossip.lisp.

8.382 Tootsville::Endpoint-Get-/ Maintenance/ \mapsto Txt

8.382.1 Function

Endpoint-Get-/ Maintenance/ \mapsto Txt names a function, with lambda list NIL:

Undocumented endpoint for GET /maintenance/ \mapsto :TEXT/PLAIN

8.382.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /maintenance/. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.382.3 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.383 Tootsville::Endpoint-Get-/ Meta-Game/ Headers \mapsto Json

8.383.1 Function

Endpoint-Get-/ Meta-Game/ Headers \mapsto Json names a function, with lambda list NIL:

This method returns to the user, the headers that reached the application server.

Note that these may have been modified by proxies or load-balancers in transit.

8.383.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /meta-game/headers. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.383.3 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.384 Tootsville::Endpoint-Get-/ Meta-Game/ Ping \mapsto Txt

8.384.1 Function

Endpoint-Get-/ Meta-Game/ Ping \mapsto Txt names a function, with lambda list NIL:

Ping the server (test server presence and latency)

8.384.2 200: OK

This endpoint always returns the 6-character string: `"pong"`

8.384.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /meta-game/ping. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.384.4 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.385 Tootsville::Endpoint-Get-/ Meta-Game/ Services/ Old \mapsto Json

8.385.1 Function

Endpoint-Get-/ Meta-Game/ Services/ Old \mapsto Json names a function, with lambda list NIL:

This is a sketchy sort of listing of services in a JSON format that is not anybody's standard. It exists as a stop-gap measure until the OpenAPI form is working nicely.

8.385.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /meta-game/services/old. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.385.3 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.386 Tootsville::Endpoint-Get-/ Meta-Game/ Services \mapsto Html

8.386.1 Function

Endpoint-Get-/ Meta-Game/ Services \mapsto Html names a function, with lambda list NIL:

Provide a listing of services available in this cluster.

This provides a browseable catalog of web services that are provided by this machine or its siblings.

8.386.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /meta-game/services. It returns a content-type of text/html.

There are no URI parameters.

It will report a slow response if it takes longer than 0.15 seconds (150 milliseconds) to complete.

8.386.3 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.387 Tootsville::Endpoint-Get-/ Meta-Game/ Services \mapsto Json

8.387.1 Function

Endpoint-Get-/ Meta-Game/ Services \mapsto Json names a function, with lambda list NIL:

Enumerate services for OpenAPI.

Provide an OpenAPI JSON dump of the same information seen on this page, but in a machine-readable format.

8.387.2 Status: 200 OK

The data returned is in the JSON encoded form of OpenAPI 3.0.0; see <https://openapis.org/> for details.

8.387.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /meta-game/services. It returns a content-type of application/vnd.oai.openapi;version=3.0.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.387.4 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.388 Tootsville::Endpoint-Get-/ Toots/ Toot-Name \mapsto Json

8.388.1 Function

Endpoint-Get-/ Toots/ Toot-Name \mapsto Json names a function, with lambda list (TOOT-NAME):

Get public info about TOOT-NAME

TOOT-NAME is the name of a Toot or other character-type avatar in the game. This endpoint will return the public information about TOOT-NAME in the format described by Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497.

8.388.2 200 OK

Note that the HTTP Last-Modified header will be set to the Section 8.1207 [TOOTSVILLE TOOT-LAST-ACTIVE], page 1502, time of the Toot character.

The body of the response will be the public information about TOOT-NAME in the form described at Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497.

8.388.3 404 Not Found

This is returned if TOOT-NAME does not name a character in the game.

8.388.4 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /toots/:toot-name. It returns a content-type of application/json.

TOOT-NAME is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.388.5 File

Defined in file src/endpoints/slash-toots.lisp.

8.389 Tootsville::Endpoint-Get-/ Toots/ Toot-Name \mapsto Txt

8.389.1 Function

Endpoint-Get-/ Toots/ Toot-Name \mapsto Txt names a function, with lambda list (TOOT-NAME):

Get public info about TOOT-NAME

8.389.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /toots/:toot-name. It returns a content-type of text/plain.

TOOT-NAME is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.389.3 File

Defined in file src/endpoints/slash-toots.lisp.

8.390 Tootsville::Endpoint-Get-/ Users/ Me/ Toots/ Toot-Name \mapsto Json

8.390.1 Function

Endpoint-Get-/ Users/ Me/ Toots/ Toot-Name \mapsto Json names a function, with lambda list (TOOT-NAME):

Gives detailed information about your Toot character TOOT-NAME.

This Toot must be owned by you (the logged-in user). You will receive details about your own Toot, like inventory, that are not available to other players.

Requires player authentication.

8.390.2 Status: 200 OK

Returns the JSON information as per Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, including private information that is only available to the owner.

Note that the **Last-Modified** header will be set to the Toot's Section 8.1207 [TOOTSVILLE TOOT-LAST-ACTIVE], page 1502, value.

8.390.3 Status: 401 Authorization Required

No user credentials were passed.

8.390.4 Status: 403 Authorization Failed

The user credentials presented were not recognized, or the Toot name given is not your Toot.

8.390.5 Status: 404 Not Found

The Toot name given was not registered.

8.390.6 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /users/me/toots/:toot-name. It returns a content-type of application/json.

TOOT-NAME is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.390.7 File

Defined in file src/endpoints/slash-users.lisp.

8.391 Tootsville::Endpoint-Get-/ Users/ Me/ Toots/ Toot-Name \mapsto Txt

8.391.1 Function

Endpoint-Get-/ Users/ Me/ Toots/ Toot-Name \mapsto Txt names a function, with lambda list (TOOT-NAME):

Gives detailed information about your Toot character TOOT-NAME.

This text information is an English-like rendering of the same information as Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, returns.

8.391.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /users/me/toots/:toot-name. It returns a content-type of text/plain.

TOOT-NAME is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.391.3 File

Defined in file src/endpoints/slash-users.lisp.

8.392 Tootsville::Endpoint-Get-/ Users/ Me/ Toots \mapsto Json

8.392.1 Function

Endpoint-Get-/ Users/ Me/ Toots \mapsto Json names a function, with lambda list NIL:

Enumerate all Toot characters available to you.

8.392.2 200 OK

The `Last-Modified` header will be set to the maximum Section 8.1207 [TOOTSVILLE TOOT-LAST-ACTIVE], page 1502, time of any Toot in roster.

The returned body will have a JSON object with one key, `toots`, which in turn contains an array of Toot names, ordered by their Section 8.1207 [TOOTSVILLE TOOT-LAST-ACTIVE], page 1502, time, with the most recently used Toot listed first.

8.392.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template `/users/me/toots`. It returns a content-type of `application/json`.

There are no URI parameters.

It will report a slow response if it takes longer than 1.0 seconds (1,000 milliseconds) to complete.

8.392.4 File

Defined in file `src/endpoints/slash-users.lisp`.

8.393 Tootsville::Endpoint-Get-/ Users/ Me/ Toots \mapsto Txt

8.393.1 Function

Endpoint-Get-/ Users/ Me/ Toots \mapsto Txt names a function, with lambda list NIL:

Enumerate all Toot characters available to you.

8.393.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /users/me/toots. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.393.3 File

Defined in file src/endpoints/slash-users.lisp.

8.394 Tootsville::Endpoint-Get-/ Users/ Me \mapsto Json

8.394.1 Function

Endpoint-Get-/ Users/ Me \mapsto Json names a function, with lambda list NIL:

Provides information about your user account.

Requires player authentication.

8.394.2 Status: 200 OK

You will receive some information about your user account.

The top-level keys of the JSON object are:

TODO: document this properly

8.394.3 Status: 401 Authorization Required

8.394.4 Status: 403 Authorization Failed

8.394.5 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /users/me. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.394.6 File

Defined in file src/endpoints/slash-users.lisp.

8.395 Tootsville::Endpoint-Get-/ Users/ Me \mapsto Txt

8.395.1 Function

Endpoint-Get-/ Users/ Me \mapsto Txt names a function, with lambda list NIL:

Provides information about your user account, in plain text form.

8.395.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /users/me. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.395.3 File

Defined in file src/endpoints/slash-users.lisp.

8.396 Tootsville::Endpoint-Get-/ Version/ About/ Detail/ Param \mapsto Json

8.396.1 Function

Endpoint-Get-/ Version/ About/ Detail/ Param \mapsto Json names a function, with lambda list (PARAM):

Returns (as a JSON object) the info specified by PARAM.

See the endpoint GET /version/about/detail/:param.txt for a list of possible values of PARAM.

8.396.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /version/about/detail/:param. It returns a content-type of application/json.

PARAM is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.396.3 File

Defined in file src/endpoints/slash-version.lisp.

8.397 Tootsville::Endpoint-Get-/ Version/ About/ Detail/ Param \mapsto Txt

8.397.1 Function

Endpoint-Get-/ Version/ About/ Detail/ Param \mapsto Txt names a function, with lambda list (PARAM):

Returns (as plain text) the info specified by PARAM.

The values available can be seen by GET /version/about.txt, but include the following. Values are case-insensitive.

Product The product running (eg, Tootsville)

Version The current version of the application

Copyright
 The copyright notice (one-line form) for the application

Environment/Configuration
 The environment configuration being run within

Environment/Developmentp
 True if this is a development server

Environment/Productionp
 True if this is a production server

Machine/Version
 The MACHINE-VERSION (see the Common Lisp HyperSpec) on which this is running.

Machine/Type
 The MACHINE-TYPE (see the Common Lisp HyperSpec) on which this is running.

Machine/Instance
 The MACHINE-INSTANCE (see the Common Lisp HyperSpec) on which this is running.

Site/Short-Name
 The short name of the active site.

Site/Long-Name
 The long name of the active site.

Lisp/Type
 The ‘LISP-TYPE’ of the compiler used.

Lisp/Version
 The ‘LISP-VERSION’ of the compiler used.

Software/Type
 The SOFTWARE-TYPE (see the Common Lisp HyperSpec) of the operating system.

Software/Version
 The SOFTWARE-VERSION (see the Common Lisp HyperSpec) of the operating system.

Copyright-Latest

The latest year in the copyright declaration.

Build-Date

The date on which the software was first compiled.

Compiled The point in time at which the software was compiled.

Request/Name

The requestor name

Request/Port

The port on which the request was made

Request/Protocol

The protocol via which the request was made

Acceptor/Class

The class of the acceptor handling this request

Acceptor/Name

The name of the acceptor handling this request

Acceptor/Port

The port on which the acceptor is handling this request

Acceptor/Address

The address on which the acceptor is handling this request

8.397.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /version/about/detail/:param. It returns a content-type of text/plain.

PARAM is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.397.3 File

Defined in file src/endpoints/slash-version.lisp.

8.398 Tootsville::Endpoint-Get-/ Version/ About \mapsto Json

8.398.1 Function

Endpoint-Get-/ Version/ About \mapsto Json names a function, with lambda list NIL:

Returns all version information about this host.

8.398.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /version/about. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.398.3 File

Defined in file src/endpoints/slash-version.lisp.

8.399 Tootsville::Endpoint-Get-/ Version/ About \mapsto Txt

8.399.1 Function

Endpoint-Get-/ Version/ About \mapsto Txt names a function, with lambda list NIL:

Returns all version information about this host.

8.399.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /version/about. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.399.3 File

Defined in file src/endpoints/slash-version.lisp.

8.400 Tootsville::Endpoint-Get-/ World/ Clock/ Calendar/ Now/ Fragment \mapsto Html

8.400.1 Function

Endpoint-Get-/ World/ Clock/ Calendar/ Now/ Fragment \mapsto Html names a function, with lambda list NIL:

Get a calendar fragment in HTML for the current month of the current year.

The HTML fragment contains the month header, day-of-week headers, and has holidays marked with HTML title attributes.

See Section 3.4 [CHCEROGRYLLUM CAL-MONTH.HTML], page 17,

8.400.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/calendar/now/fragment. It returns a content-type of text/html.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.400.3 File

Defined in file src/endpoints/slash-world.lisp.

8.401 Tootsville::Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Fragment \mapsto Html

8.401.1 Function

Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Fragment \mapsto Html names a function, with lambda list (YEAR):

Get a calendar fragment in HTML for 12 months of YEAR.

Contains HTML fragments for each of the 12 months.

See Section 3.4 [CHCEROGRYLLUM CAL-MONTH.HTML], page 17,

8.401.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/calendar/year/:year/fragment. It returns a content-type of text/html.

YEAR is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.401.3 File

Defined in file src/endpoints/slash-world.lisp.

8.402 Tootsville::Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Month/ Month/ Fragment \mapsto Html

8.402.1 Function

Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Month/ Month/ Fragment \mapsto Html names a function, with lambda list (YEAR MONTH):

Get a calendar fragment in HTML for MONTH of YEAR.

The HTML fragment contains the month header, day-of-week headers, and has holidays marked with HTML title attributes.

See Section 3.4 [CHCEROGRYLLUM CAL-MONTH.HTML], page 17,

8.402.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/calendar/year/:year/month/:month/fragment. It returns a content-type of text/html.

The URI includes parameters: YEAR, MONTH.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.402.3 File

Defined in file src/endpoints/slash-world.lisp.

8.403 Tootsville::Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Month/ Month \mapsto Html

8.403.1 Function

Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Month/ Month \mapsto Html names a function, with lambda list (YEAR MONTH):

Get a calendar as an HTML page for MONTH of YEAR.

Produces a minimal HTML page framework surrounding a single-month HTML calendar.

See Section 3.4 [CHCEROGRYLLUM CAL-MONTH.HTML], page 17.

8.403.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/calendar/year/:year/month/:month. It returns a content-type of text/html.

The URI includes parameters: YEAR, MONTH.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.403.3 File

Defined in file src/endpoints/slash-world.lisp.

8.404 Tootsville::Endpoint-Get-/ World/ Clock/ Date/ Abbrev \mapsto Txt

8.404.1 Function

Endpoint-Get-/ World/ Clock/ Date/ Abbrev \mapsto Txt names a function, with lambda list NIL:

Get the date on Chœrogryllum (abbreviated date string)

8.404.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/date/abbrev. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.404.3 File

Defined in file src/endpoints/slash-world.lisp.

8.405 Tootsville::Endpoint-Get-/ World/ Clock/ Date/ Long \mapsto Txt

8.405.1 Function

Endpoint-Get-/ World/ Clock/ Date/ Long \mapsto Txt names a function, with lambda list NIL:

Get the date on Chœrogyllum (pretty-printed date string)

8.405.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/date/long. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.405.3 File

Defined in file src/endpoints/slash-world.lisp.

8.406 Tootsville::Endpoint-Get-/ World/ Clock/ Date \mapsto Txt

8.406.1 Function

Endpoint-Get-/ World/ Clock/ Date \mapsto Txt names a function, with lambda list NIL:

Get the date on Choerogryllum (pretty-printed date string)

8.406.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/date. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.406.3 File

Defined in file src/endpoints/slash-world.lisp.

8.407 Tootsville::Endpoint-Get-/ World/ Clock/ Time/ Detailed \mapsto Txt

8.407.1 Function

Endpoint-Get-/ World/ Clock/ Time/ Detailed \mapsto Txt names a function, with lambda list NIL:

Get a long string explaining the date, time, and other info.

See Section 8.339 [TOOTSVILLE DETAILED-TIME], page 597.

8.407.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/time/detailed. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.407.3 File

Defined in file src/endpoints/slash-world.lisp.

8.408 Tootsville::Endpoint-Get-/ World/ Clock/ Time→Json

8.408.1 Function

Endpoint-Get-/ World/ Clock/ Time→Json names a function, with lambda list NIL:

Get the date & time on Chœrogrillum as a JSON structure.

The returned object will have the following keys:

<code>sec</code>	Seconds into the minute
<code>min</code>	Minutes into the hour
<code>hour</code>	Hour of the day
<code>day</code>	Day of the month
<code>month</code>	Month of the year
<code>year</code>	Year
<code>weekday</code>	Day of the week (numeric)
<code>otherMonthDay</code>	Day of the Other Moon month
<code>pinkMonthDay</code>	Day of the Pink Moon month
<code>julian</code>	Julian day
<code>julian360</code>	Julian day of the year
<code>holiday</code>	Name of any holiday that occurs on this day

8.408.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/time. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.408.3 File

Defined in file src/endpoints/slash-world.lisp.

8.409 Tootsville::Endpoint-Get-/ World/ Clock/ Time \mapsto Txt

8.409.1 Function

Endpoint-Get-/ World/ Clock/ Time \mapsto Txt names a function, with lambda list NIL:

Get the current time on Choerogryllum (time string with seconds)

Returns a string of Hours:Minutes:Seconds.

8.409.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/clock/time. It returns a content-type of text/plain.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.409.3 File

Defined in file src/endpoints/slash-world.lisp.

8.410 Tootsville::Endpoint-Get-/ World/ Sky/ Tootanga/ Latitude/ Longitude→Json

8.410.1 Function

Endpoint-Get-/ World/ Sky/ Tootanga/ Latitude/ Longitude→Json names a function, with lambda list (LATITUDE LONGITUDE):

Get the contents of the sky visible over (LATITUDE, LONGITUDE).

This data includes the position of the Sun (which could be below the horizon), the position of each moon, and the (fractional) phase of that moon. It may also include an array of clouds, precipitation (rain or snow), lightning patterns, &c.

This will *not* include things that are flying in the sky.

8.410.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/sky/tootanga/:latitude/:longitude. It returns a content-type of application/json.

The URI includes parameters: LATITUDE, LONGITUDE.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.410.3 File

Defined in file src/endpoints/slash-world.lisp.

8.411 Tootsville::Endpoint-Get-/ World/ Tootanga/ Latitude/ Longitude/ Altitude→Json

8.411.1 Function

Endpoint-Get-/ World/ Tootanga/ Latitude/ Longitude/ Altitude→Json names a function, with lambda list (LATITUDE LONGITUDE ALTITUDE):

Get the information about the area near (LATITUDE, LONGITUDE, ALTITUDE)

The terrain and objects in that area, characters, &c. will be returned.

Your character must be able to observe that general area. No peeking!

8.411.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world/tootanga/:latitude/:longitude/:altitude. It returns a content-type of application/json.

The URI includes parameters: LATITUDE, LONGITUDE, ALTITUDE.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.411.3 File

Defined in file src/endpoints/slash-world.lisp.

8.412 Tootsville::Endpoint-Get-/ World \mapsto Json

8.412.1 Function

Endpoint-Get-/ World \mapsto Json names a function, with lambda list NIL:

Get world-related info in general. Not implemented.

8.412.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /world. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.412.3 File

Defined in file src/endpoints/slash-world.lisp.

8.413 Tootsville::Endpoint-Get-/ \mapsto Html

8.413.1 Function

Endpoint-Get-/ \mapsto Html names a function, with lambda list NIL:

GET on the root redirects to the main web page for the cluster (eg, `https://Tootsville.org/`)

8.413.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method GET at the URI template /. It returns a content-type of text/html.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.413.3 File

Defined in file `src/web.lisp`.

8.414 Tootsville::Endpoint-Hash

8.414.1 Function

Endpoint-Hash names an undocumented function, with lambda list (ENDPOINT-IDENTIFIER).

8.414.2 File

Defined in file src/endpoint.lisp.

8.415 Tootsville::Endpoint-Kinda-Key

8.415.1 Function

Endpoint-Kinda-Key names an undocumented function, with lambda list (ENDPOINT).

8.415.2 File

Defined in file `src/endpoint.lisp`.

8.416 Tootsville::Endpoint-Method

8.416.1 Function

Endpoint-Method names an undocumented function, with lambda list (OBJECT).

8.417 Tootsville::Endpoint-Patch-/ Users/ Me \mapsto Json

8.417.1 Function

Endpoint-Patch-/ Users/ Me \mapsto Json names a function, with lambda list NIL:

Alters information about your user account.

Requires player authentication.

Requires a body with fields to be changed, and their new values. TODO.

8.417.2 Status: 200 OK

8.417.3 Status: 401 Authorization Required

8.417.4 Status: 403 Authorization Failed

8.417.5 Status: 405 Not Allowed

8.417.6 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method PATCH at the URI template /users/me. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.417.7 File

Defined in file src/endpoints/slash-users.lisp.

8.418 Tootsville::Endpoint-Post-/ Gossip/ Alexa/ Chat/ Region/ Region \mapsto Json

8.418.1 Function

Endpoint-Post-/ Gossip/ Alexa/ Chat/ Region/ Region \mapsto Json names a function, with lambda list (REGION):

Undocumented endpoint for POST /gossip/alexa/chat/region/:region \mapsto :APPLICATION/JSON

8.418.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/alexa/chat/region/:region. It returns a content-type of application/json.

REGION is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.418.3 File

Defined in file src/endpoints/gossip/alexa/chat.lisp.

8.419 Tootsville::Endpoint-Post-/ Gossip/ Alexa/ Clock/ Region/ Region \mapsto Json

8.419.1 Function

Endpoint-Post-/ Gossip/ Alexa/ Clock/ Region/ Region \mapsto Json names a function, with lambda list (REGION):

Undocumented endpoint for POST /gossip/alexa/clock/region/:region \mapsto :APPLICATION/JSON

8.419.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/alexa/clock/region/:region. It returns a content-type of application/json.

REGION is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.419.3 File

Defined in file src/endpoints/gossip/alexa/clock.lisp.

8.420 Tootsville::Endpoint-Post-/ Gossip/ Alexa/ Info/ Region/ Region \mapsto Json

8.420.1 Function

Endpoint-Post-/ Gossip/ Alexa/ Info/ Region/ Region \mapsto Json names a function, with lambda list (REGION):

Undocumented endpoint for POST /gossip/alexa/info/region/:region \mapsto :APPLICATION/JSON

8.420.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/alexa/info/region/:region. It returns a content-type of application/json.

REGION is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.420.3 File

Defined in file src/endpoints/gossip/alexa/info.lisp.

8.421 Tootsville::Endpoint-Post-/ Gossip/ Answers/ Uuid \mapsto Sdp

8.421.1 Function

Endpoint-Post-/ Gossip/ Answers/ Uuid \mapsto Sdp names a function, with lambda list (UUID):

Post an answer to a received SDP block.

The client, having received an SDP offer, computes an SDP answer and posts it back to this endpoint.

8.421.2 202 Accepted

The posted data has been accepted and will be relayed back to the offeror.

8.421.3 404 Not Found

The UUID given is not associated with an outstanding offer.

8.421.4 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/answers/:uuid. It returns a content-type of application/sdp.

UUID is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.421.5 File

Defined in file src/endpoints/slash-gossip.lisp.

8.422 Tootsville::Endpoint-Post-/ Gossip/ Offers \mapsto Sdp

8.422.1 Function

Endpoint-Post-/ Gossip/ Offers \mapsto Sdp names a function, with lambda list NIL:

Provide a new offer. Body is an SDP offer. Reply will be an offer URI.

The offer URI will be needed to retrieve the answer to your offer from whatever peer may accept it. There is no guarantee that an offer will be accepted.

8.422.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/offers. It returns a content-type of application/sdp.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.422.3 File

Defined in file src/endpoints/slash-gossip.lisp.

8.423 Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Call \mapsto Xml

8.423.1 Function

Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Call \mapsto Xml names a function, with lambda list NIL:

Respond to a phone call to NUMBER at Twilio.

Someone has called us at NUMBER, and Twilio needs to know how to reply. Send an XML (Twiml) response.

8.423.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/twilio/incoming/call. It returns a content-type of text/xml.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.423.3 File

Defined in file src/endpoints/gossip/twilio.lisp.

8.424 Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Fax \mapsto Xml

8.424.1 Function

Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Fax \mapsto Xml names a function, with lambda list NIL:

Respond to a fax call to NUMBER at Twilio.

Someone has faxxed us at NUMBER, and Twilio needs to know how to reply. Send an XML (Twiml) response.

8.424.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/twilio/incoming/fax. It returns a content-type of text/xml.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.424.3 File

Defined in file src/endpoints/gossip/twilio.lisp.

8.425 Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Sms \mapsto Xml

8.425.1 Function

Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Sms \mapsto Xml names a function, with lambda list NIL:

Respond to an SMS or MMS message to NUMBER at Twilio.

Someone has messaged us at NUMBER, and Twilio needs to know how to reply. Send an XML (TwiML) response.

8.425.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/twilio/incoming/sms. It returns a content-type of text/xml.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.425.3 File

Defined in file src/endpoints/gossip/twilio.lisp.

8.426 Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Verify \mapsto Xml

8.426.1 Function

Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Verify \mapsto Xml names a function, with lambda list NIL:

Check a Verify code from a user's phone.

We have sent a Verify code to someone through Twilio. They have replied by entering that code, which we now need to verify through the Authy Verify endpoint.

8.426.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/twilio/incoming/verify. It returns a content-type of text/xml.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.426.3 File

Defined in file src/endpoints/gossip/twilio.lisp.

8.427 Tootsville::Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Whatsapp \mapsto Xml

8.427.1 Function

Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Whatsapp \mapsto Xml names a function, with lambda list NIL:

Respond to a WhatsApp message to NUMBER at Twilio.

Someone has messaged us at NUMBER, and Twilio needs to know how to reply. Send an XML (TwiML) response.

8.427.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /gossip/twilio/incoming/whatsapp. It returns a content-type of text/xml.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.427.3 File

Defined in file src/endpoints/gossip/twilio.lisp.

8.428 Tootsville::Endpoint-Post-/ Login/ Child \mapsto Json

8.428.1 Function

Endpoint-Post-/ Login/ Child \mapsto Json names a function, with lambda list NIL:

Child login submission.

See Section 8.804 [TOOTSVILLE LOGIN-CHILD], page 1097, for details of the child login protocol.

8.428.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /login/child. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.428.3 File

Defined in file src/endpoints/slash-login.lisp.

8.429 Tootsville::Endpoint-Post-/ Maintenance/ Buildapp/ Status \mapsto Nil

8.429.1 Function

Endpoint-Post-/ Maintenance/ Buildapp/ Status \mapsto Nil names a function, with lambda list NIL:

Checking on the last BuildApp request

8.429.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /maintenance/buildapp/status. It returns a content-type of nil.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.429.3 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.430 Tootsville::Endpoint-Post-/ Maintenance/ Buildapp \mapsto Nil

8.430.1 Function

Endpoint-Post-/ Maintenance/ Buildapp \mapsto Nil names a function, with lambda list NIL:

Recompiling Tootsville executable

8.430.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /maintenance/buildapp. It returns a content-type of nil.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.430.3 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.431 Tootsville::Endpoint-Post-/ Maintenance/ Hot-Reload \mapsto Nil

8.431.1 Function

Endpoint-Post-/ Maintenance/ Hot-Reload \mapsto Nil names a function, with lambda list NIL:
Reloading from local sources

8.431.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /maintenance/hot-reload. It returns a content-type of nil.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.431.3 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.432 Tootsville::Endpoint-Post-/ Maintenance/ Quicklisp-Update \mapsto Nil

8.432.1 Function

Endpoint-Post-/ Maintenance/ Quicklisp-Update \mapsto Nil names a function, with lambda list NIL:

Updating the Quicklisp client and distributions

8.432.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /maintenance/quicklisp-update. It returns a content-type of nil.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.432.3 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.433 Tootsville::Endpoint-Post-/ Maintenance/ Quit \mapsto Nil

8.433.1 Function

Endpoint-Post-/ Maintenance/ Quit \mapsto Nil names a function, with lambda list NIL:

Quit running

8.433.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /maintenance/quit. It returns a content-type of nil.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.433.3 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.434 Tootsville::Endpoint-Post-/ Maintenance/ Reload-Jscl \mapsto Nil

8.434.1 Function

Endpoint-Post-/ Maintenance/ Reload-Jscl \mapsto Nil names a function, with lambda list NIL:
Recompiling jscl.js

8.434.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /maintenance/reload-jscl. It returns a content-type of nil.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.434.3 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.435 Tootsville::Endpoint-Post-/ Toots \mapsto Json

8.435.1 Function

Endpoint-Post-/ Toots \mapsto Json names a function, with lambda list NIL:

Create a new Toot.

Input JSON must have the following fields: name, baseColor, padColor, pattern, patternColor, tShirtColor

Responds with 201 (Created); or 409 (Conflict) if the name is in use or for some other reason the value can't be entered; 422 if the Toot name, color or pattern name(s) given are not valid. (400 if the request is malformed.)

8.435.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /toots. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.435.3 File

Defined in file src/endpoints/slash-toots.lisp.

8.436 Tootsville::Endpoint-Post-/ Users/ Me/ Play-With/ Toot-Name \mapsto Json

8.436.1 Function

Endpoint-Post-/ Users/ Me/ Play-With/ Toot-Name \mapsto Json names a function, with lambda list (TOOT-NAME):

Begin playing with the Toot named TOOT-NAME.

`'Toot-Name'`

The name of the Toot character to play with.

8.436.2 Status: 200 OK

You are now in control of this Toot. The Toot's info will be returned.

The returned body will be a JSON object with two keys;

toot The Toot avatar information as returned by Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497.

player The player information returned by Section 8.914 [TOOTSVILLE PERSON-INFO], page 1207.

8.436.3 Status: 401 Authorization Required

No user credentials were passed.

8.436.4 Status: 403 Authorization Failed

The user credentials presented were not recognized.

8.436.5 Status: 404 Not Found

The Toot named does not exist.

8.436.6 Status: 405 Not Allowed

The Toot named is one that you have permission to use, but are not the main owner of. This is usually a child account.

8.436.7 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /users/me/play-with/:toot-name. It returns a content-type of application/json.

TOOT-NAME is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.436.8 File

Defined in file src/endpoints/slash-users.lisp.

8.437 Tootsville::Endpoint-Post-/ World/ Infinity/ Add-Furniture \mapsto Json

8.437.1 Function

Endpoint-Post-/ World/ Infinity/ Add-Furniture \mapsto Json names a function, with lambda list NIL:

Alias for INFINITY-SET-FURNITURE.

8.437.2 Infinity Mode command

See Section 8.650 [TOOTSVILLE INFINITY-ADD-FURNITURE], page 910,

8.437.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/add-furniture. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.437.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.438 Tootsville::Endpoint-Post-/ World/ Infinity/ Add-Journal-Entry \mapsto Json

8.438.1 Function

Endpoint-Post-/ World/ Infinity/ Add-Journal-Entry \mapsto Json names a function, with lambda list NIL:

Add a staff journal entry.

8.438.2 Infinity Mode command

See Section 8.651 [TOOTSVILLE INFINITY-ADD-JOURNAL-ENTRY], page 911,

8.438.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/add-journal-entry. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.438.4 File

Defined in file src/infinity/tootsville-commands.lisp.

8.439 Tootsville::Endpoint-Post-/ World/ Infinity/ Add-To-List \mapsto Json

8.439.1 Function

Endpoint-Post-/ World/ Infinity/ Add-To-List \mapsto Json names a function, with lambda list NIL:

Add a user to a buddy list or ignore list (removed in 1.2)

8.439.2 Infinity Mode command

See Section 8.652 [TOOTSVILLE INFINITY-ADD-TO-LIST], page 912,

8.439.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/add-to-list. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.439.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.440 Tootsville::Endpoint-Post-/ World/ Infinity/ Click \mapsto Json

8.440.1 Function

Endpoint-Post-/ World/ Infinity/ Click \mapsto Json names a function, with lambda list NIL:

Used by the client to report a mouse click or finger tap.

8.440.2 Infinity Mode command

See Section 8.653 [TOOTSVILLE INFINITY-CLICK], page 913,

8.440.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/click. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.440.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.441 Tootsville::Endpoint-Post-/ World/ Infinity/ Consider-Child-Approval \mapsto Json

8.441.1 Function

Endpoint-Post-/ World/ Infinity/ Consider-Child-Approval \mapsto Json names a function, with lambda list NIL:

Consider whether to approve a child's request with ID UUID.

8.441.2 Infinity Mode command

See Section 8.654 [TOOTSVILLE INFINITY-CONSIDER-CHILD-APPROVAL], page 915,

8.441.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/consider-child-approval. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.441.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.442 Tootsville::Endpoint-Post-/ World/ Infinity/ Create-User-House \mapsto Json

8.442.1 Function

Endpoint-Post-/ World/ Infinity/ Create-User-House \mapsto Json names a function, with lambda list NIL:

Either claim the user's house and lot, or add a room to their house.

8.442.2 Infinity Mode command

See Section 8.655 [TOOTSVILLE INFINITY-CREATE-USER-HOUSE], page 916,

8.442.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/create-user-house. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.442.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.443 Tootsville::Endpoint-Post-/ World/ Infinity/ Delete-Mail-Message→Json

8.443.1 Function

Endpoint-Post-/ World/ Infinity/ Delete-Mail-Message→Json names a function, with lambda list NIL:

Delete a message from the user's (SMS) mailbox

8.443.2 Infinity Mode command

See `<undefined> [TOOTSVILLE INFINITY-DELETE-MAIL-MESSAGE]`, page `<undefined>`,

8.443.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template `/world/infinity/delete-mail-message`. It returns a content-type of `application/json`.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.443.4 File

Defined in file `src/infinity/tootsville-commands.lisp`.

8.444 Tootsville::Endpoint-Post-/ World/ Infinity/ Doff \mapsto Json

8.444.1 Function

Endpoint-Post-/ World/ Infinity/ Doff \mapsto Json names a function, with lambda list NIL:

Doff all clothing items.

8.444.2 Infinity Mode command

See Section 8.656 [TOOTSVILLE INFINITY-DOFFF], page 921,

8.444.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/doff. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.444.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.445 Tootsville::Endpoint-Post-/ World/ Infinity/ Doff \mapsto Json

8.445.1 Function

Endpoint-Post-/ World/ Infinity/ Doff \mapsto Json names a function, with lambda list NIL:

Remove clothes or Pivitz.

8.445.2 Infinity Mode command

See $\langle \text{undefined} \rangle$ [TOOTSVILLE INFINITY-DOFF], page $\langle \text{undefined} \rangle$,

8.445.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/doff. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.445.4 File

Defined in file src/infinity/tootsville-commands.lisp.

8.446 Tootsville::Endpoint-Post-/ World/ Infinity/ Don \mapsto Json

8.446.1 Function

Endpoint-Post-/ World/ Infinity/ Don \mapsto Json names a function, with lambda list NIL:
Don (or equip) an item

8.446.2 Infinity Mode command

See Section 8.657 [TOOTSVILLE INFINITY-DON], page 922,

8.446.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/don. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.446.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.447 Tootsville::Endpoint-Post-/ World/ Infinity/ Echo \mapsto Json

8.447.1 Function

Endpoint-Post-/ World/ Infinity/ Echo \mapsto Json names a function, with lambda list NIL:

Echoes back the supplied JSON (or ActionScript) object to the client.

8.447.2 Infinity Mode command

See Section 8.658 [TOOTSVILLE INFINITY-ECHO], page 924,

8.447.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/echo. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.447.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.448 Tootsville::Endpoint-Post-/ World/ Infinity/ End-Event \mapsto Json

8.448.1 Function

Endpoint-Post-/ World/ Infinity/ End-Event \mapsto Json names a function, with lambda list NIL:

Attempt to end an event.

End an event begun by Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997, q.v.

8.448.2 Infinity Mode command

See Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925,

8.448.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/end-event. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.448.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.449 Tootsville::Endpoint-Post-/ World/ Infinity/ Enumerate-Wear-Slots \mapsto Json

8.449.1 Function

Endpoint-Post-/ World/ Infinity/ Enumerate-Wear-Slots \mapsto Json names a function, with lambda list NIL:

Enumerates all possible wear slots for any avatar.

8.449.2 Infinity Mode command

See Section 8.660 [TOOTSVILLE INFINITY-ENUMERATE-WEAR-SLOTS], page 928,

8.449.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/enumerate-wear-slots. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.449.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.450 Tootsville::Endpoint-Post-/ World/ Infinity/ Finger \mapsto Json

8.450.1 Function

Endpoint-Post-/ World/ Infinity/ Finger \mapsto Json names a function, with lambda list NIL:

Get public info for a list of Toots.

8.450.2 Infinity Mode command

See Section 8.661 [TOOTSVILLE INFINITY-FINGER], page 929,

8.450.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/finger. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.450.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.451 Tootsville::Endpoint-Post-/ World/ Infinity/ Game-Action \mapsto Json

8.451.1 Function

Endpoint-Post-/ World/ Infinity/ Game-Action \mapsto Json names a function, with lambda list NIL:

Send an in-world game's action.

8.451.2 Infinity Mode command

See Section 8.662 [TOOTSVILLE INFINITY-GAME-ACTION], page 930,

8.451.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/game-action. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.451.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.452 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Avatars \mapsto Json

8.452.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Avatars \mapsto Json names a function, with lambda list NIL:

Get avatar data for a list of (other) users.

8.452.2 Infinity Mode command

See Section 8.664 [TOOTSVILLE INFINITY-GET-AVATARS], page 935,

8.452.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-avatars. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.452.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.453 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Color-Palettes \mapsto Json

8.453.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Color-Palettes \mapsto Json names a function, with lambda list NIL:

getColorPalettes

8.453.2 Infinity Mode command

See Section 8.665 [TOOTSVILLE INFINITY-GET-COLOR-PALETTES], page 936,

8.453.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-color-palettes. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.453.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.454 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Inventory-By-Type \mapsto Json

8.454.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Inventory-By-Type \mapsto Json names a function, with lambda list NIL:

Get a subset of items from your own inventory

8.454.2 Infinity Mode command

See Section 8.667 [TOOTSVILLE INFINITY-GET-INVENTORY-BY-TYPE], page 938,

8.454.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-inventory-by-type. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.454.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.455 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Inventory \mapsto Json

8.455.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Inventory \mapsto Json names a function, with lambda list NIL:

Get all inventory for an user (themselves) — both active and inactive

8.455.2 Infinity Mode command

See Section 8.666 [TOOTSVILLE INFINITY-GET-INVENTORY], page 937,

8.455.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-inventory. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.455.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.456 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Mail-In-Box \mapsto Json

8.456.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Mail-In-Box \mapsto Json names a function, with lambda list NIL:

Get a listing of messages in an SMS mailbox.

8.456.2 Infinity Mode command

See Section 8.668 [TOOTSVILLE INFINITY-GET-MAIL-IN-BOX], page 940,

8.456.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-mail-in-box. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.456.4 File

Defined in file src/infinity/tootsville-commands.lisp.

8.457 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Online-Users \mapsto Json

8.457.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Online-Users \mapsto Json names a function, with lambda list NIL:

Get a list of users online.

8.457.2 Infinity Mode command

See Section 8.669 [TOOTSVILLE INFINITY-GET-ONLINE-USERS], page 942,

8.457.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-online-users. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.457.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.458 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Passport \mapsto Json

8.458.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Passport \mapsto Json names a function, with lambda list NIL:

Get the list of places that the user has gotten a passport stamp at.

8.458.2 Infinity Mode command

See Section 8.670 [TOOTSVILLE INFINITY-GET-PASSPORT], page 943,

8.458.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-passport. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.458.4 File

Defined in file src/infinity/tootsville-commands.lisp.

8.459 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Room-List \mapsto Json

8.459.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Room-List \mapsto Json names a function, with lambda list NIL:

Get a list of all “well known” Rooms currently active/visible.

8.459.2 Infinity Mode command

See Section 8.671 [TOOTSVILLE INFINITY-GET-ROOM-LIST], page 944,

8.459.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-room-list. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.459.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.460 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Room-Vars \mapsto Json

8.460.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Room-Vars \mapsto Json names a function, with lambda list NIL:

Returns “room variables.”

8.460.2 Infinity Mode command

See Section 8.672 [TOOTSVILLE INFINITY-GET-ROOM-VARS], page 945,

8.460.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-room-vars. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.460.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.461 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Server-Time \mapsto Json

8.461.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Server-Time \mapsto Json names a function, with lambda list NIL:

Send the server time to the client requesting it

8.461.2 Infinity Mode command

See Section 8.673 [TOOTSVILLE INFINITY-GET-SERVER-TIME], page 949,

8.461.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-server-time. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.461.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.462 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Session-Apple→Json

8.462.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Session-Apple→Json names a function, with lambda list NIL:

Initialise a session key for stream or batch mode operations.

8.462.2 Infinity Mode command

See Section 8.674 [TOOTSVILLE INFINITY-GET-SESSION-APPLE], page 950,

8.462.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-session-apple. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.462.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.463 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Store-Item-Info \mapsto Json

8.463.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Store-Item-Info \mapsto Json names a function, with lambda list NIL:

Get information about items in a store which can be purchased.

8.463.2 Infinity Mode command

See Section 8.675 [TOOTSVILLE INFINITY-GET-STORE-ITEM-INFO], page 951,

8.463.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-store-item-info. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.463.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.464 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-User-Lists \mapsto Json

8.464.1 Function

Endpoint-Post-/ World/ Infinity/ Get-User-Lists \mapsto Json names a function, with lambda list NIL:

Get the user's buddy list and ignore list.

8.464.2 Infinity Mode command

See Section 8.676 [TOOTSVILLE INFINITY-GET-USER-LISTS], page 952,

8.464.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-user-lists. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.464.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.465 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Wallet \mapsto Json

8.465.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Wallet \mapsto Json names a function, with lambda list NIL:

Get the contents of the player's wallet (peanuts and fairy dust)

8.465.2 Infinity Mode command

See Section 8.677 [TOOTSVILLE INFINITY-GET-WALLET], page 953,

8.465.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-wallet. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.465.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.466 Tootsville::Endpoint-Post-/ World/ Infinity/ Get-Zone-List \mapsto Json

8.466.1 Function

Endpoint-Post-/ World/ Infinity/ Get-Zone-List \mapsto Json names a function, with lambda list NIL:

Get a list of all Zones currently active/visible.

8.466.2 Infinity Mode command

See Section 8.678 [TOOTSVILLE INFINITY-GET-ZONE-LIST], page 954,

8.466.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/get-zone-list. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.466.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.467 Tootsville::Endpoint-Post-/ World/ Infinity/ Give \mapsto Json

8.467.1 Function

Endpoint-Post-/ World/ Infinity/ Give \mapsto Json names a function, with lambda list NIL:

Give an item to another user.

8.467.2 Infinity Mode command

See Section 8.679 [TOOTSVILLE INFINITY-GIVE], page 955,

8.467.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/give. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.467.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.468 Tootsville::Endpoint-Post-/ World/ Infinity/ Go \mapsto Json

8.468.1 Function

Endpoint-Post-/ World/ Infinity/ Go \mapsto Json names a function, with lambda list NIL:

go to a place and/or perform a gesture

8.468.2 Infinity Mode command

See Section 8.680 [TOOTSVILLE INFINITY-GO], page 956,

8.468.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/go. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.468.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.469 Tootsville::Endpoint-Post-/ World/ Infinity/ Init-User-Room \mapsto Json

8.469.1 Function

Endpoint-Post-/ World/ Infinity/ Init-User-Room \mapsto Json names a function, with lambda list NIL:

Create a user's private room (in their house).

8.469.2 Infinity Mode command

See Section 8.681 [TOOTSVILLE INFINITY-INIT-USER-ROOM], page 957,

8.469.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/init-user-room. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.469.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.470 Tootsville::Endpoint-Post-/ World/ Infinity/ Join \mapsto Json

8.470.1 Function

Endpoint-Post-/ World/ Infinity/ Join \mapsto Json names a function, with lambda list NIL:

Join a room or place.

8.470.2 Infinity Mode command

See Section 8.682 [TOOTSVILLE INFINITY-JOIN], page 958,

8.470.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/join. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.470.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.471 Tootsville::Endpoint-Post-/ World/ Infinity/ Logout \mapsto Json

8.471.1 Function

Endpoint-Post-/ World/ Infinity/ Logout \mapsto Json names a function, with lambda list NIL:
Log out of this game session

8.471.2 Infinity Mode command

See Section 8.684 [TOOTSVILLE INFINITY-LOGOUT], page 962,

8.471.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/logout. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.471.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.472 Tootsville::Endpoint-Post-/ World/ Infinity/ Mail-Customer-Service \mapsto Json

8.472.1 Function

Endpoint-Post-/ World/ Infinity/ Mail-Customer-Service \mapsto Json names a function, with lambda list NIL:

Send an eMail to customer service (feedback)

8.472.2 Infinity Mode command

See Section 8.685 [TOOTSVILLE INFINITY-MAIL-CUSTOMER-SERVICE], page 963,

8.472.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/mail-customer-service. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.472.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.473 Tootsville::Endpoint-Post-/ World/ Infinity/ Peek-At-Inventory \mapsto Json

8.473.1 Function

Endpoint-Post-/ World/ Infinity/ Peek-At-Inventory \mapsto Json names a function, with lambda list NIL:

Look at other users' inventories

8.473.2 Infinity Mode command

See Section 8.686 [TOOTSVILLE INFINITY-PEEK-AT-INVENTORY], page 964,

8.473.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/peek-at-inventory. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.473.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.474 Tootsville::Endpoint-Post-/ World/ Infinity/ Ping \mapsto Json

8.474.1 Function

Endpoint-Post-/ World/ Infinity/ Ping \mapsto Json names a function, with lambda list NIL:

Send a ping to the server to get back a pong.

8.474.2 Infinity Mode command

See Section 8.687 [TOOTSVILLE INFINITY-PING], page 965,

8.474.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/ping. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.474.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.475 Tootsville::Endpoint-Post-/ World/ Infinity/ Play-With \mapsto Json

8.475.1 Function

Endpoint-Post-/ World/ Infinity/ Play-With \mapsto Json names a function, with lambda list NIL:

Choose a Toot as your active CHARACTER in the game.

8.475.2 Infinity Mode command

See Section 8.688 [TOOTSVILLE INFINITY-PLAY-WITH], page 966,

8.475.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/play-with. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.475.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.476 Tootsville::Endpoint-Post-/ World/ Infinity/ Prompt-Reply \mapsto Json

8.476.1 Function

Endpoint-Post-/ World/ Infinity/ Prompt-Reply \mapsto Json names a function, with lambda list NIL:

Accept a reply to a server-initiated prompt

8.476.2 Infinity Mode command

See Section 8.690 [TOOTSVILLE INFINITY-PROMPT-REPLY], page 968,

8.476.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/prompt-reply. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.476.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.477 Tootsville::Endpoint-Post-/ World/ Infinity/ Quiesce \mapsto Json

8.477.1 Function

Endpoint-Post-/ World/ Infinity/ Quiesce \mapsto Json names a function, with lambda list NIL:

Quiesce Toot values to database for logout, or periodically as a backup.

8.477.2 Infinity Mode command

See Section 8.691 [TOOTSVILLE INFINITY-QUIESCE], page 971,

8.477.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/quiesce. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.477.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.478 Tootsville::Endpoint-Post-/ World/ Infinity/ Read-Map \mapsto Json

8.478.1 Function

Endpoint-Post-/ World/ Infinity/ Read-Map \mapsto Json names a function, with lambda list NIL:

Get the positions of badges and named locations on the map.

8.478.2 Infinity Mode command

See Section 8.692 [TOOTSVILLE INFINITY-READ-MAP], page 972,

8.478.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/read-map. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.478.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.479 Tootsville::Endpoint-Post-/ World/ Infinity/ Remove-From-List \mapsto Json

8.479.1 Function

Endpoint-Post-/ World/ Infinity/ Remove-From-List \mapsto Json names a function, with lambda list NIL:

Remove someone from a buddy list or ignore list.

8.479.2 Infinity Mode command

See Section 8.693 [TOOTSVILLE INFINITY-REMOVE-FROM-LIST], page 973,

8.479.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/remove-from-list. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.479.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.480 Tootsville::Endpoint-Post-/ World/ Infinity/ Report-Bug \mapsto Json

8.480.1 Function

Endpoint-Post-/ World/ Infinity/ Report-Bug \mapsto Json names a function, with lambda list NIL:

This method allows the client to “phone home” to report a bug.

8.480.2 Infinity Mode command

See Section 8.694 [TOOTSVILLE INFINITY-REPORT-BUG], page 974,

8.480.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/report-bug. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.480.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.481 Tootsville::Endpoint-Post-/ World/ Infinity/ Report-User \mapsto Json

8.481.1 Function

Endpoint-Post-/ World/ Infinity/ Report-User \mapsto Json names a function, with lambda list NIL:

Report an user to the moderator(s) on duty for breaking a rule

8.481.2 Infinity Mode command

See Section 8.695 [TOOTSVILLE INFINITY-REPORT-USER], page 979,

8.481.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/report-user. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.481.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.482 Tootsville::Endpoint-Post-/ World/ Infinity/ Request-Buddy \mapsto Json

8.482.1 Function

Endpoint-Post-/ World/ Infinity/ Request-Buddy \mapsto Json names a function, with lambda list NIL:

Request adding a user to your buddy list (mutual-add) using the notification-based system.

8.482.2 Infinity Mode command

See Section 8.696 [TOOTSVILLE INFINITY-REQUEST-BUDDY], page 980,

8.482.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/request-buddy. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.482.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.483 Tootsville::Endpoint-Post-/ World/ Infinity/ Send-Mail-Message \mapsto Json

8.483.1 Function

Endpoint-Post-/ World/ Infinity/ Send-Mail-Message \mapsto Json names a function, with lambda list NIL:

Send an in-game SMS message.

8.483.2 Infinity Mode command

See Section 8.697 [TOOTSVILLE INFINITY-SEND-MAIL-MESSAGE], page 981,

8.483.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/send-mail-message. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.483.4 File

Defined in file src/infinity/tootsville-commands.lisp.

8.484 Tootsville::Endpoint-Post-/ World/ Infinity/ Send-Out-Of-Band-Message→Json

8.484.1 Function

Endpoint-Post-/ World/ Infinity/ Send-Out-Of-Band-Message→Json names a function, with lambda list NIL:

Send an arbitrary JSON packet to another user, or all of the users

8.484.2 Infinity Mode command

See Section 8.698 [TOOTSVILLE INFINITY-SEND-OUT-OF-BAND-MESSAGE], page 983,

8.484.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/send-out-of-band-message. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.484.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.485 Tootsville::Endpoint-Post-/ World/ Infinity/ Server-Time \mapsto Json

8.485.1 Function

Endpoint-Post-/ World/ Infinity/ Server-Time \mapsto Json names a function, with lambda list NIL:

Accept the client's notification of a server-time adjustment.

8.485.2 Infinity Mode command

See Section 8.699 [TOOTSVILLE INFINITY-SERVER-TIME], page 984,

8.485.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/server-time. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.485.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.486 Tootsville::Endpoint-Post-/ World/ Infinity/ Set-Avatar-Color \mapsto Json

8.486.1 Function

Endpoint-Post-/ World/ Infinity/ Set-Avatar-Color \mapsto Json names a function, with lambda list NIL:

Set the avatar base and extra (pad) colours for the given user.

8.486.2 Infinity Mode command

See Section 8.700 [TOOTSVILLE INFINITY-SET-AVATAR-COLOR], page 985,

8.486.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/set-avatar-color. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.486.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.487 Tootsville::Endpoint-Post-/ World/ Infinity/ Set-Furniture \mapsto Json

8.487.1 Function

Endpoint-Post-/ World/ Infinity/ Set-Furniture \mapsto Json names a function, with lambda list NIL:

Set or change a “furniture” item.

8.487.2 Infinity Mode command

See Section 8.701 [TOOTSVILLE INFINITY-SET-FURNITURE], page 986,

8.487.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/set-furniture. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.487.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.488 Tootsville::Endpoint-Post-/ World/ Infinity/ Set-Room-Var \mapsto Json

8.488.1 Function

Endpoint-Post-/ World/ Infinity/ Set-Room-Var \mapsto Json names a function, with lambda list NIL:

Set a room variable or set of room variables.

8.488.2 Infinity Mode command

See Section 8.702 [TOOTSVILLE INFINITY-SET-ROOM-VAR], page 988,

8.488.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/set-room-var. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.488.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.489 Tootsville::Endpoint-Post-/ World/ Infinity/ Set-User-Var \mapsto Json

8.489.1 Function

Endpoint-Post-/ World/ Infinity/ Set-User-Var \mapsto Json names a function, with lambda list NIL:

Set “User Variables”

8.489.2 Infinity Mode command

See Section 8.703 [TOOTSVILLE INFINITY-SET-USER-VAR], page 989,

8.489.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/set-user-var. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.489.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.490 Tootsville::Endpoint-Post-/ World/ Infinity/ Shoot \mapsto Json

8.490.1 Function

Endpoint-Post-/ World/ Infinity/ Shoot \mapsto Json names a function, with lambda list NIL:

Fire a shot from a projectile device.

8.490.2 Infinity Mode command

See Section 8.704 [TOOTSVILLE INFINITY-SHOOT], page 991,

8.490.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/shoot. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.490.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.491 Tootsville::Endpoint-Post-/ World/ Infinity/ Spawn-Zone \mapsto Json

8.491.1 Function

Endpoint-Post-/ World/ Infinity/ Spawn-Zone \mapsto Json names a function, with lambda list NIL:

Spawn an additional server peer pairing.

8.491.2 Infinity Mode command

See Section 8.705 [TOOTSVILLE INFINITY-SPAWN-ZONE], page 992,

8.491.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/spawn-zone. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.491.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.492 Tootsville::Endpoint-Post-/ World/ Infinity/ Speak \mapsto Json

8.492.1 Function

Endpoint-Post-/ World/ Infinity/ Speak \mapsto Json names a function, with lambda list NIL:

The user speaks SPEECH at volume VOL in public.

8.492.2 Infinity Mode command

See Section 8.706 [TOOTSVILLE INFINITY-SPEAK], page 993,

8.492.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/speak. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.492.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.493 Tootsville::Endpoint-Post-/ World/ Infinity/ Stamp-Passport \mapsto Json

8.493.1 Function

Endpoint-Post-/ World/ Infinity/ Stamp-Passport \mapsto Json names a function, with lambda list NIL:

Stamp the Toot's passport

8.493.2 Infinity Mode command

See Section 8.707 [TOOTSVILLE INFINITY-STAMP-PASSPORT], page 996,

8.493.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/stamp-passport. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.493.4 File

Defined in file src/infinity/tootsville-commands.lisp.

8.494 Tootsville::Endpoint-Post-/ World/ Infinity/ Start-Event \mapsto Json

8.494.1 Function

Endpoint-Post-/ World/ Infinity/ Start-Event \mapsto Json names a function, with lambda list NIL:

Attempt to begin a Quaestor Event. Might return an error.

8.494.2 Infinity Mode command

See Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997,

8.494.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/start-event. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.494.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.495 Tootsville::Endpoint-Post-/ World/ Infinity/ Toot-List \mapsto Json

8.495.1 Function

Endpoint-Post-/ World/ Infinity/ Toot-List \mapsto Json names a function, with lambda list NIL:
Enumerates all Toots owned by the user.

8.495.2 Infinity Mode command

See Section 8.710 [TOOTSVILLE INFINITY-TOOT-LIST], page 1001,

8.495.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/toot-list. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.495.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.496 Tootsville::Endpoint-Post-/ World/ Infinity/ Use-Equipment \mapsto Json

8.496.1 Function

Endpoint-Post-/ World/ Infinity/ Use-Equipment \mapsto Json names a function, with lambda list NIL:

The player wishes to use a piece of equipment on a particular item or place.

8.496.2 Infinity Mode command

See Section 8.711 [TOOTSVILLE INFINITY-USE-EQUIPMENT], page 1002,

8.496.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/use-equipment. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.496.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.497 Tootsville::Endpoint-Post-/ World/ Infinity/ User-Agent \mapsto Json

8.497.1 Function

Endpoint-Post-/ World/ Infinity/ User-Agent \mapsto Json names a function, with lambda list NIL:

The client can voluntarily report its version information.

8.497.2 Infinity Mode command

See Section 8.712 [TOOTSVILLE INFINITY-USER-AGENT], page 1003,

8.497.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/user-agent. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.497.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.498 Tootsville::Endpoint-Post-/ World/ Infinity/ Wardrobe \mapsto Json

8.498.1 Function

Endpoint-Post-/ World/ Infinity/ Wardrobe \mapsto Json names a function, with lambda list NIL:

Describe what your Toot is wearing.

8.498.2 Infinity Mode command

See Section 8.713 [TOOTSVILLE INFINITY-WARDROBE], page 1004,

8.498.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/wardrobe. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.498.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.499 Tootsville::Endpoint-Post-/ World/ Infinity/ Wtl-4 \mapsto Json

8.499.1 Function

Endpoint-Post-/ World/ Infinity/ Wtl-4 \mapsto Json names a function, with lambda list NIL:

Walk the Line indirect refresher from observer

8.499.2 Infinity Mode command

See Section 8.716 [TOOTSVILLE INFINITY-WTL-4], page 1008,

8.499.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/wtl-4. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.499.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.500 Tootsville::Endpoint-Post-/ World/ Infinity/ Wtl \mapsto Json

8.500.1 Function

Endpoint-Post-/ World/ Infinity/ Wtl \mapsto Json names a function, with lambda list NIL:

Walk the Line

8.500.2 Infinity Mode command

See Section 8.715 [TOOTSVILLE INFINITY-WTL], page 1006,

8.500.3 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity/wtl. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.500.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.501 Tootsville::Endpoint-Post-/ World/ Infinity \mapsto Json

8.501.1 Function

Endpoint-Post-/ World/ Infinity \mapsto Json names a function, with lambda list NIL:

Dispatch an Infinity-mode JSON packet to its handler based on the `c` parameter.

See Section 8.306 [TOOTSVILLE DEFINFINITY], page 562, for a detailed discussion of this mode of operation.

8.501.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method POST at the URI template /world/infinity. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.501.3 File

Defined in file `src/infinity/infinity.lisp`.

8.502 Tootsville::Endpoint-Put-/ Toots/ Toot-Name \mapsto Json

8.502.1 Function

Endpoint-Put-/ Toots/ Toot-Name \mapsto Json names a function, with lambda list (TOOT-NAME):

Set properties of a Toot. Currently only child-code.

8.502.2 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method PUT at the URI template /toots/:toot-name. It returns a content-type of application/json.

TOOT-NAME is a parameter from the URI.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.502.3 File

Defined in file src/endpoints/slash-toots.lisp.

8.503 Tootsville::Endpoint-Put-/ Users/ Me→Json

8.503.1 Function

Endpoint-Put-/ Users/ Me→Json names a function, with lambda list NIL:

Makes changes to an user account.

Input JSO:

```
{ key: "field", newValue: "x" }
```

Fields and value formats:

`displayName` (`fullName`)

`givenName`

`surname` (`familyName`)

`sensitive` (`sensitiveP`)

Must be "true" or "false" (as a string)

`lang` (`language`)

Must be a supported ISO language string; e.g. "en-US"

`gender` Must be one of "" "" "", where "" is gender-neutral. Selects pronouns; respectively, "they," "she," or "he."

`dob` (`dateOfBirth`)

Format in RFC-3339 timestamp format; eg, "1990-05-21T00:00:00-0400" or just "1990-05-21"

8.503.2 Status: 201 Created

XXX is there a better status for updates?

8.503.3 Status: 401 Authorization Required

8.503.4 Status: 403 Authorization Failed

8.503.5 Status: 405 Not Allowed

8.503.6 Status: 422

8.503.7 Web Service Endpoint

This is a web service endpoint accessed by the HTTP method PUT at the URI template /users/me. It returns a content-type of application/json.

There are no URI parameters.

It will report a slow response if it takes longer than 0.03 seconds (30 milliseconds) to complete.

8.503.8 File

Defined in file src/endpoints/slash-users.lisp.

8.504 Tootsville::Endpoint-Template

8.504.1 Function

Endpoint-Template names an undocumented function, with lambda list (OBJECT).

8.505 Tootsville::Endpoint-Template-Arity

8.505.1 Function

Endpoint-Template-Arity names an undocumented function, with lambda list (OBJECT).

8.506 Tootsville::Endpoint-Template-Match

8.506.1 Function

Endpoint-Template-Match names an undocumented function, with lambda list (ENDPOINT URI-PARTS).

8.506.2 File

Defined in file src/endpoint.lisp.

8.507 Tootsville::Endpoint-Template-String

8.507.1 Function

Endpoint-Template-String names an undocumented function, with lambda list (ENDPOINT).

8.507.2 File

Defined in file src/endpoint.lisp.

8.508 Tootsville::Endpoint-Vars->Openapi

8.508.1 Function

Endpoint-Vars->Openapi names an undocumented function, with lambda list (ENDPOINT).

8.508.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.509 Tootsville::Endpoints-Equal

8.509.1 Function

Endpoints-Equal names a function, with lambda list (A B):

Are A and B references to the identical endpoint URI pattern?

Note that URIs that are not ENDPOINTS-EQUAL to one another can still conflict with one another in URI space. A template could have a variable term which differs from the matching term (URI path element) in the other template, but creates an ambiguity between them (both could plausibly accept some subset of matching URIs). The simplest form is something like: `‘/a/:x’` cv. `‘/a/b’` — it is perfectly possible that `‘:x’` could be `‘b’`, making `‘/a/b’` ambiguous between the two URIs.

There are two possible cures for this bug; let’s say, “avoidance” and “CLOS.” With the CLOS solution, the more specific (less variables) method would override, just as a more specific method overrides a less specific method in the default method combination method in CLOS. The alternative is to not permit such URI pairs to exist at all.

Neither solution has yet been implemented.

8.509.2 File

Defined in file `src/endpoint.lisp`.

8.510 Tootsville::Endpoints-Page-Footer

8.510.1 Function

Endpoints-Page-Footer names an undocumented function, with lambda list NIL.

8.510.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.511 Tootsville::Endpoints-Page-Header

8.511.1 Function

Endpoints-Page-Header names an undocumented function, with lambda list NIL.

8.511.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.512 Tootsville::Endpoints-Prefixed

8.512.1 Function

Endpoints-Prefixed names an undocumented function, with lambda list (ENDPOINTS).

8.512.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.513 Tootsville::Ensure-Integer

8.513.1 Function

Ensure-Integer names a function, with lambda list (VALUE):

Ensure that VALUE is an integer.

Parse strings using PARSE-INTEGERS (see the Common Lisp HyperSpec).

Round real numbers.

8.513.2 File

Defined in file src/types/binary.lisp.

8.514 Tootsville::Ensure-Inventory-Item

8.514.1 Function

Ensure-Inventory-Item names an undocumented function, with lambda list (ITEM).

8.515 Tootsville::Ensure-List-Of-People

8.515.1 Function

Ensure-List-Of-People names a function, with lambda list (IDENTIFIER):

Map IDENTIFIER to a list of humans.

IDENTIFIER may be:

- A person
- A Toot (whose owner is returned)
- A person's eMail address
- A Toot name
- A person or Toot's UUID, in UUID or string-UUID form
- A list of any of the above
- A string list of the above, joined by #, or #;
- NIL

8.515.2 File

Defined in file src/staff-journal.lisp.

8.516 Tootsville::Ensure-Message-Is-Characters

8.516.1 Function

Ensure-Message-Is-Characters names a function, with lambda list (MESSAGE):

Convert MESSAGE into a string of characters, probably as JSON.

8.516.2 File

Defined in file src/websockets.lisp.

8.517 Tootsville::Ensure-Number

8.517.1 Function

Ensure-Number names a function, with lambda list (VALUE):

Ensure that VALUE is a number.

Parse strings using `ORG.MAPCAR.PARSE-NUMBER::PARSE-NUMBER` (not in this manual).

8.517.2 File

Defined in file `src/types/binary.lisp`.

8.518 Tootsville::Ensure-Record

8.518.1 Function

Ensure-Record names an undocumented function, with lambda list (TYPE &REST COLUMNS+VALUES).

8.518.2 File

Defined in file src/db/db-central.lisp.

8.519 Tootsville::Ensure-Site-Name

8.519.1 Function

Ensure-Site-Name names an undocumented function, with lambda list NIL.

8.519.2 File

Defined in file `src/version.lisp`.

8.520 Tootsville::Ensure-Toot

8.520.1 Function

Ensure-Toot names an undocumented function, with lambda list (TOOT).

8.520.2 File

Defined in file `src/toots.lisp`.

8.521 Tootsville::Ensure-User-For-Plist

8.521.1 Function

Ensure-User-For-Plist names a function, with lambda list (PLIST):

Find or create the user described by PLIST and return them.

PLIST can have keys that align to a DB.PERSON or their contact infos (eg, email) and is expected to have been validated already (eg, come from a trusted authentication provider like Google Firebase).

8.521.2 File

Defined in file src/users.lisp.

8.522 Tootsville::Ensure-Wear-Slot

8.522.1 Function

Ensure-Wear-Slot names an undocumented function, with lambda list (SLOT).

8.523 Tootsville::Ensure-Weather-Kernel

8.523.1 Function

Ensure-Weather-Kernel names an undocumented function, with lambda list NIL.

8.523.2 File

Defined in file `src/weather/weather.lisp`.

8.524 Tootsville::Entry

8.524.1 Function

Entry names a function, with lambda list (&OPTIONAL ARGV):

Top-level entry-point for the compiled executable binary form.

Dispatches based upon the single argument, expected to be a verb (case-insensitive) from the hard-coded table in this function.

8.524.2 File

Defined in file `src/command-line.lisp`.

8.525 Tootsville::Enumerate-Endpoints

8.525.1 Function

Enumerate-Endpoints names an undocumented function, with lambda list NIL.

8.525.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.526 Tootsville::Erase-All-Memcached-For

8.526.1 Function

Erase-All-Memcached-For names an undocumented function, with lambda list (NAME &REST COLUMNS+VALUES).

8.526.2 File

Defined in file src/db/memcached.lisp.

8.527 Tootsville::Error-Log-File

8.527.1 Function

Error-Log-File names a function, with lambda list (LOG-DIR):

Get the pathname of the error log file.

8.527.2 File

Defined in file src/logging.lisp.

8.528 Tootsville::Every-Toot-Name

8.528.1 Function

Every-Toot-Name names a function, with lambda list NIL:

Enumerates the names of every Toot known to the system.

8.528.2 File

Defined in file `src/toots.lisp`.

8.529 Tootsville::Extension-For-Content-Type

8.529.1 Function

Extension-For-Content-Type names a function, with lambda list (CONTENT-TYPE):

Get the canonically-preferred filename extension for CONTENT-TYPE.

8.529.2 File

Defined in file src/web.lisp.

8.530 Tootsville::Extract-Certificate-Base64

8.530.1 Function

Extract-Certificate-Base64 names a function, with lambda list (STRING):

Base64-decode the certificate in STRING between BEGIN CERTIFICATE header and END CERTIFICATE footer lines.

8.530.2 File

Defined in file src/auth/auth-firebase.lisp.

8.531 Tootsville::Extract-Plist-Path

8.531.1 Function

Extract-Plist-Path names an undocumented function, with lambda list (PATH PLIST &OPTIONAL PREFIX).

8.531.2 File

Defined in file src/version.lisp.

8.532 Tootsville::Extract-Public-Key-From-Cert

8.532.1 Function

Extract-Public-Key-From-Cert names a function, with lambda list (CERT):

Extract the public key from an X.509 certificate

8.532.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.533 Tootsville::Facing

8.533.1 Function

Facing names an undocumented function, with lambda list (OBJECT).

8.533.2 SetF Function

(SETF Facing) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.534 Tootsville::Fetch-Ice-Credentials/ Xirsys

8.534.1 Function

Fetch-Ice-Credentials/Xirsys names an undocumented function, with lambda list NIL.

8.534.2 File

Defined in file src/gossip.lisp.

8.535 Tootsville::Fetch-Json

8.535.1 Function

Fetch-Json names a function, with lambda list (URI):

Fetch URI as an application/json file and parse it with Yason into a property list tree.

8.535.2 File

Defined in file src/browser.lisp.

8.536 Tootsville::Fill-Blank-Contour

8.536.1 Function

Fill-Blank-Contour names an undocumented function, with lambda list (LATITUDE LONGITUDE BASE-ELEVATION).

8.536.2 File

Defined in file src/terrain.lisp.

8.537 Tootsville::Find-Acceptor

8.537.1 Function

Find-Acceptor names a function, with lambda list (HOST PORT):

Find an active Acceptor running on the given HOST address and PORT

8.537.2 File

Defined in file src/main.lisp.

8.538 Tootsville::Find-Best-Endpoint

8.538.1 Function

Find-Best-Endpoint names an undocumented function, with lambda list NIL.

8.538.2 File

Defined in file src/endpoint.lisp.

8.539 Tootsville::Find-Client-For-Socket

8.539.1 Function

Find-Client-For-Socket names an undocumented function, with lambda list (SOCKET).

8.539.2 File

Defined in file `src/tcp-stream.lisp`.

8.540 Tootsville::Find-Exact-Endpoint

8.540.1 Function

Find-Exact-Endpoint names an undocumented function, with lambda list NIL.

8.540.2 File

Defined in file src/endpoint.lisp.

8.541 Tootsville::Find-Infinity-Websocket-Resource

8.541.1 Function

Find-Infinity-Websocket-Resource names an undocumented function, with lambda list (REQUEST).

8.541.2 File

Defined in file `src/websockets.lisp`.

8.542 Tootsville::Find-Kinda-Endpoint

8.542.1 Function

Find-Kinda-Endpoint names an undocumented function, with lambda list NIL.

8.542.2 File

Defined in file `src/endpoint.lisp`.

8.543 Tootsville::Find-Log-Dir

8.543.1 Function

Find-Log-Dir names a function, with lambda list NIL:

Find the logging directory under USER-HOMEDIR-PATHNAME (see the Common Lisp HyperSpec)

8.543.2 File

Defined in file src/logging.lisp.

8.544 Tootsville::Find-Person-By-Url

8.544.1 Function

Find-Person-By-Url names an undocumented function, with lambda list (URL &OPTIONAL MORE).

8.544.2 File

Defined in file src/users.lisp.

8.545 Tootsville::Find-Player-Or-Die

8.545.1 Function

Find-Player-Or-Die names a function, with lambda list NIL:

Ensure that a recognized player is connected.

8.545.2 File

Defined in file src/users.lisp.

8.546 Tootsville::Find-Random-Point-If

8.546.1 Function

Find-Random-Point-If names a function, with lambda list (FUNCTION):

Find a random point within the space for which FUNCTION is true.

Returns (LIST LATITUDE LONGITUDE)

8.546.2 File

Defined in file src/terrain.lisp.

8.547 Tootsville::Find-Record

8.547.1 Function

Find-Record names a function, with lambda list (TYPE &REST COLUMNS+VALUES):

Find a record of TYPE where each of COLUMNS+VALUES are exact matches.

Expects to find 0 or 1 result. If more results are found, signals an error.

See Section 8.548 [TOOTSVILLE FIND-RECORDS], page 807, for more details.

8.547.2 File

Defined in file src/db/generic-db.lisp.

8.548 Tootsville::Find-Records

8.548.1 Function

Find-Records names a function, with lambda list (TYPE &REST COLUMNS+VALUES):

Find all records of TYPE where each of COLUMNS+VALUES are exact matches.

For each of the columns named, the value given must be an exact match. In the case of SQL, this translates neatly into a construction such as “WHERE column = value, AND column = value, . . . AND column = value.” With other kinds of database (e.g. LDAP, Couch, &c) the equivalent constructions will be used.

This method is not suitable for inequalities, set comparisons, or the like — in fact, only value-like equality is supported.

The function returns NIL if no records are found.

8.548.2 File

Defined in file src/db/generic-db.lisp.

8.549 Tootsville::Find-Records-By-Sql

8.549.1 Function

Find-Records-By-Sql names a function, with lambda list (TYPE SQL):

Find records of type TYPE by using the query SQL.

SQL must be a query of the form “SELECT * FROM table WHERE...”

8.549.2 File

Defined in file src/db/generic-db.lisp.

8.550 Tootsville::Find-Reference

8.550.1 Function

Find-Reference names a function, with lambda list (OBJECT FIELD):

Following the FIELD on OBJECT, return the referenced object.

Note that this returns an object of the appropriate type, not its ID code. The regular column reference function (CLASS)-(FIELD) will return the ID value, which may be of any type (eg, UUID, STRING, NUMBER, &c)

8.550.2 File

Defined in file src/db/generic-db.lisp.

8.551 Tootsville::Find-Results-In-Docstring

8.551.1 Function

Find-Results-In-Docstring names an undocumented function, with lambda list (DOCSTRING).

8.551.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.552 Tootsville::Find-Robot

8.552.1 Function

Find-Robot names a function, with lambda list (IDENTIFIER):

Find a robot based on IDENTIFIER.

IDENTIFIER may be a name string or Toot object.

8.552.2 File

Defined in file src/characters/robots.lisp.

8.553 Tootsville::Find-Terrain

8.553.1 Function

Find-Terrain names a function, with lambda list (WORLD LATITUDE LONGITUDE):

If terrain has been previously defined at the tile given, return it.

Use Section 8.1162 [TOOTSVILLE TERRAIN], page 1455, generally instead.

8.553.2 File

Defined in file `src/terrain.lisp`.

8.554 Tootsville::Find-Thread

8.554.1 Function

Find-Thread names a function, with lambda list (NAME):

Find any thread whose name includes NAME

8.554.2 File

Defined in file src/messaging.lisp.

8.555 Tootsville::Find-Toot-By-Name

8.555.1 Function

Find-Toot-By-Name names an undocumented function, with lambda list (TOOT-NAME).

8.555.2 File

Defined in file src/toots.lisp.

8.556 Tootsville::Find-Toot-Passport

8.556.1 Function

Find-Toot-Passport names a function, with lambda list (TOOT):

Return the passport for TOOT

8.556.2 File

Defined in file src/passport.lisp.

8.557 Tootsville::Find-User-For-Credentials

8.557.1 Function

Find-User-For-Credentials names an undocumented function, with lambda list (CREDENTIALS).

8.557.2 File

Defined in file src/users.lisp.

8.558 Tootsville::Find-User-For-Headers

8.558.1 Function

Find-User-For-Headers names an undocumented function, with lambda list (STRING).

8.558.2 File

Defined in file src/acceptor.lisp.

8.559 Tootsville::Find-User-For-Json

8.559.1 Function

Find-User-For-Json names a function, with lambda list (JSON):

Find a user based on submitted authentication JSON

8.559.2 File

Defined in file src/websockets.lisp.

8.560 Tootsville::Find-Var-In-Docstring

8.560.1 Function

Find-Var-In-Docstring names an undocumented function, with lambda list (VARIABLE DOCSTRING).

8.560.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.561 Tootsville::First-Line

8.561.1 Function

First-Line names a function, with lambda list (STRING):

The first line, or, up to 100 characters of STRING.

8.561.2 File

Defined in file src/web.lisp.

8.562 Tootsville::First-Paragraph

8.562.1 Function

First-Paragraph names a function, with lambda list (STRING):

Returns the first paragraph of STRING.

(Up to the first blank line)

8.562.2 File

Defined in file src/types/string-characteristics.lisp.

8.563 Tootsville::Flatten-Plist-Tree

8.563.1 Function

Flatten-Plist-Tree names an undocumented function, with lambda list (NODE &OPTIONAL (PREFIX)).

8.563.2 File

Defined in file src/http-error.lisp.

8.564 Tootsville::Flora-Personality

8.564.1 Class

Flora-Personality names a class, with one superclass: Section 8.1029 [TOOTSVILLE ROBOT-FLORA], page 1322.

This class defines a character named Flora

8.564.2 Slots

Class Flora-Personality has no direct slots defined.

8.565 Tootsville::Force-Close-Hunchensocket

8.565.1 Function

Force-Close-Hunchensocket names a function, with lambda list (CLIENT):

Attempt to destroy the connection to CLIENT.

8.565.2 File

Defined in file src/websockets.lisp.

8.566 Tootsville::Fountain-Duplicate-P

8.566.1 Function

Fountain-Duplicate-P names a function, with lambda list (EVENT-SOURCE):

Returns generalized true if EVENT-SOURCE has happened already on the same Tootsville day as today.

8.566.2 File

Defined in file src/quaestor.lisp.

8.567 Tootsville::Fountain-Reject-As-Already-Done

8.567.1 Function

Fountain-Reject-As-Already-Done names a function, with lambda list (MONIKER):

Send a rejection to an attempt to end a fountain event identified by MONIKER.

Tells the player to make a wish again tomorrow.

8.567.2 File

Defined in file src/quaestor.lisp.

8.568 Tootsville::From-Avatars

8.568.1 Function

From-Avatars names a function, with lambda list (TOOTS-WITH-KEYS):

Returns a from: "avatars" packet which is the result of a number of commands.

The packet format is as follows:

```
{ from: "avatars",  
  avatars: { KEY: TOOT-INFO, [ ... ] },  
  inRoom: "@Tootsville",  
  status: true }
```

The avatar information is in the form given by Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, q.v.

The parameter TOOTS-WITH-KEYS is a property list whose keys are arbitrary strings (or symbols, whose names will be taken) and whose values are Toot designators suitable to be passed to Section 8.520 [TOOTSVILLE ENSURE-TOOT], page 779, eg. Toot names or Toot objects.

8.568.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.569 Tootsville::Game-Action-Bowling-Reset-Pins

8.569.1 Function

Game-Action-Bowling-Reset-Pins names a function, with lambda list (ACTION):

Reset the pins and move to the next player or frame of bowling.

8.569.2 Usage

WRITE ME

8.569.3 Effects

WRITE ME WRITE ME

See Section 8.585 [TOOTSVILLE GAME-ACTION-START-BOWLING], page 845, for an overview of bowling.

8.569.4 File

Defined in file src/infinity/game-actions.lisp.

8.570 Tootsville::Game-Action-Bowling-Strike-Pins

8.570.1 Function

Game-Action-Bowling-Strike-Pins names a function, with lambda list (ACTION):

Record the bowling ball striking the pins

8.570.2 Usage

WRITEME

8.570.3 Effects

WRITEME WRITEME

See Section 8.585 [TOOTSVILLE GAME-ACTION-START-BOWLING], page 845, for an overview of bowling.

8.570.4 File

Defined in file `src/infinity/game-actions.lisp`.

8.571 Tootsville::Game-Action-Card-Game-Arrange

8.571.1 Function

Game-Action-Card-Game-Arrange names a function, with lambda list (ACTION):

Re-order the cards in your hand.

8.571.2 Usage

WRITEME

8.571.3 Effects

WRITEME WRITEME

See Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839, for an overview of card table games.

8.571.4 File

Defined in file src/infinity/game-actions.lisp.

8.572 Tootsville::Game-Action-Card-Game-Deal

8.572.1 Function

Game-Action-Card-Game-Deal names a function, with lambda list (ACTION):

Deal a card from the shuffled deck to another player without looking.

8.572.2 Usage

WRITEME

8.572.3 Effects

WRITEME WRITEME

See Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839, for an overview of card table games.

8.572.4 File

Defined in file `src/infinity/game-actions.lisp`.

8.573 Tootsville::Game-Action-Card-Game-Draw

8.573.1 Function

Game-Action-Card-Game-Draw names a function, with lambda list (ACTION):

Draw a card from the shuffled deck into your hand.

8.573.2 Usage

WRITEME

8.573.3 Effects

WRITEME WRITEME

See Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839, for an overview of card table games.

8.573.4 File

Defined in file src/infinity/game-actions.lisp.

8.574 Tootsville::Game-Action-Card-Game-Move

8.574.1 Function

Game-Action-Card-Game-Move names a function, with lambda list (ACTION):

Move a card around on the table.

8.574.2 Usage

WRITEME

8.574.3 Effects

WRITEME WRITEME

See Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839, for an overview of card table games.

8.574.4 File

Defined in file src/infinity/game-actions.lisp.

8.575 Tootsville::Game-Action-Card-Game-Play

8.575.1 Function

Game-Action-Card-Game-Play names a function, with lambda list (ACTION):

Play a card from your hand, placing it on the table.

The card may be played face-down or face-up, and at any place on the table.

8.575.2 Usage

WRITEME

8.575.3 Effects

WRITEME

WRITEME

See Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839, for an overview of card table games.

8.575.4 File

Defined in file src/infinity/game-actions.lisp.

8.576 Tootsville::Game-Action-Card-Game-Shuffle

8.576.1 Function

Game-Action-Card-Game-Shuffle names a function, with lambda list (ACTION):

Shuffle all cards into the deck.

8.576.2 Usage

WRITEME

8.576.3 Effects

WRITEME WRITEME

See Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839, for an overview of card table games.

8.576.4 File

Defined in file `src/infinity/game-actions.lisp`.

8.577 Tootsville::Game-Action-Card-Game-Take

8.577.1 Function

Game-Action-Card-Game-Take names a function, with lambda list (ACTION):

Pick up a card from the table, placing it into your hand.

8.577.2 Usage

WRITEME

8.577.3 Effects

WRITEME WRITEME

See Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839, for an overview of card table games.

8.577.4 File

Defined in file src/infinity/game-actions.lisp.

8.578 Tootsville::Game-Action-Get-Bowling-Scorecard

8.578.1 Function

Game-Action-Get-Bowling-Scorecard names a function, with lambda list (ACTION):

Get the scorecard for a bowling game in progress.

8.578.2 Usage

WRITEME

8.578.3 Effects

WRITEME WRITEME

See Section 8.585 [TOOTSVILLE GAME-ACTION-START-BOWLING], page 845, for an overview of bowling.

8.578.4 File

Defined in file `src/infinity/game-actions.lisp`.

8.579 Tootsville::Game-Action-Join-Bowling-Game

8.579.1 Function

Game-Action-Join-Bowling-Game names a function, with lambda list (ACTION):

Join a bowling game that's about to start

8.579.2 Usage

WRITEME

8.579.3 Effects

WRITEME WRITEME

See Section 8.585 [TOOTSVILLE GAME-ACTION-START-BOWLING], page 845, for an overview of bowling.

8.579.4 File

Defined in file `src/infinity/game-actions.lisp`.

8.580 Tootsville::Game-Action-Join-Card-Game

8.580.1 Function

Game-Action-Join-Card-Game names a function, with lambda list (ACTION):

Start playing a card game.

8.580.2 Usage

```
{ c: "gameAction",
  d: { action: "joinCardGame",
       playerP: [ true | false ],
       cardTable: UUID } }
```

8.580.3 Overview of Card Games

Playing cards on a card table uses a special camera view to show the table top, and a pop-over layer to show the cards in the local player's hand.

Up to 4 players can join the game. Each player gets a side of the card table. See also Section 8.582 [TOOTSVILLE GAME-ACTION-PART-CARD-GAME], page 842.

The deck of cards can be 52 cards or have the 2 jokers for 54 in total. See Section 8.576 [TOOTSVILLE GAME-ACTION-CARD-GAME-SHUFFLE], page 835.

Players can draw from the deck (Section 8.573 [TOOTSVILLE GAME-ACTION-CARD-GAME-DRAW], page 832), deal cards to other players (Section 8.572 [TOOTSVILLE GAME-ACTION-CARD-GAME-DEAL], page 831), and place cards on the table face-up or face-down (Section 8.575 [TOOTSVILLE GAME-ACTION-CARD-GAME-PLAY], page 834), pick up cards from the table (Section 8.577 [TOOTSVILLE GAME-ACTION-CARD-GAME-TAKE], page 836), or move cards around on the table (Section 8.574 [TOOTSVILLE GAME-ACTION-CARD-GAME-MOVE], page 833) or in your hand (Section 8.571 [TOOTSVILLE GAME-ACTION-CARD-GAME-ARRANGE], page 830).

There are no particular rules of any card game enforced. Players are free to do whatever they like with the cards.

8.580.4 Joining a Card Game

The ACTION passed references a card table. If that card table already has 4 players, this player can only become an observer. Otherwise, the player can choose to play or to observe.

The structure of ACTION includes these keys:

cardTable

The UUID of a card table.

playerP If true, this Toot wants to be a player. If false, this Toot wants to be an observer.

Attempting to join a card game as a fifth player will result in an error.

```
{ from: "gameAction", action: "joinCardGame", status: false,
  error: USER-ERROR-MESSAGE }
```

The user error message will be something suitable for display to the user to explain why they were refused joining the game.

On success, the player receives a datagram such as

```
{ from: "gameAction", action: "joinCardGame", status: true }
```

The player is then able to issue other gameAction packets as described in the preceding overview.

8.580.5 Usage

WRITE ME

8.580.6 Effects

WRITE ME

8.580.7 File

Defined in file src/infinity/game-actions.lisp.

8.581 Tootsville::Game-Action-Part-Bowling-Game

8.581.1 Function

Game-Action-Part-Bowling-Game names a function, with lambda list (ACTION):

Quit a bowling game that's about to start or already started.

8.581.2 Usage

WRITEME

8.581.3 Effects

WRITEME WRITEME

See Section 8.585 [TOOTSVILLE GAME-ACTION-START-BOWLING], page 845, for an overview of bowling.

8.581.4 File

Defined in file `src/infinity/game-actions.lisp`.

8.582 Tootsville::Game-Action-Part-Card-Game

8.582.1 Function

Game-Action-Part-Card-Game names a function, with lambda list (ACTION):

Quit a card game at a card table.

8.582.2 Usage

WRITEME

8.582.3 Effects

WRITEME WRITEME

See Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839, for an overview of card table games.

8.582.4 File

Defined in file src/infinity/game-actions.lisp.

8.583 Tootsville::Game-Action-Pause-Sports-Ball-Timer

8.583.1 Function

Game-Action-Pause-Sports-Ball-Timer names a function, with lambda list (ACTION):

Pause the timer for a SportsBall game.

8.583.2 Usage

WRITEME

8.583.3 Effects

WRITEME

See: Section 8.586 [TOOTSVILLE GAME-ACTION-START-SPORTS-BALL-GAME], page 846, Section 8.587 [TOOTSVILLE GAME-ACTION-START-SPORTS-BALL-TIMER], page 847,

8.583.4 File

Defined in file src/infinity/game-actions.lisp.

8.584 Tootsville::Game-Action-Sports-Ball-Goal

8.584.1 Function

Game-Action-Sports-Ball-Goal names a function, with lambda list (ACTION):

Score a goal in a SportsBall game.

8.584.2 Usage

WRITEME

8.584.3 Example

WRITEME

8.584.4 Effects

WRITEME

See: Section 8.586 [TOOTSVILLE GAME-ACTION-START-SPORTS-BALL-GAME], page 846,

8.584.5 File

Defined in file src/infinity/game-actions.lisp.

8.585 Tootsville::Game-Action-Start-Bowling

8.585.1 Function

Game-Action-Start-Bowling names a function, with lambda list (ACTION):

Start a bowling game.

This action takes a bowling lane as an argument. The lane is reset and the scoreboard is wiped clear.

8.585.2 Usage

WRITEME

8.585.3 Effects

WRITEME

8.585.4 Overview of Bowling

WRITEME

8.585.5 Bowling gameAction actions

- Section 8.569 [TOOTSVILLE GAME-ACTION-BOWLING-RESET-PINS], page 828,
- Section 8.570 [TOOTSVILLE GAME-ACTION-BOWLING-STRIKE-PINS], page 829,
- Section 8.579 [TOOTSVILLE GAME-ACTION-JOIN-BOWLING-GAME], page 838,
- Section 8.581 [TOOTSVILLE GAME-ACTION-PART-BOWLING-GAME], page 841,
- Section 8.578 [TOOTSVILLE GAME-ACTION-GET-BOWLING-SCORECARD], page 837,

8.585.6 Starting a Bowling Game

WRITEME

8.585.7 File

Defined in file src/infinity/game-actions.lisp.

8.586 Tootsville::Game-Action-Start-Sports-Ball-Game

8.586.1 Function

Game-Action-Start-Sports-Ball-Game names a function, with lambda list (ACTION):

Start a SportsBall game.

8.586.2 Usage

A `gameAction` packet of the form:

```
{ c: "gameAction",
  d: { action: "startSportsBallGame",
       game: UUID } }
```

8.586.3 Example

```
{ c: "gameAction",
  d: { action: "startSportsBallGame",
       game: "AEB967CB-5598-40D5-9B4A-894C9BC38501" } }
```

8.586.4 Effects

Sending `startSportsBallGame` initiates a soccer or other game based on the same basic premise. The score board is initialized to 0 vs. 0 points, and teams spot one another's goals with Section 8.584 [TOOTSVILLE GAME-ACTION-SPORTS-BALL-GOAL], page 844, to increment the score. Optionally, a timer can be started with `startSportsBallTimer`, see Section 8.587 [TOOTSVILLE GAME-ACTION-START-SPORTS-BALL-TIMER], page 847, Section 8.583 [TOOTSVILLE GAME-ACTION-PAUSE-SPORTS-BALL-TIMER], page 843, 'GAME-ACTION-RESUME-SPORTS-BALL-TIMER'.

8.586.5 About SportsBall

SportsBall is a game system that is able to roughly support a football (soccer) match, but does not actively enforce many rules.

In other words, players could choose to play football (soccer) in the game, but they could also “cheat” or ignore rules such as “off sides” that are inconvenient to implement.

The basic principle is that the ball is moving across the field, and should be returned to the sidelines when it goes out of bounds. The players attempt to move the ball into one of two goals. When the game field is dedicated to the game, these goal objects must be designated.

Players can click on the ball to run towards it and kick it. Collisions between the ball and players will bounce the ball through the field.

8.586.6 File

Defined in file `src/infinity/game-actions.lisp`.

8.587 Tootsville::Game-Action-Start-Sports-Ball-Timer

8.587.1 Function

Game-Action-Start-Sports-Ball-Timer names a function, with lambda list (ACTION):

Resume the timer for a SportsBall game after it had been paused.

8.587.2 Usage

WRITEME

8.587.3 Effects

WRITEME WRITEME

See: Section 8.586 [TOOTSVILLE GAME-ACTION-START-SPORTS-BALL-GAME], page 846, Section 8.587 [TOOTSVILLE GAME-ACTION-START-SPORTS-BALL-TIMER], page 847,

8.587.4 File

Defined in file src/infinity/game-actions.lisp.

8.588 Tootsville::Game-Action-Tag-You-Re-It

8.588.1 Function

Game-Action-Tag-You-Re-It names a function, with lambda list (ACTION):

8.588.2 Usage

WRITEME

8.588.3 Effects

WRITEME WRITEME

8.588.4 File

Defined in file src/infinity/game-actions.lisp.

8.589 Tootsville::Game-Point

8.589.1 Class

Game-Point names a class, with one superclass: COMMON-LISP::STANDARD-OBJECT (not in this manual).

8.589.2 Slots

Class Game-Point has no direct slots defined.

8.590 Tootsville::Game-Point-X

8.590.1 Function

Game-Point-X names an undocumented function, with lambda list (OBJECT).

8.590.2 SetF Function

(SETF Game-Point-X) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.591 Tootsville::Game-Point-Y

8.591.1 Function

Game-Point-Y names an undocumented function, with lambda list (OBJECT).

8.591.2 SetF Function

(SETF Game-Point-Y) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.592 Tootsville::Game-Point-Z

8.592.1 Function

Game-Point-Z names an undocumented function, with lambda list (OBJECT).

8.592.2 SetF Function

(SETF Game-Point-Z) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.593 Tootsville::Gather-All-Symbols

8.593.1 Function

Gather-All-Symbols names a function, with lambda list NIL:

Gathers all defined symbols in Section 8.92 [TOOTSVILLE +DOC-PACKAGES+], page 348,

8.593.2 File

Defined in file src/write-docs-2.lisp.

8.594 Tootsville::Generate-Blank-Contour

8.594.1 Function

Generate-Blank-Contour names an undocumented function, with lambda list (9-ELEVATIONS LATITUDE LONGITUDE).

8.594.2 File

Defined in file src/terrain.lisp.

8.595 Tootsville::Generate-Buddy-List-Signature

8.595.1 Function

Generate-Buddy-List-Signature names a function, with lambda list (REQUESTOR REQUESTEE):

Generate a signature for a buddy-list request.

8.595.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.596 Tootsville::Generate-Skydome-Cloud-Layer

8.596.1 Function

Generate-Skydome-Cloud-Layer names an undocumented function, with lambda list NIL.

8.596.2 File

Defined in file src/weather/weather.lisp.

8.597 Tootsville::Generate-Terrain-Blank-Edge-Horz

8.597.1 Function

Generate-Terrain-Blank-Edge-Horz names an undocumented function, with lambda list (START-LATITUDE LONGITUDE END-LATITUDE BASE-ELEVATION).

8.597.2 File

Defined in file src/terrain.lisp.

8.598 Tootsville::Generate-Terrain-Blank-Edge-Vert

8.598.1 Function

Generate-Terrain-Blank-Edge-Vert names an undocumented function, with lambda list (LATITUDE START-LONGITUDE END-LONGITUDE BASE-ELEVATION).

8.598.2 File

Defined in file src/terrain.lisp.

8.599 Tootsville::Generate-Terrain-Contour

8.599.1 Function

Generate-Terrain-Contour names a function, with lambda list (9-ELEVATIONS HABITAT LATITUDE LONGITUDE SCALE):

Generate the contour for a tile area

8.599.2 File

Defined in file src/terrain.lisp.

8.600 Tootsville::Generate-Terrain-Features

8.600.1 Function

Generate-Terrain-Features names a function, with lambda list (CONTOUR HABITAT):

Generate the terrain features based upon the contour map and habitat type. Methods of this function specialize upon the habitat type.

8.600.2 File

Defined in file src/terrain.lisp.

8.601 Tootsville::Get-9-Terrain-Tiles

8.601.1 Function

Get-9-Terrain-Tiles names a function, with lambda list (LATITUDE LONGITUDE):

Returns 9 tiles of terrain centered on LATITUDE LONGITUDE as a 3 by 3 array

8.601.2 File

Defined in file src/terrain.lisp.

8.602 Tootsville::Get-Daily-Greeting

8.602.1 Function

Get-Daily-Greeting names a function, with lambda list NIL:

Get the date, and any holiday that it may be, to greet players signing in.

8.602.2 File

Defined in file src/world.lisp.

8.603 Tootsville::Get-Google-Account-Keys

8.603.1 Function

Get-Google-Account-Keys names an undocumented function, with lambda list NIL.

8.603.2 File

Defined in file `src/auth/auth-firebase.lisp`.

8.604 Tootsville::Get-Java-Time

8.604.1 Function

Get-Java-Time names a function, with lambda list (&OPTIONAL (UNIVERSAL-TIME (GET-UNIVERSAL-TIME*))):

Get the time since the Unix epoch in msec, as used often in Java land.

Note that Java time is Unix time multiplied by 1,000 (ie. time in msec) and is used in some places in the Infinity mode communications.

8.604.2 File

Defined in file src/types/date+time.lisp.

8.605 Tootsville::Get-Last-Insert-Id

8.605.1 Function

Get-Last-Insert-Id names an undocumented function, with lambda list NIL.

8.605.2 File

Defined in file src/db/db-central.lisp.

8.606 Tootsville::Get-Mariadb-Lock

8.606.1 Function

Get-Mariadb-Lock names a function, with lambda list (LOCK-STRING &KEY IF-NOT-LOCKED TIMEOUT):

Obtain database lock LOCK-STRING.

See Section 8.1313 [TOOTSVILLE WITH-CLUSTER-WIDE-LOCK-HELD], page 1608, for a practical use of this.

LOCK-STRING is passed to the MariaDB server and a global lock by that name is obtained via MySQL function GET_LOCK(STRING), if possible.

If the lock is busy, IF-NOT-LOCKED determines the next action.

:WAIT

Wait for up to TIMEOUT seconds for the lock to be freed. If the lock cannot be obtained within TIMEOUT seconds, signal an error of type CLUSTER-WIDE-LOCK-BUSY-ERROR. If TIMEOUT is NIL, wait indefinitely until the lock can be obtained.

:SKIP

Skip BODY and return NIL.

:WARN

Signal a warning of type CLUSTER-WIDE-LOCK-BUSY-WARNING, then skip BODY and return NIL.

:ERROR

Signal an error of type CLUSTER-WIDE-LOCK-BUSY-ERROR.

Returns an opaque identifier that can be passed to ‘YIELD-DB-LOCK’ to release the lock.

LOCK-NAME is case-insensitive.

8.606.2 File

Defined in file src/db/maria.lisp.

8.607 Tootsville::Get-Rollbar-Person

8.607.1 Function

Get-Rollbar-Person names a function, with lambda list (&OPTIONAL (PERSON *USER*)):

Return PERSON information for Rollbar error reporting

8.607.2 File

Defined in file src/users.lisp.

8.608 Tootsville::Get-Universal-Time*

8.608.1 Function

Get-Universal-Time* names a function, with lambda list NIL:

This is a microsecond-precision replacement for GET-UNIVERSAL-TIME (see the Common Lisp HyperSpec).

8.608.2 File

Defined in file src/types/date+time.lisp.

8.609 Tootsville::Get-Unix-Time

8.609.1 Function

Get-Unix-Time names a function, with lambda list (&OPTIONAL (UNIVERSAL-TIME (GET-UNIVERSAL-TIME*))):

Get the UNIVERSAL-TIME (default to now) in Unix time.

Returns the number of seconds since the Unix epoch, 1970-01-01 at 00:00 Z time.

8.609.2 File

Defined in file src/types/date+time.lisp.

8.610 Tootsville::Gift-Item

8.610.1 Function

Gift-Item names a function, with lambda list (ITEM GIVER RECIPIENT):

Transfer the ownership of ITEM from GIVER to RECIPIENT.

8.610.2 File

Defined in file src/items.lisp.

8.611 Tootsville::Global-Heightmap-Corner

8.611.1 Function

Global-Heightmap-Corner names an undocumented function, with lambda list (TILE-X TILE-Y).

8.611.2 File

Defined in file src/terrain.lisp.

8.611.3 SetF Function

(SETF Global-Heightmap-Corner) names an undocumented function, with lambda list (ELEVATION TILE-X TILE-Y).

8.611.4 File

Defined in file src/terrain.lisp.

8.612 Tootsville::Gone

8.612.1 Class

Gone names a class, with one superclass: Section 8.878 [TOOTSVILLE NOT-FOUND], page 1171.

A resource is no longer available.

In particular, this is returned for functions which were discontinued in Romance 2 but existed in earlier versions of the protocol.

8.612.2 Slots

Class Gone has 2 direct slot definitions:

`Http-Status-Code`

`Thing`

8.613 Tootsville::Gossip-Initiation

8.613.1 Class

Gossip-Initiation names a class, with one superclass: COMMON-LISP::STANDARD-OBJECT (not in this manual).

8.613.2 Slots

Class Gossip-Initiation has no direct slots defined.

8.614 Tootsville::Gossip-Initiation-Answer

8.614.1 Function

Gossip-Initiation-Answer names an undocumented function, with lambda list (OBJECT).

8.614.2 SetF Function

(SETF Gossip-Initiation-Answer) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.615 Tootsville::Gossip-Initiation-Uuid

8.615.1 Function

Gossip-Initiation-Uuid names an undocumented function, with lambda list (OBJECT).

8.615.2 SetF Function

(SETF Gossip-Initiation-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.616 Tootsville::Gracefully-Report-Error.Html

8.616.1 Function

Gracefully-Report-Error.Html names an undocumented function, with lambda list (STATUS-CODE C).

8.616.2 File

Defined in file src/acceptor.lisp.

8.617 Tootsville::Gracefully-Report-Error.Json

8.617.1 Function

Gracefully-Report-Error.Json names an undocumented function, with lambda list (STATUS-CODE C).

8.617.2 File

Defined in file src/acceptor.lisp.

8.618 Tootsville::Gracefully-Report-Http-Client-Error

8.618.1 Function

Gracefully-Report-Http-Client-Error names an undocumented function, with lambda list (C).

8.618.2 File

Defined in file src/acceptor.lisp.

8.619 Tootsville::Grant-Item

8.619.1 Function

Grant-Item names a function, with lambda list (TEMPLATE-ID RECIPIENT):

Create a new instance of TEMPLATE-ID and give it to RECIPIENT.

8.619.2 File

Defined in file src/items.lisp.

8.620 Tootsville::Grant-Snowballs

8.620.1 Function

Grant-Snowballs names a function, with lambda list (RECIPIENT &OPTIONAL (COUNT 6)):

RECIPIENT receives COUNT snowballs.

As per the SNOWBALL placement command; see also Section 7.62 [TOOTSVILLE-USER PLACE], page 190.

8.620.2 File

Defined in file src/items.lisp.

8.621 Tootsville::Gravatar-Hash

8.621.1 Function

Gravatar-Hash names a function, with lambda list (EMAIL):

Computes the Gravatar hash of an EMAIL address.

8.621.2 File

Defined in file src/users.lisp.

8.622 Tootsville::Gravatar-Image-Url

8.622.1 Function

Gravatar-Image-Url names a function, with lambda list (EMAIL &KEY SIZE DEFAULT FORCE-DEFAULT-P RATING):

DEFAULT may be either a URL to your own image, or one of :404, :mm, :identicon, :monsterid, :wavatar, or :retro. RATING may be one of :g, :pg, :r, or :x.

8.622.2 File

Defined in file src/users.lisp.

8.623 Tootsville::Greeting/ Daemon/ Error-Output

8.623.1 Function

Greeting/ Daemon/ Error-Output names a function, with lambda list NIL:

Print a greeting to *ERROR-OUTPUT* (see the Common Lisp HyperSpec).

8.623.2 File

Defined in file src/logging.lisp.

8.624 Tootsville::Greeting/ Daemon/ Log-Output

8.624.1 Function

Greeting/ Daemon/ Log-Output names a function, with lambda list NIL:

Print a greeting to the verbose info log.

8.624.2 File

Defined in file src/logging.lisp.

8.625 Tootsville::Greeting/ Daemon/ Standard-Output

8.625.1 Function

Greeting/ Daemon/ Standard-Output names a function, with lambda list NIL:

Print a greeting to *STANDARD-OUTPUT* (see the Common Lisp HyperSpec).

8.625.2 File

Defined in file src/logging.lisp.

8.626 Tootsville::Greeting/ Daemon/ Trace-Output

8.626.1 Function

Greeting/ Daemon/ Trace-Output names a function, with lambda list NIL:

Print a greeting to **TRACE-OUTPUT** (see the Common Lisp HyperSpec)

8.626.2 File

Defined in file `src/logging.lisp`.

8.627 Tootsville::Group-Plists

8.627.1 Function

Group-Plists names a function, with lambda list (PLISTS KEY):

Group PLISTS into a containing Alist by KEY.

Each value of KEY in the proper-list of Plists PLISTS will be an unique key in the resulting Alist.

8.627.2 File

Defined in file `src/endpoints/slash-meta-game.lisp`.

8.628 Tootsville::Habitat-Elevation-Roughness

8.628.1 Function

Habitat-Elevation-Roughness names a function, with lambda list (HABITAT):

How much relative roughness to the contour for this habitat?

8.628.2 File

Defined in file src/terrain.lisp.

8.629 Tootsville::Habitat<-Pixel

8.629.1 Function

Habitat<-Pixel names a function, with lambda list (R G B):

Which habitat type does the given color triplet represent?

8.629.2 File

Defined in file src/terrain.lisp.

8.630 Tootsville::Handle-Normal-Request

8.630.1 Function

Handle-Normal-Request names an undocumented function, with lambda list (METHOD URI-PARTS UA-ACCEPT).

8.630.2 File

Defined in file src/acceptor.lisp.

8.631 Tootsville::Handle-Options-Request

8.631.1 Function

Handle-Options-Request names an undocumented function, with lambda list (URI-PARTS UA-ACCEPT).

8.631.2 File

Defined in file `src/acceptor.lisp`.

8.632 Tootsville::Harmony-Personality

8.632.1 Class

Harmony-Personality names a class, with one superclass: Section 8.1032 [TOOTSVILLE ROBOT-HARMONY], page 1325.

This class defines a character named Harmony

8.632.2 Slots

Class Harmony-Personality has no direct slots defined.

8.633 Tootsville::Header-Time

8.633.1 Function

Header-Time names a function, with lambda list (&OPTIONAL (TIME (NOW))):

Get TIME in RFC-1123 format, as needed for HTTP headers.

TIME defaults to the present (NOW).

8.633.2 File

Defined in file src/types/date+time.lisp.

8.634 Tootsville::Holiday-Special-Personality

8.634.1 Class

Holiday-Special-Personality names a class, with one superclass: Section 8.1021 [TOOTSVILLE ROBOT], page 1314.

8.634.2 Slots

Class Holiday-Special-Personality has no direct slots defined.

8.635 Tootsville::Hook-Into-Debugger

8.635.1 Function

Hook-Into-Debugger names a function, with lambda list NIL:

Hook the Tootsville Section 8.292 [TOOTSVILLE DEBUGGER-HOOK], page 548, into *DEBUGGER-HOOK* (see the Common Lisp HyperSpec).

8.635.2 File

Defined in file src/main.lisp.

8.636 Tootsville::Host-Name-Char-P

8.636.1 Function

Host-Name-Char-P names a function, with lambda list (CHAR):

Is CHAR a constituent character that could be in a DNS host name?

These characters are A-Z, 0-9, or ‘.’ or - (see the Common Lisp HyperSpec) (dot or dash).

8.636.2 File

Defined in file src/types/uri-types.lisp.

8.637 Tootsville::Host-Name-Like-P

8.637.1 Function

Host-Name-Like-P names a function, with lambda list (NAME):

Does NAME meet the general rules of being a DNS host name.

Note that this does NOT recognize either dotted-quad IPv4 nor hex IPv6 addresses, only DNS names.

RFC-1035:

- Each label is up to 63 character-bytes.
- The total name length is up to 255 character-bytes, excluding dots.
- Labels must begin with a basic ASCII letter A-Z
- Labels must end with a letter or digit 0-9
- Labels may contain ASCII Hyphen-Minus, but only internally and never twice in a row.
- At present, all Top-Level Domains are at least two alphabetic characters and contain no digits nor hyphens.
- This function requires at least one dot; i.e. it is not for TLDs
- The trailing dot for the root should be omitted for this function.

8.637.2 File

Defined in file `src/types/uri-types.lisp`.

8.638 Tootsville::How-Slow-Is-Slow

8.638.1 Function

How-Slow-Is-Slow names an undocumented function, with lambda list (OBJECT).

8.639 Tootsville::Http-Client-Error

8.639.1 Class

Http-Client-Error names a class, with one superclass: COMMON-LISP::ERROR (not in this manual).

An error that can be returned to an HTTP client.

Note that we use these error codes internally, as well, so they are not necessarily always propagated over HTTP — but they could be.

8.639.2 Slots

Class Http-Client-Error has 1 direct slot definition:

Http-Status-Code

8.640 Tootsville::Http-Idempotent-Request-Method

8.640.1 Type

Http-Idempotent-Request-Method names a TYPE:

HTTP request methods which, if replayed, do no harm, but may yield an harmless error message on the second and subsequent attempts.

8.641 Tootsville::Http-Is-Success-P

8.641.1 Function

Http-Is-Success-P names an undocumented function, with lambda list (HTTP-STATUS).

8.641.2 File

Defined in file `src/auth/auth-firebase.lisp`.

8.642 Tootsville::Http-Request-Method

8.642.1 Type

Http-Request-Method names a TYPE:

All HTTP request methods (aka verbs) defined in an IETF RFC.

8.643 Tootsville::Http-Safe-Request-Method

8.643.1 Type

Http-Safe-Request-Method names a TYPE:

HTTP request methods that make no changes, so can be replayed ad infinitum.

8.644 Tootsville::Http-Status-Code

8.644.1 Function

Http-Status-Code names an undocumented function, with lambda list (CONDITION).

8.645 Tootsville::Ice-Credentials

8.645.1 Function

Ice-Credentials names an undocumented function, with lambda list NIL.

8.645.2 File

Defined in file `src/gossip.lisp`.

8.646 Tootsville::Ice-Url-To-Urls

8.646.1 Function

Ice-Url-To-Urls names an undocumented function, with lambda list (CREDENTIAL).

8.646.2 File

Defined in file src/gossip.lisp.

8.647 Tootsville::Id-Column-For

8.647.1 Function

Id-Column-For names a function, with lambda list (TYPE):

The column (if any) providing the primary key for TYPE.

May return NIL if there is no simple primary key.

8.647.2 File

Defined in file `src/db/generic-db.lisp`.

8.648 Tootsville::Ignore-Duplicates

8.648.1 Macro

Ignore-Duplicates names an undocumented macro, with lambda list (&BODY BODY).

8.648.2 File

Defined in file src/users.lisp.

8.649 Tootsville::Ignore-Not-Found

8.649.1 Macro

Ignore-Not-Found names a macro, with lambda list (&BODY BODY):

Ignore NOT-FOUND errors in BODY, and return a NIL instead.

8.649.2 File

Defined in file src/db/db-central.lisp.

8.650 Tootsville::Infinity-Add-Furniture

8.650.1 Function

Infinity-Add-Furniture names a function, with lambda list (D USER RECIPIENT/S):

Alias for INFINITY-SET-FURNITURE.

Lisp ADD-FURNITURE = JSON addFurniture

Alias for Section 8.701 [TOOTSVILLE INFINITY-SET-FURNITURE], page 986, q.v.

8.650.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.651 Tootsville::Infinity-Add-Journal-Entry

8.651.1 Function

Infinity-Add-Journal-Entry names a function, with lambda list (D U R):

Add a staff journal entry.

Lisp ADD-JOURNAL-ENTRY = JSON addJournalEntry

The staff journal entries are recorded to the database for later review.

UNIMPLEMENTED in 2.0.

8.651.2 Usage

```
{ c: "addJournalEntry",  
  d: { entry: "journal text" } }
```

8.651.3 Example

```
{ entry: "nothing to report" }
```

8.651.4 Romance 1.2 documentation

Staff members can create a journal entry which is stored for review in a customer service application such as Joshua. Creating a ModeratorJournal object will parse for certain values such as [username].

8.651.5 Formerly Proprietary Extension

This command was formerly a proprietary extension for Tootsville.com and has now been re-created for the AGPL version of Romance.

8.651.6 File

Defined in file src/infinity/tootsville-commands.lisp.

8.652 Tootsville::Infinity-Add-To-List

8.652.1 Function

Infinity-Add-To-List names a function, with lambda list (D USER RECIPIENT/S):

Add a user to a buddy list or ignore list (removed in 1.2)

Lisp ADD-TO-LIST = JSON addToList

...using the traditional (online-only, no notification engine) mechanism (using out of band methods). Compare vs. requestBuddy Section 8.696 [TOOTSVILLE INFINITY-REQUEST-BUDDY], page 980,

8.652.2 Usage

This command can no longer be used to add a buddy, only to ignore someone.

```
{ ignore: USER }
```

8.652.3 200 OK

When you begin ignoring someone, you'll get back a reply as from `getUserLists` Section 8.676 [TOOTSVILLE INFINITY-GET-USER-LISTS], page 952, q.v.

8.652.4 410 Gone

Using this to add a buddy was a legacy feature removed in Romance 1.2.

8.652.5 Changes from 1.1 to 1.2

This function was replaced with Section 8.696 [TOOTSVILLE INFINITY-REQUEST-BUDDY], page 980, — requestBuddy — q.v. It's only used for `ignore` now.

8.652.6 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.653 Tootsville::Infinity-Click

8.653.1 Function

Infinity-Click names a function, with lambda list (D USER RECIPIENT/S):

Used by the client to report a mouse click or finger tap.

Lisp CLICK = JSON click

8.653.2 Usage

If the user clicks on a placed-item, this method should be called with the following syntax:

```
{ on: ITEM-ID, x: X, y: Y, z: Z, with: MODS }
```

Note that the (x,y,z) values passed are relative to the origin point of the item; thus, if an item is placed at (200,200,200) and is clicked at (210,210,210), the coördinates reported should be (10,10,10).

Note: We currently have nothing that cares about the (x,y,z) relative coördinates, the item ID is the important bit. (February 2021)

If the user clicks on the ground, normally it will result in walking, but it could instead be reported as:

```
{ x: X, y: Y, z: Z, with: MODS }
```

8.653.3 Modifiers characters

The modifiers string can contain any of the following symbols in any order, representing modifier keys that were held down when the user clicked on the item:

‘^’

Caret represents the **Control** or **Ctrl** key on Linux[®] or Windows systems, or the **Command** key on macOS.

‘S’

Ess represents the **Shift** key on any platform.

‘C’

Ci represents the **Caps Lock** state being enabled. May be ignored or omitted.

‘N’

En represents the **Num Lock** state being enabled. May be ignored or omitted.

‘M’

Em represents the **Meta** key on Linux, **Alt** on Linux or Windows, or **Option** on macOS.

‘L’

Ell represents the **Scroll Lock** state being enabled. May be ignored or omitted.

‘A’

Ay represents the **Alt-Gr** key on any platform (if supported). May be ignored or omitted.

‘*’

Asterisk represents the **Super** key on Linux or **Windows-Logo** key on Windows.

‘1, 2, 3’ Numbers represent mouse buttons: 1 for left, 2 for middle, 3 for right.

‘+, -’ Plus represents rolling a scroll wheel down; Minus to scroll up

‘<, >’ Less-than represents rolling a scroll knob left; greater-than, right.

8.653.4 Flash details

In the Flash MouseEvent object, you can create the "mods" with the following:

```
var mods:String = "";
if (ev.altKey) mods += "M";
if (ev.commandKey || ev.ctrlKey) mods += "^";
if (ev.shiftKey) mods += "S";
if (ev.type == ev.CLICK) mods += "1";
if (ev.type == ev.MIDDLE_CLICK) mods += "2";
if (ev.type == ev.RIGHT_CLICK) mods += "3";
if (ev.type == ev.MOUSE_WHEEL)
{ if (ev.delta < 0) mods += "-";
  if (ev.delta > 0) mods += "+"; }
if (Keyboard.numLock) mods += "N";
if (Keyboard.capsLock) mods += "C";
```

8.653.5 Changes from 1.2 to 2.0

- The ‘z’ coordinate is no longer optional.
- A form of the ‘click’ command which omitted the ‘on’ parameter.
- The itemID is an UUID Base64 string, not a moniker string — but these were always meant to be opaque identifiers.

8.653.6 202 Accepted

The click event has been noted. Any outcomes of that event will be broadcast over other channels.

8.653.7 204 No Content

The click event is being ignored; ITEM-ID was not an interesting item to the server.

8.653.8 File

Defined in file src/infinity/legacy-commands.lisp.

8.654 Tootsville::Infinity-Consider-Child-Approval

8.654.1 Function

Infinity-Consider-Child-Approval names a function, with lambda list (D U R):

Consider whether to approve a child's request with ID UUID.

Lisp CONSIDER-CHILD-APPROVAL = JSON considerChildApproval

8.654.2 Usage

The client sends this packet when the player, a parent or guardian who has a child Toot account on their user profile, wishes to be prompted again as to whether to approve or deny a child request with the given UUID.

```
{ uuid: "UUID-OF-REQUEST" }
```

The client will receive a **prompt** message to that effect. See Section 8.690 [TOOTSVILLE INFINITY-PROMPT-REPLY], page 968, for a discussion of the **prompt** packet and its replies.

There is no direct reply to this packet, only the asynchronous prompt (or admin error message, see below).

8.654.3 Error conditions

In the event of an error, the player will receive an administrative message explaining the problem. No machine-readable error packet is returned to the client.

Possible error conditions include:

- The UUID represents a child request from another user's Toot
- The UUID does not represent any current child request; we assume that this means the relevant request once existed, but was culled after it aged out — but we have no way of knowing for sure, since expired requests are hard deleted.

8.654.4 File

Defined in file src/infinity/new-commands-20.lisp.

8.655 Tootsville::Infinity-Create-User-House

8.655.1 Function

Infinity-Create-User-House names a function, with lambda list (D USER RECIPIENT/S):

Either claim the user's house and lot, or add a room to their house.

Lisp CREATE-USER-HOUSE = JSON createUserHouse

8.655.2 Usage

```
{ lot: LOT-ID,
  house: HOUSE-ID }
```

```
{ index: ROOM-INDEX,
  connectTo: ROOM-INDEX,
  connectAt: CONNECTION-POINT-MONIKER }
```

```
{ query: "houses" }
```

Returns data describing the user's lot for the first two forms, or data describing houses and rooms available in the third form.

8.655.3 Examples

When the player has found an empty lot and wishes to claim it as their own, they choose a base house and send

```
{ lot: lot-ID, house: house-ID }
```

When the player has a house and wishes to add a room, they send

```
{ index: roomIndex,
  connectTo: roomIndex,
  connectAt: pointMoniker }
```

Connection point monikers need to be obtained from the house design.

```
{ query: "houses" }
```

This queries the list of houses and rooms available. UNIMPLEMENTED. This command was added in Romance 2.0 so that the client need not be updated with all available houses and rooms.

8.655.4 200 OK — Query Form

Returns an enumeration of houses and rooms available as follows:

```
{ houses: [ { name: "NAME",
              description: "DESCRIPTION",
              preview: "URL",
              moniker: "UUID",
              rooms: [ { id: "UUID",
                        connect: { "MONIKER": "UUID", ... },
                        preview: "URL" },
                      ... ] },
  ... ] }
```

Each house has a list of rooms. The first room in each house is the default, and is the room created when the lot is first claimed.

The houses themselves have visible names, descriptions, and preview URLs (also relative to the same base Buildings URL). The client should give the user the opportunity to select a house from this set by browsing their names, descriptions, and preview graphics.

Rooms have connection points with monikers. Each room has a preview URL which is an image file (e.g. a PNG) relative to the base URL @url{https://jumbo.tootsville.org/Assets/Buildings/5/}. The preview can be shown to the user when they are choosing to connect a new room. Rooms have no established names --- we want to allow the players full freedom to develop each room as they like.

WRITEME

@subsection 201 Created --- Add house or add room

A house or room was created as demanded.

Returns a description of the house as follows:

WRITEME

@subsection 409 Conflict

A house already exists on that lot, or, a room is already connected at the given connection point. The request cannot be completed because something already exists where the new construction was meant to be placed.

@subsection 404 Not Found

The house ID or room connection point given was not found.

@subsection Changes from 1.2 to 2.0

@cindex Changes from 1.2 to 2.0

In 1.2 adding a room required only an index.

In 2.0 we added the @verb{|query: "houses"|} form; in 1.2 (and prior) the client had a hard-coded list of available houses and rooms for each.

@subsection Changes from 1.1 to 1.2

@cindex Changes from 1.1 to 1.2

In 1.1, houses could have only one room

@subsection File

Defined in file src/infinity/legacy-commands.lisp.

@pnindex legacy-commands.lisp

@page

@node TOOTSVILLE INFINITY-DELETE-MAIL-MESSAGE

@section Tootsville::Infinity-Delete-Mail-Message

@findex Infinity-Delete-Mail-Message

@subsection Function

Infinity-Delete-Mail-Message names a function, with lambda list
(D U R):

Delete a message from the user's (SMS) mailbox

@icindex deleteMailMessage: Delete a message from the user's (SMS) mailbox

Lisp DELETE-MAIL-MESSAGE = JSON deleteMailMessage

@subsection Usage

WRITEME

@subsection Example

WRITEME

@subsection Changes from 1.2 to 2.0

@cindex Changes from 1.2 to 2.0

@code{id} was previously an integer, but is now an UUID string.

@subsection Formerly Proprietary Extension

This command was formerly a proprietary extension for Tootsville.com and has now been re-created for the AGPL version of Romance.

@subsection File

Defined in file src/infinity/tootsville-commands.lisp.

@pnindex tootsville-commands.lisp

@page

@node TOOTSVILLE INFINITY-DOFF

@section Tootsville::Infinity-Doff

@findex Infinity-Doff

@subsection Function

Infinity-Doff names a function, with lambda list
(D USER RECIPIENT/S):

Remove clothes or Pivitz.

@icindex doff: Remove clothes or Pivitz.

Lisp DOFF = JSON doff

@subsection Usage

@verbatim

```
{ slot: "SLOT" }
```

```
{ type: "TYPE" }
```

8.655.5 Example

```
{ type: "pivitz" }
```

```
{ slot: "1D94E6C7-8643-48AE-81A4-8B0C3EB36A7A" }
```

When `type` is present, it must be either `clothes` or `pivitz`.

When `slot` is present, indicates a specific item UUID to remove.

8.655.6 400 Bad Request

Exactly one of `type` or `slot` must be present.

If present, `type` must be `clothes` or `pivitz`.

8.655.7 200 OK

Responds with total wardrobe as per Section 8.713 [TOOTSVILLE INFINITY-WARDROBE], page 1004,

8.655.8 Formerly Proprietary Extension

This command was formerly a proprietary extension for Tootsville.com and has now been re-created for the AGPL version of Romance.

8.655.9 File

Defined in file `src/infinity/tootsville-commands.lisp`.

8.656 Tootsville::Infinity-Dofff

8.656.1 Function

Infinity-Dofff names a function, with lambda list (D USER RECIPIENT/S):

Doff all clothing items.

Lisp DOFFF = JSON dofff

See also [\[TOOTSVILLE INFINITY-DOFF\]](#), page [\[undefined\]](#), for single items. To put on (don) an item, see Section 8.657 [\[TOOTSVILLE INFINITY-DON\]](#), page 922. Mnemonic: Like `doff` but more so.

8.656.2 Usage

This command takes no parameters.

8.656.3 Limitations

This does not un-equip an item held in the `TRUNK`. This does not remove or alter a Toot's pattern. For non-Toot avatars, this does not un-equip an item held in the `HAND`, `LHAND`, or `RHAND`.

Sends two responses: a success reply from `doffff`, then total avatar info from `wardrobe`. See Section 8.713 [\[TOOTSVILLE INFINITY-WARDROBE\]](#), page 1004.

8.656.4 Status 200 OK

All clothing items have been removed.

```
{ from: "doffff",  
  status: true }
```

A separate `wardrobe` packet will be sent.

8.656.5 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.657 Tootsville::Infinity-Don

8.657.1 Function

Infinity-Don names a function, with lambda list (D USER RECIPIENT/S):

Don (or equip) an item

Lisp DON = JSON don

8.657.2 Usage

```
{ slot: "item-UUID",
  [ color: "color ID" ] }
```

JSON object has the item UUID number to be worn (clothes, pivitz, trunk).

See Section 8.1293 [TOOTSVILLE WEAR-SLOT-INFO], page 1588, for descriptions of how wear slots are identified and described. Note that the appropriate wear slot can be determined from the item's template; see Section 8.764 [TOOTSVILLE ITEM-TEMPLATE-INFO], page 1057. For a list of all wear slots, see Section 8.660 [TOOTSVILLE INFINITY-ENUMERATE-WEAR-SLOTS], page 928, (new in 2.0).

Response with total avatar info from **wardrobe**. See Section 8.713 [TOOTSVILLE INFINITY-WARDROBE], page 1004.

Color ID is no longer allowed; it will be rejected.

8.657.3 200 OK

The item has been donned or equipped.

8.657.4 400 Bad Request

The removed **color** attribute was submitted.

8.657.5 404 Not Found

The item UUID specified (by “**slot**”) was not recognized.

8.657.6 403 Forbidden

The item UUID specified was not owned by the player requesting to don it.

8.657.7 409 Conflict

The item requested cannot be equipped by the player's avatar. For example, a Toot character cannot equip an item which requires a **HAND** slot, since Toots have no fingers. Items which do not occupy a wear slot also cannot be equipped, e.g. a tree.

8.657.8 Changes from 1.2 to 2.0

Colors of items can no longer be changed when donning them. This was meant for pattern changing in 1.2, which must now be accomplished in-game via Doodle. The **color** parameter must be null or absent.

Patterns are no longer clothing items.

8.657.9 Changes from 1.0 to 1.1

Equipment held in the TRUNK is now explicitly supported as a distinct wear slot with specific meaning (ie, the user can activate that item).

8.657.10 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.658 Tootsville::Infinity-Echo

8.658.1 Function

Infinity-Echo names a function, with lambda list (D USER RECIPIENT/S):

Echoes back the supplied JSON (or ActionScript) object to the client.

Lisp ECHO = JSON echo

8.658.2 Usage

The datum (d) is returned identically, in a return element named literally **You said**.

This method exists solely for testing purposes.

```
{ c: "echo"
  d: DATA-TO-ECHO }
```

8.658.2.1 Parameters

jso Any JSON object, the contents of which will be returned to the caller.

u The user calling (to whom the response is sent)

8.658.3 Example

```
⇒ { c: "echo", d: { foo: 42 } }
```

```
{ from: "echo", status: true, "You said": { foo: 42 } }
```

Note that the field name is literally ‘You said’ with a space.

8.658.4 200 OK

The response is echoed back to the user.

8.658.5 Limitations

The echo packet must be less than 1,024 Unicode characters in length or it will be truncated to 1,024 characters. No warning will be issued to the user in the case of truncation.

8.658.6 Changes from 1.2 to 2.0

The 1kc limit was introduced in 2.0.

8.658.7 Known bugs

This feature is not working correctly as of version 0.6.

8.658.8 File

Defined in file src/infinity/legacy-commands.lisp.

8.659 Tootsville::Infinity-End-Event

8.659.1 Function

Infinity-End-Event names a function, with lambda list (D USER RECIPIENT/S):

Attempt to end an event.

End an event begun by Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997, q.v.

End an event begun by Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997, q.v.

Lisp END-EVENT = JSON endEvent

8.659.2 Calling

```
{ c: "endEvent",
  d: { moniker: "event moniker",
      ( id | eventID ): "event ID",
      status: ( "cmp" | "cxl" ),
      [ medal: "medal", ]
      [ score: "score" ] } }
```

This command terminates an event (such as a fountain, store purchase, or minigame) which was begun with Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997, qv.

The parameter **eventID** can be referenced as **id** instead — but that is deprecated (since Romance 1.0) and will (eventually) be dropped.

The status code is either **cmp**, if the event was completed in some way (successfully or otherwise), or **cxl**, if the event was canceled before it reached any ind of completion.

The **score** and **medal** parameters are optional, and depend on the type of event. They should never be submitted with a **cxl** cancel packet, and are not needed for an item purchase. They are sometimes to be used with minigames. The **score** has a special relationship with magic fountains, described below.

- In the event of a magic fountain, the client should submit a random number between 1 and 100 as the **score**. This will be ignored, and a number of peanuts will be awarded to the player.
- In the event of a purchase, neither **score** nor **medal** are required.
- Other kinds of events can pass a numeric **score**, or a string for **medal**, as appropriate to their needs.

8.659.3 Success Response to Canceled Event

The response to a canceled (**status: "cxl"**) event will be of the form:

```
{ from: "endEvent",
  status: true,
  ended: "eventID",
  canceled: true }
```

8.659.4 Success Response to Completed Event

The response to a completed (`status: "cmp"`) event will be of the form:

```
{ from: "endEvent",
  status: true,
  ended: "eventID",
  peanuts: peanuts,
  fairyDust: fairyDust,
  [ highScores: { 1: { points: points,
                      userName: "user name" },
                  2: ... 24: }, ]
  totalPeanuts: total,
  totalFairyDust: total,
  [ gotHighScore: index ]
```

The `endEvent` packet for a completed event indicates:

- The event ID which was ended — typically a UUID. This matches the `eventID` returned by `startEvent` and passed back to `endEvent`.
- The relative change in peanuts and fairy dust (positive means more earned; negative means a net loss), and the player's new totals of each
- If the event is a minigame or other event that could have a high score list, up to 24 top scores are returned, each with a point score, an user name, and (if the event is that sort) possibly a medal earned. Note that it is possible to get fewer than 24 scores back; conforming clients must accept zero to at least 24.
- If the event has a high score list, and the player has earned a high score now, the index (from 1 = first place) which was achieved.

8.659.5 Error Responses

An error response is of the form:

```
{ from: "endEvent",
  status: false,
  eventID: "event UUID",
  err: "error code",
  error: "User-visible error message" }
```

The error code can be one of:

`cost` The item to be purchased costs more peanuts than you have.

`badStatus` The status passed was not one of `cmp` nor `cxl`

`eventID.notFound` The event ID passed was not found

`eventID.notYours` The event ID passed represents an event started by another player

`medal.notFound` The medal passed was not valid

`score.range`

The score reported was not valid; it was not in the range of possible scores for this event.

8.659.6 Changes from 1.2 to 2.0

WRITEME

8.659.7 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.660 Tootsville::Infinity-Enumerate-Wear-Slots

8.660.1 Function

Infinity-Enumerate-Wear-Slots names a function, with lambda list (D U RECIPIENT/S):

Enumerates all possible wear slots for any avatar.

Lisp `ENUMERATE-WEAR-SLOTS = JSON enumerateWearSlots`

8.660.2 Usage

This command takes no arguments. It returns the wear-slots associated with the caller's avatar.

See Section 8.1293 [TOOTSVILLE WEAR-SLOT-INFO], page 1588, for the format of the reply data.

8.660.3 200 OK

Returns an object with `status: true`, `from: "enumerateWearSlots"`, and a key `slots` under which is an array of information about each wear slot, in the format of Section 8.1293 [TOOTSVILLE WEAR-SLOT-INFO], page 1588, q.v.

```
{ from: "enumerateWearSlots",  
  status: true,  
  slots: [ WEAR-SLOT-INFO, WEAR-SLOT-INFO, ... ] }
```

8.660.4 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.661 Tootsville::Infinity-Finger

8.661.1 Function

Infinity-Finger names a function, with lambda list (D USER RECIPIENT/S):

Get public info for a list of Toots.

Lisp FINGER = JSON finger

For details, see the synonym ‘INFINITY-GET-AVATAR-INFO’.

8.661.2 Usage

```
{ c: "finger", d: { key: "toot-name", ... } }
```

8.661.3 Reply format

```
{ from: avatars, status: true, avatars: { 0: { TOOT-INFO ... }, ... }
```

User public information is in the format of Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, which should be a superset of what `AbstractUser.getPublicInfo()` used to return in 1.2.

8.661.4 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.662 Tootsville::Infinity-Game-Action

8.662.1 Function

Infinity-Game-Action names a function, with lambda list (D USER RECIPIENT/S):

Send an in-world game's action.

Lisp GAME-ACTION = JSON gameAction

These are actions that affect in-world minigames.

8.662.2 Usage

```
{ c: "gameAction",
  d: { game: "AEB967CB-5598-40D5-9B4A-894C9BC38501",
      action: ACTION-NAME,
      [ ... PARAMS ... ] } }
```

8.662.3 Example

```
{ c: "gameAction",
  d: { game: "AEB967CB-5598-40D5-9B4A-894C9BC38501",
      action: "tagYouReIt",
      tagged: "5047F44E-8B1D-4B8A-9EC6-4E1D6E1653AD" } }
```

8.662.4 Overview of In-World Minigames

In-world minigames generally don't use much of a special interface, but sometimes require some kind of additional overlay. The game actions are usually signaled by in-game items.

In-world minigames include soccer, volleyball, croquet, bowling, card table games, tag, and more. Each of these games may have a score and possibly some enforceable rules, although we often leave enforcement of the rules to the players (so that they can choose which rule set they like).

These game actions are identified by function names beginning with "GAME-ACTION-." Some of them include:

- Section 8.586 [TOOTSVILLE GAME-ACTION-START-SPORTS-BALL-GAME], page 846,
- Section 8.580 [TOOTSVILLE GAME-ACTION-JOIN-CARD-GAME], page 839,
- Section 8.588 [TOOTSVILLE GAME-ACTION-TAG-YOU-RE-IT], page 848,

8.662.5 General Structure

A `gameAction` packet has a `d` datum with a key `action`, which is used to further dispatch the game action to its appropriate handler. The `action` value is the `smallCamelCase` version of the "GAME-ACTION-function-name" that will actually handle it.

The specific game which is being addressed must be identified by its UUID. This is usually discovered by finding a game tag on an item or place in the game world.

WRITEME: Explain how to find a game tag.

Refer to the individual game action functions for further details.

See Appendix 8 for an index of game actions.

8.662.6 Response format

The individual game action handlers will provide their own response formats. In general, they will come from `gameAction`, with a `status` of true or false; when false, they should include an `error` text which may be user-visible, and may include an `err` tag which is a general machine-readable code.

8.662.7 Status 400 Error

If the `action` is not supplied, or if no such action is known to the server, then an error 400 is returned, with a JSON error packet of the usual form:

```
{ from: "gameAction",  
  status: false,  
  error: "error message text",  
  err: "game-action-not-found" }
```

8.662.8 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.663 Tootsville::Infinity-Get-Apple

8.663.1 Function

Infinity-Get-Apple names a function, with lambda list (CLIENT &OPTIONAL PACKET):

Get the apple to get into, or out of, \$Eden.

8.663.2 Theory

The “apple” is a seed value for a sort of CHAP/HMAC authentication used only for children signing in to Tootsville. Essentially, the client will ask for an “apple,” as a seed value for hashing with the password. The client sends back this hash, and awaits parental permission.

8.663.3 Apple-based authentication

In the modern usage, the user who wishes to get authenticated connects a stream (ie, WebSocket) connection and sends a packet like this:

```
{ c: "getApple" }
```

There are no `d` data required.

The response from the server will be something like

```
{ from: "getApple",
  status: true,
  apple: "an opaque string" }
```

The default action is to create a new apple value on each call. However, the client can control this with an additional parameter, `replace`.

supersede

The default. A new apple will be returned, superseding any previous value, regardless as to whether any previous value had been given. Previous apple values became irrelevant / no longer can be used.

never

If an apple value has been issued, do not replace it. An error will be returned on subsequent calls to `getApple`.

replace

Assert that there must have been a previous apple issued, and replace it. If no previous apple had been issued, an error will be returned.

The `apple` value will be a valid UTF-8 string without control characters of no more than 4kiB, but no other assertions about it can be assumed by a conforming client.

In the case of an error from `getApple`, a returned error packet will look like

```
{ from: "getApple", status: false,
  error: "error message text" }
```

Upon receiving a valid apple string, the client will submit a login packet (see: Section 8.683 [TOOTSVILLE INFINITY-LOGIN], page 960) like:

```
{ c: "login",
  d: { userName: "a-Toot-name",
      password: "a-secret-sha1-hex-string",
```

```
zone: "$Eden" } }
```

The `pass` submitted is a hash created by:

1. Concatenate the `apple` value with the downcased version of `child-code` for the Toot being signed-in.
2. Take this concatenated string, and take the SHA1 hash of it.
3. Take the hex value of that SHA1 hash

The login packet will return `from: "login", status: true` if the password is successful.

Next, parental approval is required. This can be submitted before login, in which case the login will be followed by a slew of other messages as the player signs into the game, or after login. In the latter case, the client will be given the login success message and nothing else. The client is expected to wait and entertain the user until such a time as parental approval comes back.

Parental approval packets are sent by Section 8.890 [TOOTSVILLE PARENT-GRANT-PERMISSION], page 1183, by way of Section 8.1342 [TOOTSVILLE WS-APPROVE-TOOT], page 1637; denial, by Section 8.889 [TOOTSVILLE PARENT-DENY-PERMISSION], page 1182, by way of Section 8.1347 [TOOTSVILLE WS-DENY-TOOT], page 1642.

During this intermediate time between login and approval, the client's Section 8.1264 [TOOTSVILLE USER-ACCOUNT], page 1559, will be set to NIL but its Section 8.1185 [TOOTSVILLE TOOT], page 1478, will be set to the selected Toot object.

If the parent approves, a packet will be returned like

```
{ from: "parentApproval",
  status: true,
  until: UNIX-TIME,
  approved: "approved" }
```

If the parent does not approve (actively denies permission), a packet will be returned like

```
{ from: "parentApproval",
  status: false,
  until: UNIX-TIME-NOW,
  approved: "denied" }
```

Following denial, the client is required to cease attempting to log in; it is expected that the child user will be brought to the Wiki page explaining that they have been denied permission.

Following approval, a flood of related login packets will be sent which should trigger the usual login process; these will include positioning the Toot character, observations of the world (so-called “room variables” and avatar information, &c.) and other packets. Review the Tootsville.Game.Gatekeeper documentation for the client's handling of these packets.

8.663.4 New in 1.1

This mechanism for logins was introduced in 1.1

8.663.5 Changes from 1.1 to 1.2

1.2 switched all communications to JSON, removing XML equivalent legacy commands used by SmartFox Server's protocol.

8.663.6 Changes from 1.2 to 2.0

- Apple values may now potentially reach 4kiB; the former limit was 256 characters.
- Apple values are UTF-8, not ASCII-67 (7-bit) characters.
- Apple values will not contain control characters.
- The login zone is only **\$Eden**; there are no other zones.
- Parental approval is required to proceed with each login, not a one-shot event during the sign-up process.
- Passwords are downcased to make them case-insensitive

8.663.7 File

Defined in file `src/websockets.lisp`.

8.664 Tootsville::Infinity-Get-Avatars

8.664.1 Function

Infinity-Get-Avatars names a function, with lambda list (D USER RECIPIENT/S):

Get avatar data for a list of (other) users.

Lisp GET-AVATARS = JSON getAvatars

Synonym for Section 8.661 [TOOTSVILLE INFINITY-FINGER], page 929,

8.664.2 Usage

The `d` datum is a JSON object, with (ignored) keys tied to values which must be the names of users.

8.664.3 Example

```
{ c: "getAvatars",  
  d: { "foo": "mouser",  
        "bar": "catville" } }
```

8.664.4 Status 200 OK

The avatar information for each user requested will be returned in an associative array object with the same keys as the source query. The values of each key are the avatar data as returned by Section 8.661 [TOOTSVILLE INFINITY-FINGER], page 929, i.e. the information returned by Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497.

8.664.5 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.665 Tootsville::Infinity-Get-Color-Palettes

8.665.1 Function

Infinity-Get-Color-Palettes names a function, with lambda list (D USER RECIPIENT/S):

getColorPalettes

Lisp GET-COLOR-PALETTES = JSON getColorPalettes

8.665.2 Usage

This command requires no parameters

8.665.3 Status 410 Gone

Removed.. This routine appeared to be unused by anyone in Romance 1.1 and was removed in 1.2.

returns palettes in "extraColors", "baseColors", "patternColors" in the JSON result object (from: "getColorPalettes")

8.665.4 Changes from 1.1 to 1.2

Not used in Tootsville any more. The analogous palettes in Li'l Vampies and Empires of the Air are being replaced with algorithmic checks, so this routine was removed in Romance 1.2.0.

8.665.5 Revival?

This might be revived in 2.0 for the UI to present lists of named colors during character creation, rather than using hard-coded lists that have to be separately maintained in the client and server both.

8.665.6 File

Defined in file src/infinity/legacy-commands.lisp.

8.666 Tootsville::Infinity-Get-Inventory

8.666.1 Function

Infinity-Get-Inventory names a function, with lambda list (D USER RECIPIENT/S):

Get all inventory for an user (themselves) — both active and inactive

Lisp GET-INVENTORY = JSON getInventory

8.666.2 Usage

This command requires no parameters.

```
{ c: "getInventory" }
```

8.666.3 Status 200 OK

Returns a set of items as

```
{ from: "getInventory",  
  inv: { 0: { id: 123, isActive: boolean }, ... } }  
WRITEME
```

8.666.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.667 Tootsville::Infinity-Get-Inventory-By-Type

8.667.1 Function

Infinity-Get-Inventory-By-Type names a function, with lambda list (D USER RECIPIENT/S):

Get a subset of items from your own inventory

Lisp GET-INVENTORY-BY-TYPE = JSON getInventoryByType

8.667.2 Usage

```
{ c: "getInventoryByType",
  d: { type: TYPE,
      [withActive: BOOLEAN ],
      [who: LOGIN-NAME ] } }
```

The **type** can be one of two options.

For legacy compatibility, the following list of **type** codes can be supplied. These may be more convenient for the front-end. Legacy users of code sequences beginning with **#** or **\$** are no longer supported, however.

clothes

All items which can be worn in any slot other than TRUNK, HAND, LHAND or RHAND, or PIVITZ

pivitz

Only Pivitz items

patterns

Ignored for backward-compatibility.

furniture

Any item which cannot be equipped in any way

structure

Ignored for backward-compatibility

music

Ignored for backward-compatibility

tootsBook

Ignored for backward-compatibility

stationery

Ignored in 2.0 but may be revived in 2.1

accessories

All items which can be equipped in TRUNK slot, or HAND, LHAND or RHAND (for non-Toot characters).

In addition, **type** can be a string containing the word **point** followed by a space and the moniker of an avatar attachment point, in which case all items which can be equipped to that point (regardless of valence) are returned; or, the word **slot** followed by a space and the ID number of a specific wear-slot.

Finally, multiple codes can be enumerated by passing as string beginning with `$` plus a series of identifiers from the above delimited by `:`, e.g. `$clothes:pivitz`.

You can also supply `withActive: false` to screen out active items.

The optional parameter `who` specifies whose inventory to list. If not specified, the inventory of the Toot posing the question is returned. Note that inactive items of Toots not owned by you are generally not returned.

8.667.3 Changes from 1.2 to 2.0

In Romance 1.2, the `type` code could not be a `point` or `slot`, but it could be a string beginning `#` with a list of type code numbers; e.g. `#2:3`.

In Romance 1.2, placed furniture was also returned; this is no longer the case.

8.667.4 Status 200 OK

Returns a set of items as

```
{from: "inventory", for: USER-LOGIN, type: TYPE-QUERY
  inv: { 0: { id: 123, isActive: boolean },
  ... }
```

See GET-INVENTORY-BY-TYPE (UNIMPLEMENTED)

8.667.5 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.668 Tootsville::Infinity-Get-Mail-In-Box

8.668.1 Function

Infinity-Get-Mail-In-Box names a function, with lambda list (D U R):

Get a listing of messages in an SMS mailbox.

Lisp GET-MAIL-IN-BOX = JSON getMailInBox

8.668.2 Usage

```
{ [ from: INDEX ],
  [ limit: COUNT ] }
```

8.668.3 Examples

```
{}
```

```
{ from: 10, limit: 10 }
```

```
{ from: 0, limit: 100 }
```

```
{ limit 100 }
```

```
{ from: 10 }
```

When specified, **from** is the index of the first message to return, and **limit** is the number of messages to return.

limit defaults to 100 messages if not supplied.

8.668.4 200 OK

Returns an object named **mail**. Keys under **mail** are indices. Each message consists of

id	An UUID for the message
from	The sender's name
to	The recipient's name
subject	No longer used; always ""
sentTime	The date and time sent
readTime	The date and time first (previously) retrieved by the client. Messages will be marked as read "now" when retrieved, but only after they are retrieved for the first time.
body	The contents of the message.

8.668.5 416 Request Range Not Satisfiable

The **from** value exceeded the maximum message in the Toot's inbox.

8.668.6 Changes from 1.2 to 2.0

Message ID's are now UUID's. Messages no longer have subjects.

8.668.7 Formerly Proprietary Extension

This command was formerly a proprietary extension for Tootsville.com and has now been re-created for the AGPL version of Romance.

8.668.8 File

Defined in file `src/infinity/tootsville-commands.lisp`.

8.669 Tootsville::Infinity-Get-Online-Users

8.669.1 Function

Infinity-Get-Online-Users names a function, with lambda list (D USER RECIPIENT/S):

Get a list of users online.

Lisp GET-ONLINE-USERS = JSON getOnlineUsers

This is an administrative function, only available to staff members.

8.669.2 Usage

```
{ c: "getOnlineUsers",
  d: { [ inRoom: ROOM ] }
```

If this contains an attribute of "inRoom" with a room moniker, we'll only return the users in that room. Otherwise, all users in the Zone will be returned.

This optional parameter should not be specified and will be ignored if present.

8.669.3 Example

```
{ c: "getOnlineUsers" }
```

8.669.4 Status 200 OK

```
{ from: "getOnlineUsers",
  status: true,
  inRoom: "@Tootsville",
  toots: [ TOOT-INFO, ... ] }
```

The 'toots' array is a list of Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, JSON objects describing every user online at the moment. This can be quite large.

8.669.5 Status 403 Permission Denied

This is returned if the user is not a Builder Toot.

```
{ from: "getOnlineUsers",
  status: false,
  error: "That is a Builder Toot command." }
```

8.669.6 File

Defined in file src/infinity/legacy-commands.lisp.

8.670 Tootsville::Infinity-Get-Passport

8.670.1 Function

Infinity-Get-Passport names a function, with lambda list (D U R):

Get the list of places that the user has gotten a passport stamp at.

Lisp GET-PASSPORT = JSON getPassport

Passport stamps are not currently implemented but will be returning.

See Section 8.1215 [TOOTSVILLE TOOT-PASSPORT-STAMPS], page 1510.

8.670.2 Usage

This command requires no parameters.

8.670.3 200 OK

WRITEME

The reply format is a WRITEME but should be unchanged from 1.2.

8.670.4 Changes from 1.2 to 2.0

Passports stamps are temporarily unavailable.

8.670.5 Formerly Proprietary Extension

This command was formerly a proprietary extension for Tootsville.com and has now been re-created for the AGPL version of Romance.

8.670.6 File

Defined in file src/infinity/tootsville-commands.lisp.

8.671 Tootsville::Infinity-Get-Room-List

8.671.1 Function

Infinity-Get-Room-List names a function, with lambda list (D USER RECIPIENT/S):

Get a list of all “well known” Rooms currently active/visible.

Lisp GET-ROOM-LIST = JSON getRoomList

“Rooms” no longer exist. The “rooms” are now known as “spots.”

UNIMPLEMENTED

8.671.2 Usage

```
{ c: "getRoomList" }
```

8.671.3 Status 200 OK

WRITEME

8.671.4 Changes from 1.2 to 2.0

The system used to be broken into “rooms,” each about one “screen” size, and communications and game events were mostly restricted to the room in which they occurred.

This is no longer the case.

However, “named spots” have been introduced, so this function was repurposed to that end.

8.671.5 File

Defined in file src/infinity/legacy-commands.lisp.

8.672 Tootsville::Infinity-Get-Room-Vars

8.672.1 Function

Infinity-Get-Room-Vars names a function, with lambda list (D U RECIPIENT/S):

Returns “room variables.”

Lisp GET-ROOM-VARS = JSON getRoomVars

8.672.2 Usage

This command requires no parameters.

8.672.3 Historical Usage (Romance I)

In Romance I, the server had a library of free-form key-value pairs which were used to control each “room,” or screen, of the game.

These variables, which were usually edited using the special “Zookeeper” client by Eric Feilding, eventually metamorphosed into a library of very specific “room variables” as described herein.

We no longer support arbitrary key-value pairs; at this point, all room variables are specifically enumerated in the following documentation; however, future releases could expand this list, so conforming clients are required to accept and ignore unrecognized variables silently.

8.672.4 Room Environment

These room variables define the general environment.

s

The Sky. Consists of the background (sky) texture file as a URL, or, the position of a sky object such as the sun, a moon, or a cloud.

f

The Floor; no longer used in 2.0. (This was the actual SWF file that had the room background in it, in Romance I.)

w

The Weather, or overlay artwork. Used to indicate precipitation.

8.672.5 Sky Variables

WRITEME

See Section 8.1087 [TOOTSVILLE SKY-ROOM-VAR], page 1380,

8.672.6 Weather

WRITEME

8.672.7 Room Objects

item

A placed item can be represented by an encoded string form (“item”), or a JSON structure (“itm2”).

The older style uses a key beginning with `item` and an unique identifier string, followed by a `~` delimited list of: description, X position, Y position, facing, and (optional) Z position.

If the Z position is omitted, then the value given for Y position should be used for Z instead. (The Y axis used to run across the floor.)

The facing value can be given in radians, or as a special moniker from the set: N NE E SE S SW W NW. See Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.

```
itemfoo123: "flowerPot~100~931~N"
itembar456: "flowerPot~100~0~1.23412952423~931"
```

itm2

Placed items, new form: JSON object

```
{ uuid:
  position: { x: y: z: },
  facing: FACING,
  baseColor: COLOR,
  altColor: COLOR,
  energy: NUMBER,
  scale: { x: y: z: },
  world: { world: lat: long: alt: },
  template:
  { id:
    name:
    description:
    trade: [ "Y", "N", or "X" ],
    avatar:
    energyKind:
    energyMax:
    onZero:
    wearSlot:
    weight: } }
```

furn

User-positioned items: key: “furn” — no longer used.

text

Text items: key: “text” + unique-ID = value

Text to be displayed atop another item. The value might be `x~z~string` or `itm2-id~attachment~string`. In the latter form, the text is attached to the model of the “itm2” given at the attachment point.

The attachment point is expected to be of the form `tex:TEXTURE-NAME`, i.e. a literal prefix `tex:` followed by the name of the surface texture onto which the text should be drawn.

8.672.7.1 Changes from 1.2 to 2.0

The facing directions can now be cardinal directions, or radians.

User-placed “furniture” is no longer distinguished from other items in the world.

`text` items can now be associated with items, rather than having fixed positions of their own.

8.672.7.2 Changes from 1.1 to 1.2

The `itm2` format was added.

8.672.8 Places

Places are regions of the game space defined by polygonal outlines. These are held in Room Variables with names of the form "zone" plus an arbitrary identifier. The contents of the room variable are a *key* followed by ":" and a series of coördinates.

Each coördinate pair/triplet is given as x,y,z in decimal, literally, like: "100,0,200". When only two coördinates are supplied, they represent x and z. They are separated with "~". To stop one polygon and start on another, give "~~" with no coördinates between.

The key of a Place specifies its purpose. The keys understood by the server include:

`grass`

This is the default Place kind; any area of ground that is not explicitly part of some other kind of Place is grass.

`tallGrass`

`water`

`unwalkable`

This demarcates an invisible obstacle — a collision-only object — which prevents avatars from entering that space.

`doormat`

`parking`

`driveway`

`stairs`

`sidewalk`

`cobbles`

`slide`

`firepole`

`game`

This space is part of an in-world game; e.g. a soccer field.

`ice`

`sand`

`snow`

`cheese`

The stuff the moons are made of. (Fight me.)

`pit`

A bottomless pit

8.672.8.1 Changes from 1.2 to 2.0

Places (referred to, confusingly, as zones) existed in Romance 1.0, but they came in two forms. Some zones were “burned in” to the Flash “floor” files as invisible polygon layers with a specific naming convention. Others were promulgated by room variables.

The variety of places has been substantially increased.

The default was for the “floor” to be *unwalkable*, with walkable spaces marked out by zones. The reverse is now true, however, items are now physical boundaries that block player movement.

8.672.8.2 Changes from 1.0 to 1.1

Prior to 1.1, all floor zones were embedded permanently in the Flash “floor” files.

8.672.9 More good stuff

WRITEME — there is more to explain about room variables.

8.672.10 See Also

See Section 7.62 [TOOTSVILLE-USER PLACE], page 190, for an explanation of creating certain places in the game and how they work.

8.672.11 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.673 Tootsville::Infinity-Get-Server-Time

8.673.1 Function

Infinity-Get-Server-Time names a function, with lambda list (D USER RECIPIENT/S):

Send the server time to the client requesting it

Lisp GET-SERVER-TIME = JSON getServerTime

For synchronization purposes.

Sends a JSON object with a property, **serverTime**, with the current time in milliseconds (give or take transit time). This is the Unix time, not the Universal time, and in milliseconds, not seconds.

8.673.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.674 Tootsville::Infinity-Get-Session-Apple

8.674.1 Function

Infinity-Get-Session-Apple names a function, with lambda list (D USER RECIPIENT/S):

Initialise a session key for stream or batch mode operations.

Lisp GET-SESSION-APPLE = JSON getSessionApple

Note that this command is still available, but only in the pre-login phase of communications; once signed it, it will signal an error if called.

8.674.2 410 Gone

This function is no longer needed.

8.674.3 New in 1.1

This feature was added in Romance 1.1 and removed in 2.0

8.674.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.675 Tootsville::Infinity-Get-Store-Item-Info

8.675.1 Function

Infinity-Get-Store-Item-Info names a function, with lambda list (D USER RECIPIENT/S):

Get information about items in a store which can be purchased.

Lisp GET-STORE-ITEM-INFO = JSON `getStoreItemInfo`

Input: `jso` - JavaScript array-style object where the key names are insignificant, but the values are store item ID's

The returned packet is `from: "getStoreItemInfo"` and contains an object `items` with a matching set of keys, but whose values are objects in the form of 'STORE-ITEM-INFO', `qv`.

8.675.2 Changes from 1.2 to 2.0

Additional information is returned in 'STORE-ITEM-INFO' objects.

8.675.3 200 OK

Returns the details about store items queried-for by the user.

8.675.4 404 Not Found

If any item ID cannot be found, the entire query fails with a 404.

8.675.5 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.676 Tootsville::Infinity-Get-User-Lists

8.676.1 Function

Infinity-Get-User-Lists names a function, with lambda list (D USER RECIPIENT/S):

Get the user's buddy list and ignore list.

Lisp GET-USER-LISTS = JSON getUserLists

```
{ buddyList: { ... } , ignoreList: { ... } }
```

8.676.2 Changes from 1.2 to 2.0

Buddies on the buddy list can be starred, with attribute `starred: true`.

8.676.3 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.677 Tootsville::Infinity-Get-Wallet

8.677.1 Function

Infinity-Get-Wallet names a function, with lambda list (D USER RECIPIENT/S):

Get the contents of the player's wallet (peanuts and fairy dust)

Lisp GET-WALLET = JSON getWallet

Returns information in the form Section 8.1286 [TOOTSVILLE WALLET-INFO], page 1581, qv.

8.677.2 Changes from 1.1 to 1.2

Currencies were made explicit, allowing currencies other than peanuts to be potentially supported in future.

8.677.3 Changes from 1.2 to 2.0

Fairy Dust was added after 1.2.

8.677.4 200 OK

Returns the wallet info.

8.677.5 File

Defined in file src/infinity/legacy-commands.lisp.

8.678 Tootsville::Infinity-Get-Zone-List

8.678.1 Function

Infinity-Get-Zone-List names a function, with lambda list (D USER RECIPIENT/S):

Get a list of all Zones currently active/visible.

Lisp GET-ZONE-LIST = JSON getZoneList

This returns "Universe" as the only Zone.

8.678.2 Changes from 1.2 to 2.0

Zones no longer exist.

8.678.3 File

Defined in file src/infinity/legacy-commands.lisp.

8.679 Tootsville::Infinity-Give

8.679.1 Function

Infinity-Give names a function, with lambda list (D USER RECIPIENT/S):

Give an item to another user.

Lisp GIVE = JSON give

XXX: notify the recipient using notifications (currently using a Message Box popup message)

```
jso - { slot: ITEM-UUID, to: TOOT-NAME }
```

u - giver

If the item is currently equipped or being worn, it will be unequipped as it is being given away.

8.679.2 412 Precondition Failed

An item cannot be given if you do not possess it to begin with.

8.679.3 404 Not Found

The item and the recipient must each exist.

8.679.4 403 Forbidden

Certain items cannot be traded. This includes gifting, dropping, &c. See 'ITEM-TEMPLATE-CAN-TRADE-P' for a discussion.

8.679.5 Changes from 1.2 to 2.0

Players used to be unable to gift items to non-VIT members; with the abolition of VIT status, everyone is very important and can receive items.

8.679.6 File

Defined in file src/infinity/legacy-commands.lisp.

8.680 Tootsville::Infinity-Go

8.680.1 Function

Infinity-Go names a function, with lambda list (D USER RECIPIENT/S):

go to a place and/or perform a gesture

Lisp GO = JSON go

```
{ do: VERB (required)
  x: DEST, y: DEST, z: DEST (each optional, but if one is given, all 3 must be)
  facing: FACING (optional)
}
```

The facing can be given as per Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.

8.680.2 Changes from 1.2 to 2.0

z can no longer be omitted if x or y are specified. In 1.2, a pair with only x,y was valid.

8.680.3 File

Defined in file src/infinity/legacy-commands.lisp.

8.681 Tootsville::Infinity-Init-User-Room

8.681.1 Function

Infinity-Init-User-Room names a function, with lambda list (D USER RECIPIENT/S):

Create a user's private room (in their house).

Lisp INIT-USER-ROOM = JSON initUserRoom

Creates room named user/user's name/room — room is the room index number given in the JSON data as "room," it will always be zero right now as all users have single-room houses. This will populate all furniture-type items for that room onto a set of room variables owned by the user. The user calling this method must be the owner of the room. If the user has not visited his/her house before, this will return an asynchronous "make a new house" notification to do the "first run" screen, by sending a message of type

```
{ "from": "initUserRoom",
  "status": false, "err": "showFirstRun" }.
```

Success: responds with true, and "moniker": the room's moniker (user/WHOEVER/123)■

If unnecessary, returns an error of "exists" meaning that the room is already existing

```
jso - { room: (room-number), autoJoin: (boolean) }
```

u - The user whose house-room needs to be initialized

8.681.2 410 Gone

Removed in 2.0.

User rooms are no longer needed nor supported.

8.681.3 File

Defined in file src/infinity/legacy-commands.lisp.

8.682 Tootsville::Infinity-Join

8.682.1 Function

Infinity-Join names a function, with lambda list (D USER RECIPIENT/S):

Join a room or place.

Lisp JOIN = JSON join

The “room” form is no longer needed. We no longer have rooms.

The “place” form using latitude and longitude is used instead.

8.682.2 Usage

```
{ c: "join", d: { room: NEW-ROOM, [ from: OLD-ROOM ] } }
```

```
{ c: "join", d: { lat: LAT, long: LONG, alt: ALT, world: WORLD } }
```

8.682.3 Status 200 OK

You may get this reply for joining a place instead:

```
{ from: "roomJoin",
  status: true,
  lat: LAT,
  long: LONG,
  alt: ALT,
  world: WORLD }
```

This will usually be followed by an `rv` packet with the local room vars (see Section 8.796 [TOOTSVILLE LOCAL-ROOM-VARS], page 1089).

NOTE the inconsistency: the command is `join`, but the reply comes from `roomJoin`

Joining a room used to return a packet like:

```
{ from: "roomJoin",
  status: true,
  room: MONIKER }
```

You will never get this reply in Romance 2.0.

8.682.4 Error Return values (room join form)

`zone.notFound`

The user is not in a Zone

`room.noMoniker`

No room moniker was given to be joined

`room.notFound`

The room moniker does not refer to an actual room in this Zone

`room.full`

The room is too full (too many users)

8.682.5 410 Gone

Removed in 2.0.

Attempting to call `join` a room will always result in

```
{ from: "roomJoin",  
  status: false,  
  err: "room.notFound",  
  error: "There are no rooms in Tootsville V." }
```

8.682.6 Changes from 1.2 to 2.0

In Romance 1.2, the room was divided into “rooms.” This is no longer the case, so there is never any need to join a room.

The success and error return codes are documented here for completeness, but only `room.notFound` will be returned.

The new form, taking latitude and longitude, was added in 2.0.

8.682.7 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.683 Tootsville::Infinity-Login

8.683.1 Function

Infinity-Login names a function, with lambda list (CLIENT PACKET):

Notification of a new player in the game.

See Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932, for an overview of the login process.

Response: logOK or { from: "login", status: false, err: "login.fail", msg: reason }

8.683.2 Usage

```
{ userName: LOGIN,
  password: SHA1-HEX,
  zone: "$Eden" }
```

The input packet must have 3 data elements:

userName

The name of the Toot character signing in

password

The SHA1 hex hash of the concatenated apple and password values (see Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932, for details)

zone

Must always be **\$Eden** exactly.

In the event of failure, see Section 8.806 [TOOTSVILLE LOGIN-FAIL], page 1099, for possible failure (error) codes that can be returned.

8.683.3 Example

```
{ c: "login",
  d: { userName: "Pil",
      password: "6b4cd72086d278a9a0df40de7b4011fcae538dd",
      zone: "$Eden" } }
```

8.683.4 Changes from 1.2 to 2.0

In 1.2, users would log in to zone **\$Eden**, then log in again to a specific zone. Now, **\$Eden** is just a placeholder and there are no sharded zones.

Login does not completely succeed without parental approval.

The **err2** value was added to error packets for better client software support.

8.683.5 Changes from 1.1 to 1.2

Password hashing used the MD5 digest, which is no longer considered strong enough for Tootsville security.

8.683.6 Changes from 1.0 to 1.1

The Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932, system was implemented. Previously, users submitted unsalted hashes of their password, which was (potentially) subject to replay attacks.

8.683.7 File

Defined in file `src/websockets.lisp`.

8.684 Tootsville::Infinity-Logout

8.684.1 Function

Infinity-Logout names a function, with lambda list (D USER RECIPIENT/S):

Log out of this game session

Lisp LOGOUT = JSON logout

8.684.2 Changes from 1.2 to 2.0

There was a bug in the Persephone client that caused it to explode if we logged it out before it received & processed the logout message. So, we waited for the expected lag time to expire and then throw 2 full seconds of wasted wait time after it, which had ought to be enough time. This is no longer supported.

8.684.3 File

Defined in file src/infinity/legacy-commands.lisp.

8.685 Tootsville::Infinity-Mail-Customer-Service

8.685.1 Function

Infinity-Mail-Customer-Service names a function, with lambda list (D USER RECIPIENT/S):

Send an eMail to customer service (feedback)

Lisp MAIL-CUSTOMER-SERVICE = JSON mailCustomerService

UNIMPLEMENTED

This sends an email with the given subject and body to **support@Tootsville.org**.

8.685.2 Usage

```
{ subject: STRING, body: STRING }
```

8.685.3 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.686 Tootsville::Infinity-Peek-At-Inventory

8.686.1 Function

Infinity-Peek-At-Inventory names a function, with lambda list (D USER RECIPIENT/S):

Look at other users' inventories

Lisp PEEK-AT-INVENTORY = JSON peekAtInventory

When requesting the inventory of another player, only their public inventory will be returned.

The optional type code is as per Section 8.667 [TOOTSVILLE INFINITY-GET-INVENTORY-BY-TYPE], page 938.

8.686.2 Usage

```
{ who: LOGIN-NAME, [ type: TYPE-CODE ] }
```

8.686.3 Examples

```
{ who: "user-name" }
```

```
{ who: "user-name",  
  type: "type-code" }
```

8.686.4 Status 200 OK

```
{ from: "peekAtInventory",  
  status: true,  
  for: USER-NAME,  
  inv: { 0: ITEM-INFO, [ ... ] } }
```

8.686.5 Status 404 Not Found

The user name given was not found.

```
{ from: "peekAtInventory",  
  status: false,  
  err: "login.notFound",  
  error: "There is no user named LOGIN" }  
WRITEME
```

8.686.6 Status 400 Argument Error

The type code given was not understood

```
{ from: "peekAtInventory",  
  status: false,  
  err: "typeCode.notFound",  
  error: "Parameter error: The type code given is not recognized." }
```

8.686.7 File

Defined in file src/infinity/legacy-commands.lisp.

8.687 Tootsville::Infinity-Ping

8.687.1 Function

Infinity-Ping names a function, with lambda list (D USER RECIPIENT/S):

Send a ping to the server to get back a pong.

Lisp PING = JSON ping

This also updates the user's last-active timestamp.

8.687.2 Usage

```
{ [ pingStarted: TIMESTAMP ] }
```

8.687.3 Examples

```
{ pingStarted: 1589849202000 }
```

```
{}
```

8.687.4 200 OK

The response packet contains literally

```
from      "ping"
```

```
status    true
```

```
ping      "pong"
```

```
pingStarted
```

see below

```
serverTime
```

The server's time as a Unix-epoch timestamp in milliseconds.

If the user sends a `pingStarted` value, it is replied back unchanged; otherwise, `pingStarted` is replied with the server-time as well.

8.687.5 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.688 Tootsville::Infinity-Play-With

8.688.1 Function

Infinity-Play-With names a function, with lambda list (D U R):

Choose a Toot as your active CHARACTER in the game.

Lisp PLAY-WITH = JSON playWith

CHARACTER must be the name of a Toot character owned by *USER*.

8.688.2 Usage

```
{ c: "playWith", d: { character: "a-Toot-name" } }
```

8.688.3 Status 200 OK

```
{ from: "playWith",  
  status: true }
```

This calls Section 8.943 [TOOTSVILLE PLAY-WITH-TOOT], page 1236, upon success, q.v.

8.688.4 Status 403 Not Your Toot

USER must be the owner of the Toot named CHARACTER, or you will be denied permission.

```
{ from: "playWith", status: false, error: "Not your Toot" }
```

8.688.5 Status 404 No Such Toot

The Toot named CHARACTER must exist.

```
{ from: "playWith", status: false, error: "No such Toot" }
```

8.688.6 File

Defined in file src/infinity/new-commands-20.lisp.

8.689 Tootsville::Infinity-Pre-Login

8.689.1 Function

Infinity-Pre-Login names a function, with lambda list (C AUTH CLIENT):

Handle ∞ mode pre-login commands.

Commands supported:

`getApple`

See Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932,

`login`

See Section 8.683 [TOOTSVILLE INFINITY-LOGIN], page 960,

Commands ignored with error returns for compatibility with version 1.2:

`batch`

`finger`

`getZoneList`

8.689.2 Changes from 1.0 to 1.2

I don't actually have a record as to when these commands were added, but `batch` and `finger` were added in either 1.1 or 1.2.

`batch` was used for scripting server events from shell scripts, and `finger` was used by the Toot Viewer application to obtain Toot public information without logging in. Any new Toot Viewer can use the REST interface for that purpose.

8.689.3 Changes from 1.2 to 2.0

Several commands are no longer supported. Note also changes to the `getApple` protocol at Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932, and the new Alef-null external authentication at 'GET-USER-FOR-JSON'. Due to reliance upon external authentication services, Romance now *only* accepts password-based CHAP authentication (the `$Eden/getApple` protocol) from child Toots. This is not much of a change, since most Toots in Tootsville IV were children, but on the other hand it represents a major change in expecting more adult players and registration of parents.

`batch` is no longer supported. The REST interfaces serve the same purpose with far less complexity.

`finger` is no longer supported in this way. See Section 8.661 [TOOTSVILLE INFINITY-FINGER], page 929, for a REST endpoint with authentication, or Section 8.388 [TOOTSVILLE ENDPOINT-GET-/ toots/ toot-name→json], page 646, for a REST interface to obtain public Toot information without authentication.

`getZoneList` is a weird one, because it was never functional in pre-login mode, but was added to be ignored due to a bug in the Virgil client that sometimes sent it before logging in due to asynchronous code execution. It used to return a fake zone list with only `$Eden` before login, but now returns a `status: false` instead.

8.689.4 File

Defined in file `src/websockets.lisp`.

8.690 Tootsville::Infinity-Prompt-Reply

8.690.1 Function

Infinity-Prompt-Reply names a function, with lambda list (D USER RECIPIENT/S):

Accept a reply to a server-initiated prompt

Lisp PROMPT-REPLY = JSON promptReply

8.690.2 Usage

```
{ id: ID, reply: TOKEN }
```

8.690.3 Overview of Prompts

Server initiates prompt with:

```
{ "from" : "prompt",
  "id" : $ID,
  "label" : $LABEL,
  "label_en_US" : $LABEL,
  "title" : $TITLE,
  [ "attachUser" : $AVATAR_LABEL || "attachItem" : $ITEM_ID ] ,
  "msg" : $TEXT,
  "replies":
    { $TOKEN :
      { "label" : $BUTTON_LABEL,
        "label_en_US" : $BUTTON_LABEL,
        "type" : $BUTTON_TYPE },
      [ ... ]
    }
}
```

Where:

\$ID arbitrary string with no 0 (null byte) representing this question uniquely. This is not an user-visible string.

\$LABEL concatenated to the window title, but can be used to special-case / theme dialogs in future for certain purposes

\$TITLE dialog title

Only one of either “attachUser” or “attachItem” will be included. \$AVATAR_LABEL is the full avatar label of the user/avatar to which the prompt should be attached — including “\$” and instance ID, if necessary — where \$ITEM_ID is the room variable item ID for a placed item in the room.

\$TEXT = message text, may have n, will often need word-wrapping, and ideally might make use of scroll bars

The "replies" assoc-array is of arbitrary length, where the key to each item is a \$TOKEN, again an arbitrary string without 0 to represent this response uniquely. This is not an user-visible string.

\$BUTTON_LABEL = the text to display. In future, the client may want to special-case specific text to use icons or something: e.g. "OK" will always be sent as precisely "OK" in English locale.

\$BUTTON_TYPE = the type of the button for theming purposes only. This is from the enumerated set ["aff" | "neg" | "neu"];

aff affirmative button, e.g. green button

neg negative button, e.g. red button

neu neutral button, e.g. purple button

To simplify future i18n/l10n efforts, the \$LABEL and \$BUTTON_LABEL will always be sent twice. The user's current language version will be in the "label" properties. The versions of those strings in the "en-US" locale will always be in the "label_en-US" properties. For purposes of theming and such, the label_en-US properties should be considered; the "label" properties, however, should always be used in presentation to the end-user.

Example:

```
{ "from": "prompt",
  "status": "true",
  "id": "fountain/tootSquare/Ã¼³=?/x'deadbeef'",
  "label": "Fountain",
  "label_en_US": "Fountain",
  "title": "Make a Wish?",
  "msg": "Do you want to make a wish on the Toot Square fountain?",
  "replies":
  { "yes": { "label": "Make a Wish!",
             "label_en_US": "Make a Wish!",
             "type": "aff" },
    "no": { "label": "Not now",
            "label_en_US": "Not now",
            "type": "neg" }
  }
}
```

The client's response is a bit simpler:

```
{ "c": "promptReply", "d": { "id": $ID, "reply": $TOKEN } }
e.g.
{ "c": "promptReply",
  "d": { "id": "fountain/tootSquare/Ã¼³=?/x'deadbeef'",
        "reply": "yes" } }
```

As a special-case, for the reply only, the special \$TOKEN of "close" should be sent if the user dismissed the dialog box with the close button.

I'd suggest that the GUI attach anonymous functions with the reply packets already constructed to the various dialog box controls at creation time, rather than trying to manage some queue of pending prompts.

To handle user expectations, it would be best to display the button in a "down" state until receiving the server's acknowledgement of the "promptReply" and disallow multiple-clicking in the window.

The server will respond with

```
{ "from": "promptReply", "status": "true", "id": $ID }
```

For debugging purposes, the server may reply with

```
{ from: "promptReply", "status": false, err: $ERR }
```

Where \$ERR will be a brief description of the problem.

`reply.notFound`

a reply button that was not a valid \$TOKEN from the "prompt" command nor the special case `close`.

`id.notFound`

a reply to a prompt that was not (recently) asked.

A prompt ID is not valid across sessions; pending prompts should be auto-closed on logout. Prompts can, however, remain active indefinitely, even across room joins.

8.690.4 Canceling a prompt

Optional implementation: the server may cancel an outstanding prompt request by sending a packet with the following properties:

```
{ from: prompt
  status: true
  cancel: $ID }
```

Client applications may choose to dismiss the prompt automatically upon receiving such a packet. Failure to do so is not an error, however, later attempting to reply to a canceled prompt will return `status: false, err: id.notFound`. Clients must accept a cancelation packet silently if they do not process it.

8.690.5 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.691 Tootsville::Infinity-Quiesce

8.691.1 Function

Infinity-Quiesce names a function, with lambda list (D TOOT R):

Quiesce Toot values to database for logout, or periodically as a backup.

Lisp QUIESCE = JSON quiesce

8.691.2 Usage

```
{ wtl: { course: { ... }, facing: RADIANS },
  d3: { ... },
  emotion: "EXPRESSION",
  world: "WORLD",
  latitude: LAT,
  longitude: LONG,
  altitude: ALT }
```

Facing may be provided as per Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.

A quiescent copy of the character information will be saved in a central database. Should the player lose connection and not successfully reconnect, eg. should the player quit by closing their browser altogether, or lose Internet connectivity, &c., the last quiesced form of their character will be restored when they reconnect.

Note that, as with the rest of the system, we are currently using `wtl` but are building up the infrastructure for `d3` walking in future. When both a `wtl` and a `d3` value exist, the `d3` value supersedes the `wtl`. `d` walking values must be encoded in `wtl` form, but `d` walking values are not expected in Tootsville V.

8.691.3 Status 200 OK

Upon success, the client whose status was saved is notified by a message of the form:

```
{ from: "quiesce",
  status: true }
```

8.691.4 Asynchronous periodic demands

From time to time, clients may be asked to update their quiescent state. When a client receives a message of the form:

```
{ from: "quiesce",
  status: false }
```

... they are expected to submit a quiesce message to the central servers.

8.691.5 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.692 Tootsville::Infinity-Read-Map

8.692.1 Function

Infinity-Read-Map names a function, with lambda list (D U R):

Get the positions of badges and named locations on the map.

Lisp READ-MAP = JSON readMap

8.692.2 Usage

This command requires no parameters.

8.692.3 Status 200 OK

This returns two lists, a list of named places, and a list of badge places. These make up the map of Tootanga.

```
{ from: "readMap",
  status: true,
  spots: [ TootSquare: [ 0, 0, 0, "CHOR", "Toot Square" ], ... ],
  badges: [ ... ] }
```

The lists **spots** and **badges** each consist of a set of monikers or labels as keys.

The values of each key on **spots** are the latitude, longitude, altitude, world, and UI label for that spot.

The values of each key on **badges** are only a latitude, longitude, altitude, and world. The moniker itself represents the badge.

An SVG graphic for each badge should be found on Jumbo in the form <https://jumbo.tootsville.org/Assets/Badges/5/BADGE-NAME.svg>.

8.692.4 Overview of Spots and Badges

A Spot, or a Named Place, associates a moniker with a text label and a position on the map. These can be used by certain operator commands, or by users, and basically represent what used to be rooms in earlier versions of Tootsville. We are trying to enforce the use of the name “spot” to mean a named place to limit the relative confusion with Places found within the game world, such as cobblestone paths.

A Badge represents a graphic that appears on the Map App on the Tootnix Mobile phone. These are usually magnets indicating a special event, or a visit by a special character, at that location. Little Reminders mice will be used to draw the players’ attention to these badges in order to garner attention to special events.

8.692.5 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.693 Tootsville::Infinity-Remove-From-List

8.693.1 Function

Infinity-Remove-From-List names a function, with lambda list (D USER RECIPIENT/S):

Remove someone from a buddy list or ignore list.

Lisp REMOVE-FROM-LIST = JSON removeFromList

8.693.2 Usage

To drop a buddy from the buddy list:

```
{ buddy: "user-name" }
```

To attend to someone who had previously been ignored:

```
{ ignore: "name" }
```

8.693.3 Status 200 OK

The user was removed from the buddy list or ignore list.

```
{ from: "removeFromList",  
  status: true,  
  buddy: "buddy-name" }  
{ from: "removeFromList",  
  status: true,  
  ignore: "ignored-name" }
```

8.693.4 Status 404 Not Found

The user name given was not found.

```
{ from: "removeFromList",  
  status: false,  
  err: "login.notFound" }
```

8.693.5 Status 412 Precondition Failed

An attempt was made to remove someone from the buddy or ignore list who was not on that list.

```
{ from: "removeFromList",  
  status: false,  
  err: "notOnList" }
```

8.693.6 File

Defined in file src/infinity/legacy-commands.lisp.

8.694 Tootsville::Infinity-Report-Bug

8.694.1 Function

Infinity-Report-Bug names a function, with lambda list (D USER RECIPIENT/S):

This method allows the client to “phone home” to report a bug.

Lisp REPORT-BUG = JSON reportBug

The bug report itself is just a giant string embedded in the “bug” element, but a “cause” element will be treated as the subject. Note that the bug report — like all JSON input — will be cut off at a certain limit (typically 4KiB), so it’s most helpful to keep it short & sweet: Typically, this should be something like a single stack backtrace (with as much detail as possible), rather than a complete log trace or something.

The suggested usage is to include the exception itself as “cause,” the backtrace up to a maximum of 1KiB, a log backtrace up to its last 1KiB as “bug,” and as much machine-formatted system information as possible in the “info” object.

8.694.2 Usage

WRITME

8.694.3 Fields of “info”

As many fields as possible, limit the contents to a reasonable length though. . .

Note that the keys listed are strings, so e.g.:

```
info ["navigator.language"] = navigator.language;
info ["navigator.product"] = navigator.product;
```

ActionScript example:

```
var info:Object = {
  "flash.sys.ime": flash.system.System.ime,
  "flash.sys.totalMemory": flash.system.System.totalMemory,
  "flash.sys.useCodePage": flash.system.System.useCodePage
};
// imperfect but close
for ( var key in flash.system.Capabilities ) {
  info["flash.sysCap." + key] = flash.system.Capabilities[key];
}

'navigator.language'
  JavaScript: navigator.language

'navigator.product'
  JavaScript: navigator.product

'navigator.appVersion'
  JavaScript: navigator.appVersion

'navigator.platform'
  JavaScript: navigator.platform

'navigator.vendor'
  JavaScript: navigator.vendor
```

```

'navigator.appCodeName'
    JavaScript: navigator.appCodeName

'navigator.cookieEnabled'
    JavaScript: navigator.cookieEnabled

'navigator.appName'
    JavaScript: navigator.appName

'navigator.productSub'
    JavaScript: navigator.productSub

'navigator.userAgent'
    JavaScript: navigator.userAgent

'navigator.vendorSub'
    JavaScript: navigator.vendorSub

'screen.height'
    JavaScript: screen.height;
    ActionScript: flash.system.Capabilities.screenResolutionX

'screen.width'
    JavaScript: screen.width;
    ActionScript: flash.system.Capabilities.screenResolutionY

'screen.availHeight'
    JavaScript: screen.availHeight;
    ActionScript: flash.display.Stage.fullScreenHeight

'screen.availWidth'
    JavaScript: screen.availWidth;
    ActionScript: flash.display.Stage.fullScreenWidth

'window.outerHeight'
    JavaScript: window.outerheight note case

'window.outerWidth'
    JavaScript: window.outerwidth note case

'window.innerHeight'
    JavaScript: window.innerheight note case

'window.innerWidth'
    JavaScript: window.innerwidth note case

'window.windowName'
    JavaScript: the window.name property of the highest parent of this window
    (frame); e.g.
    var topWindow = window.parent;
    for (; topWindow.parent != topWindow;
        topWindow = topWindow.parent)
    ;
    info ["window.windowName"] = topWindow.name;

```

```
'flash.sys.totalMemory'  
    ActionScript: flash.system.System.totalMemory  
  
'flash.sys.ime'  
    ActionScript: flash.system.System.ime  
  
'flash.sys.useCodePage'  
    ActionScript: flash.system.System.useCodePage  
  
'flash.sysCap.avHardwareDisable'  
    ActionScript: flash.system.Capabilities.avHardwareDisable  
  
'flash.sysCap.hasAccessibility'  
    ActionScript: flash.system.Capabilities.hasAccessibility  
  
'flash.sysCap.hasAudio'  
    ActionScript: flash.system.Capabilities.hasAudio  
  
'flash.sysCap.hasAudioEncoder'  
    ActionScript: flash.system.Capabilities.hasAudioEncoder  
  
'flash.sysCap.hasEmbeddedVideo'  
    ActionScript: flash.system.Capabilities.hasEmbeddedVideo  
  
'flash.sysCap.hasIME'  
    ActionScript: flash.system.Capabilities.hasIME  
  
'flash.sysCap.hasMP3'  
    ActionScript: flash.system.Capabilities.hasMP3  
  
'flash.sysCap.hasPrinting'  
    ActionScript: flash.system.Capabilities.hasPrinting  
  
'flash.sysCap.hasScreenBroadcast'  
    ActionScript: flash.system.Capabilities.hasScreenBroadcast  
  
'flash.sysCap.hasScreenPlayback'  
    ActionScript: flash.system.Capabilities.hasScreenPlayback  
  
'flash.sysCap.hasStreamingAudio'  
    ActionScript: flash.system.Capabilities.hasStreamingAudio  
  
'flash.sysCap.hasStreamingVideo'  
    ActionScript: flash.system.Capabilities.hasStreamingVideo  
  
'flash.sysCap.hasTLS'  
    ActionScript: flash.system.Capabilities.hasTLS  
  
'flash.sysCap.hasVideoEncoder'  
    ActionScript: flash.system.Capabilities.hasVideoEncoder  
  
'flash.sysCap.isDebugger'  
    ActionScript: flash.system.Capabilities.isDebugger  
  
'flash.sysCap.isEmbeddedInAcrobat'  
    ActionScript: flash.system.Capabilities.isEmbeddedInAcrobat
```

```

'flash.sysCap.language'
    ActionScript: flash.system.Capabilities.language

'flash.sysCap.localFileReadDisable'
    ActionScript: flash.system.Capabilities.localFileReadDisable

'flash.sysCap.manufacturer'
    ActionScript: flash.system.Capabilities.manufacturer

'flash.sysCap.os'
    ActionScript: flash.system.Capabilities.os

'flash.sysCap.pixelAspectRatio'
    ActionScript: flash.system.Capabilities.pixelAspectRatio

'flash.sysCap.playerType'
    ActionScript: flash.system.Capabilities.playerType

'flash.sysCap.screenColor'
    ActionScript: flash.system.Capabilities.screenColor

'flash.sysCap.screenDPI'
    ActionScript: flash.system.Capabilities.screenDPI

'flash.sysCap.version'
    ActionScript: flash.system.Capabilities.version

'flash.displayState'
    ActionScript: if flash.display.Stage.displayState == FULL_SCREEN_INTERACTIVE,
    then "fullScreen"; for NORMAL, return "window".

'flash.frameRate'
    ActionScript: flash.display.Stage.frameRate

'flash.quality'
    ActionScript: flash.display.Stage.quality

'flash.scaleMode'
    ActionScript: flash.display.Stage.scaleMode

// ActionScript example
function systemReport:Object () {
    return {
        "screen": {
            "height": flash.system.Capabilities.screenResolutionY,
            "width": flash.system.Capabilities.screenResolutionX,
            "availHeight": flash.display.Stage.fullScreenHeight,
            "availWidth": flash.display.Stage.fullScreenWidth,
        },
        "flash": {
            "sys": {
                "totalMemory": flash.system.System.totalMemory,
                "ime": flash.system.System.ime,
            }
        }
    }
}

```

```

"useCodePage": flash.system.System.useCodePage,
},
"sysCap": {
  "avHardwareDisable": flash.system.Capabilities.avHardwareDisable,
  "hasAccessibility": flash.system.Capabilities.hasAccessibility,
  "hasAudio": flash.system.Capabilities.hasAudio,
  "hasAudioEncoder": flash.system.Capabilities.hasAudioEncoder,
  "hasEmbeddedVideo": flash.system.Capabilities.hasEmbeddedVideo,
  "hasIME": flash.system.Capabilities.hasIME,
  "hasMP3": flash.system.Capabilities.hasMP3,
  "hasPrinting": flash.system.Capabilities.hasPrinting,
  "hasScreenBroadcast": flash.system.Capabilities.hasScreenBroadcast,
  "hasScreenPlayback": flash.system.Capabilities.hasScreenPlayback,
  "hasStreamingAudio": flash.system.Capabilities.hasStreamingAudio,
  "hasStreamingVideo": flash.system.Capabilities.hasStreamingVideo,
  "hasTLS": flash.system.Capabilities.hasTLS,
  "hasVideoEncoder": flash.system.Capabilities.hasVideoEncoder,
  "isDebugger": flash.system.Capabilities.isDebugger,
  "isEmbeddedInAcrobat": flash.system.Capabilities.isEmbeddedInAcrobat,
  "language": flash.system.Capabilities.language,
  "localFileReadDisable": flash.system.Capabilities.localFileReadDisable,
  "manufacturer": flash.system.Capabilities.manufacturer,
  "os": flash.system.Capabilities.os,
  "pixelAspectRatio": flash.system.Capabilities.pixelAspectRatio,
  "playerType": flash.system.Capabilities.playerType,
  "screenColor": flash.system.Capabilities.screenColor,
  "screenDPI": flash.system.Capabilities.screenDPI,
  "version": flash.system.Capabilities.version
},
"displayState": ( flash.display.Stage.displayState ==
                    FULL_SCREEN_INTERACTIVE ?
                    "fullScreen" : "window" ),
"frameRate": flash.display.Stage.frameRate,
"quality": flash.display.Stage.quality,
"scaleMode": flash.display.Stage.scaleMode
}
};
}

```

jso - Must contain a single string attribute named “bug.” Should contain an attribute named “info” with system information key-value pairs (see above). May also have a subject of “cause” as a string.

8.694.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.695 Tootsville::Infinity-Report-User

8.695.1 Function

Infinity-Report-User names a function, with lambda list (D USER RECIPIENT/S):

Report an user to the moderator(s) on duty for breaking a rule

Lisp REPORT-USER = JSON reportUser

8.695.2 Usage

```
{ c: "reportUser", d: { userName: LOGIN } }
```

8.695.3 Example

```
{ c: "reportUser", d: { userName: " } }
```

8.695.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.696 Tootsville::Infinity-Request-Buddy

8.696.1 Function

Infinity-Request-Buddy names a function, with lambda list (D USER RECIPIENT/S):

Request adding a user to your buddy list (mutual-add) using the notification-based system.

Lisp REQUEST-BUDDY = JSON requestBuddy

(Added in 1.1)

To request a buddy, first you send a `requestBuddy` packet. That user will be given an unique signature code and prompted whether they agree to be your buddy. If they agree, they'll send a `requestBuddy` packet back with your name and the signature code.

8.696.2 Usage

```
{ buddy: LOGIN }
```

```
{ buddy: LOGIN, sign: SIGNATURE }
```

8.696.3 Example

```
{ buddy: "catvllle" }
```

```
{ buddy: "catvllle", sign: "xyzzzyfoo" }
```

8.696.4 Changes from 1.0 to 1.1

The old system allowed users to simply add anyone to their buddy list; cv. Section 8.652 [TOOTSVILLE INFINITY-ADD-TO-LIST], page 912. The new system requires mutually confirmed adding. AKA the Twitter vs. Facebook mechanisms.

8.696.5 New in 1.1

This was new in Romance 1.1

8.696.6 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.697 Tootsville::Infinity-Send-Mail-Message

8.697.1 Function

Infinity-Send-Mail-Message names a function, with lambda list (D U R):

Send an in-game SMS message.

Lisp SEND-MAIL-MESSAGE = JSON sendMailMessage

8.697.2 Usage

```
{ ( to: "RECIPIENT" | toList: [ "RECIPIENT", ... ] ),
  [ subject: "" ],
  body: "BODY",
  [ uuid: UUID-STRING ] )
```

subject is optional, and should be omitted in 2.0. Non-empty subjects will return an error.

uuid is optional but recommended. It allows the client to track when a message has been sent.

See Section 8.1069 [TOOTSVILLE SEND-SMS-MESSAGE], page 1362, for the underlying implementation.

8.697.3 Examples

```
{ to: "shader", subject: "", body: "Hello there!" }
```

```
{ toList: [ "catville", "pil" ], body: "Howdy" }
```

Input: **subject** (must be blank); **to**, the Toot name to whom to send the text; and **body** of the message.

Rather than **to**, the user can send **toList** with an object, the keys of which are ignored, the values of which are Toot names.

8.697.4 Changes from 1.2 to 2.0

Subjects are no longer supported. **subject** must be absent, null, or "".

uuid is a new option.

Message length is now measured in Unicode characters, not bytes.

8.697.5 Formerly Proprietary Extension

This command was formerly a proprietary extension for Tootsville.com and has now been re-created for the AGPL version of Romance.

8.697.6 200 OK

The “SMS” message was sent.

```
{ from: "sendMailMessage", status: true }
{ from: "sendMailMessage", status: true,
  uuid: "5047F44E-8B1D-4B8A-9EC6-4E1D6E1653AD" }
```

If the client supplied an UUID, it will be returned, allowing the client to identify which of potentially many SMS messages was sent.

Sending does not imply that the message was received or read by the destination user.

8.697.7 400 Bad Request

If an UUID was supplied with the request, the response will echo it.

subject must be absent, null, or ""

```
{ from: "sendMailMessage", status: false,  
  error: "Subject is not allowed. Please leave subject blank." }
```

Exactly one of to or toList must be specified

```
{ from: "sendMailMessage", status: false,  
  error: "Message has no destination.",  
  uuid: "E6726651-703D-41FC-8484-E59EADDEE7EA0" }
```

body may not be empty

8.697.8 413 Payload Too Large

body can be at most 1,024 (Unicode) characters (not bytes).

```
{ from: "sendMailMessage", status: false,  
  error: "Message too long. Try a message with less than 1,000 characters." }
```

8.697.9 Formerly Proprietary Extension

This command was formerly a proprietary extension for Tootsville.com and has now been re-created for the AGPL version of Romance.

8.697.10 File

Defined in file src/infinity/tootsville-commands.lisp.

8.698 Tootsville::Infinity-Send-Out-Of-Band-Message

8.698.1 Function

Infinity-Send-Out-Of-Band-Message names a function, with lambda list (D USER RECIPIENT/S):

Send an arbitrary JSON packet to another user, or all of the users

Lisp SEND-OUT-OF-BAND-MESSAGE = JSON sendOutOfBandMessage

Out of the band of communications.

This is neither a public nor a private message in the chat context: just some additional data that is being provided.

```
{ sender: sender, from: outOfBand, status: true, body: {JSON} }
```

Adds "roomTitle" to body if body contains "room" and title can be determined

Add "sendRoomList": "true" to give the user an updated room list as well. (Necessary for invitations to new rooms.) Inviting to houses ...

```
initUserRoom { room: 0, autoJoin: false }
```

```
{ from: initUserRoom, status: true, moniker: ROOM-MONIKER } ** OK
```

```
=> { from: initUserRoom, status: false, err: exists, moniker:
ROOM-MONIKER } ** OK
```

```
=> { from: initUserRoom, status: false, err: showFirstRun } **
ERR (player does not have that room)
```

```
sendOutOfBandMessage { to: USER-LOGIN, body: { locType:
"house", type: "invite", room: MONIKER } }
```

```
{ from: outOfBand, sender: YOUR-LOGIN, status: true, body:
{ locType: "house", type: "invite", room: MONIKER, roomTitle:
USER-VISIBLE-NAME } }
```

for user houses, roomTitle will be like "BlackDaddyNerd's House"

Parameters:

jso - To send to one user: { to: userName, body: {JSON} }, or to broadcast to the entire room: { toRoom: true, body: {JSON} }

u - The sender of the out-of-band-message

room - The room in which the sender is standing. Necessary for the toRoom version of this method.

Throws:

org.json.JSONException - Thrown if the data cannot be interpreted from the JSON objects passed in, or conversely, if we can't encode a response into a JSON form

8.698.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.699 Tootsville::Infinity-Server-Time

8.699.1 Function

Infinity-Server-Time names a function, with lambda list (D U R):

Accept the client's notification of a server-time adjustment.

Lisp SERVER-TIME = JSON serverTime

This is used to compute the client's round-trip lag time.

8.699.2 Usage

```
{ serverTime: LONG milliseconds since Unix epoch }
```

8.699.3 Example

```
{ serverTime: 1589850683000 }
```

8.699.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.700 Tootsville::Infinity-Set-Avatar-Color

8.700.1 Function

Infinity-Set-Avatar-Color names a function, with lambda list (D USER RECIPIENT/S):

Set the avatar base and extra (pad) colours for the given user.

Lisp SET-AVATAR-COLOR = JSON setAvatarColor

This function is no longer available. Doodle must change the avatar's color now.

8.700.2 Romance 1.1 instructions

Colour numbers are given in X'RRGGBB' form as an integer — to compute one from byte (0..255) RGB values, do (red << 16 & green << 8 & blue)

Parameters: jso - { "base": (colour number), "extra": (colour number) } u - The user whose avatar colours are being set room - The room in which the user is standing Throws:

org.json.JSONException - Thrown if the data cannot be interpreted from the JSON objects passed in, or conversely, if we can't encode a response into a JSON form

SQLException - if the palettes can't be loaded

8.700.3 File

Defined in file src/infinity/legacy-commands.lisp.

8.701 Tootsville::Infinity-Set-Furniture

8.701.1 Function

Infinity-Set-Furniture names a function, with lambda list (D USER RECIPIENT/S):

Set or change a “furniture” item.

Lisp SET-FURNITURE = JSON setFurniture

There is no longer a distinction between “furniture” items and other items in the game world — this command’s name is historical.

There are 3 distinct forms in which this command can be used.

item	To add an item to the area, send a packet with the following data:
item	The item template ID number You must have an item of this type in your inventory. or:
x, y, z	The position at which to place the item
facing	The angle (in radians) of the facing of this item. Alternatively, for backward compatibility with 1.2, the facing direction can be specified as N, NE, E, SE, S, SW, W, or NW (case-insensitive). See Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.
slot	To position or reposition a particular item by its UUID, send a packet like:
slot	The item’s UUID. This item must be in your inventory or owned by you.
x, y, z	The position at which to (re)position the item
facing	The angle (in radians) of the facing of this item. Alternatively, for backward compatibility with 1.2, the facing direction can be specified as N, NE, E, SE, S, SW, W, or NW (case-insensitive). See Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.
remove	Remove a furniture item from the scene, putting it back into your inventory. The packet keys will look like:
remove	This value must be true .
slot	The UUID of the item to remove from the scene.

Note that you may be able to pick up an item by **remove** even if it does not belong to you, if it is disowned. **WRITEME**

8.701.2 Romance 1.2 instructions

To add a structural item to the room, put **item: 123** without anything else. To place furniture on the floor, also add attributes **x, y, and facing**.

To change furniture, replace **item:** with **slot:** (to avoid ambiguities about “which chair”)

To remove an item from the room, send { **slot: 123, remove: true** }

Parameters:

jso - { **slot: #, x: #, y: #, facing: \$** } or { **item: #, x: #, y: #, facing: \$** } or { **slot: #, remove: true** }

8.701.3 Changes from 1.2 to 2.0

- z position is required
- structural items no longer exist
- slot is the item's UUID
- facing can be specified as an arbitrary angle, rather than just the eight cardinal directions.

8.701.4 200 OK

WRITEME

8.701.5 400 Error in parameters

This error is thrown if the parameters are not in one of ; the accepted formats

WRITEME

8.701.6 File

Defined in file src/infinity/legacy-commands.lisp.

8.702 Tootsville::Infinity-Set-Room-Var

8.702.1 Function

Infinity-Set-Room-Var names a function, with lambda list (D USER RECIPIENT/S):

Set a room variable or set of room variables.

Lisp SET-ROOM-VAR = JSON setRoomVar

There are no longer room variables (as such) in Romance 2.0. However, some of them can be fake-set to actually alter some underlying facts of the system, by a Builder Toot. ;

UNIMPLEMENTED

WRITEME

8.702.2 Usage

jso - key-value pair(s) for room variable(s) to be set

WRITEME

8.702.3 Example

WRITEME

8.702.4 Changes from 1.2 to 2.0

WRITEME

8.702.5 File

Defined in file src/infinity/legacy-commands.lisp.

8.703 Tootsville::Infinity-Set-User-Var

8.703.1 Function

Infinity-Set-User-Var names a function, with lambda list (D USER RECIPIENT/S):

Set “User Variables”

Lisp SET-USER-VAR = JSON setUserVar

8.703.2 Usage

```
{ "KEY": "VALUE" [ ... ] }
```

```
{ d: "D-String" }
```

```
{ wtl: course: { COURSE }, facing: FACING }
```

```
{ d3: course: { COURSE } }
```

```
{ xpr: "expression" }
```

```
{ sN: "D-String" }
```

```
{ shotN: course: { COURSE }, facing: FACING }
```

This is a legacy-type method, which is provided for the convenience of client implementors.

8.703.3 Example

```
{ c: "setUserVar",
  { d: "100~100~200~200~NE~6029604401000",
    s0: "100~100~300~300~NE~6029604401000",
    xpr: "smile" } }
```

8.703.4 Changes from 1.2 to 2.0

Historically, arbitrary attributes could be attached to a user in the game, as transient values that remained as long as that user was connected. Thus, any key:value pair could be “advertised” by a user by posting them to this method.

8.703.5 Available Attributes (2.0)

In Romance II, only the following “user variable” key names are actually supported:

- | | |
|-----|--|
| d | This is the legacy “d” string for purposes of positioning and guiding a character. Since it was designed for a 2-dimensional space, the coördinate space is treated as (x,z) rather than (x,y) if there is no “z” coördinate given. Since Romance II clients are expected to use wtl or d3 packets only, this will be translated into a wtl course and then transmitted.
See Section 8.715 [TOOTSVILLE INFINITY-WTL], page 1006, for a discussion of its structure. |
| wtl | See Section 8.715 [TOOTSVILLE INFINITY-WTL], page 1006, for the structure of this linear course. |

d3 This is an experimental format not yet used in Romance 2.0. It will support more complex path descriptions.

xpr This sets the player's expression (on their face); not yet supported in Tootsville V.

sN This is a shot position in **d** form, where *N* is an arbitrary unique identifier chosen by the client. See Section 8.704 [TOOTSVILLE INFINITY-SHOOT], page 991, for another way to provide this data.

shotN This is a shot position in **wtl** form, where *N* is an arbitrary unique identifier chosen by the client.

Any other KEY value will result in an error.

8.703.6 200 OK

When all keys are set successfully, this will return with a packet like

```
{ from: "setUserVar",
  status: true,
  set: [ "key", ... ] }
```

When some keys could not be set, they will be listed separately

```
{ from: "setUserVar",
  status: true,
  set: [ "key", ... ],
  unset: [ "key", ... ] }
```

8.703.7 400 Illegal

When no key is from the set of supported keys, an error is returned:

```
{ from: "setUserVar",
  status: false,
  unset: [ "key", ... ] }
```

8.703.8 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.704 Tootsville::Infinity-Shoot

8.704.1 Function

Infinity-Shoot names a function, with lambda list (D U R):

Fire a shot from a projectile device.

Lisp SHOOT = JSON shoot

UNIMPLEMENTED

The projectile device ITEM must be capable of firing a projectile; this includes having sufficient energy (ammunition) to do so.

Projectiles are currently UNIMPLEMENTED.

8.704.2 Usage

```
{ c: "shoot",  
  d: { i: ITEM,  
        course: COURSE,  
        facing: FACING } }
```

Facing is interpreted by Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.

8.704.3 Example

WRITEME

8.704.4 See also

See also the Section 8.703 [TOOTSVILLE INFINITY-SET-USER-VAR], page 989, command for an alternative way to promulgate shots.

8.704.5 File

Defined in file src/infinity/new-commands-20.lisp.

8.705 Tootsville::Infinity-Spawn-Zone

8.705.1 Function

Infinity-Spawn-Zone names a function, with lambda list (D USER RECIPIENT/S):

Spawn an additional server peer pairing.

Lisp SPAWN-ZONE = JSON spawnZone

UNIMPLEMENTED

8.705.2 Implementation in 2.0

We no longer have zones, but we can have server paritings.

This is used to establish a new server pairing ...

WRITEME

8.705.3 Changes from 1.2 to 2.0

WRITEME

8.705.4 File

Defined in file src/infinity/legacy-commands.lisp.

8.706 Tootsville::Infinity-Speak

8.706.1 Function

Infinity-Speak names a function, with lambda list (D USER RECIPIENT/S):

The user speaks SPEECH at volume VOL in public.

Lisp SPEAK = JSON speak

Handle speech by the user.

Speech is public to all users in an area.

8.706.2 Usage

```
{ c: "speech",
  d: { speech: "text to be spoken",
        vol: ( "shout" | "talk" | "whisper" ) } }
```

key — WRTIME — optional — currently ignored

vol — Volume is one of `talk`, `shout`, or `whisper`. The default is always `talk`. vol is optional.

8.706.3 Speech filtering

There are two kinds of filtering on text: foul language, and obnoxious typing.

Foul language filtering occurs when there are children or sensitive players nearby (blacklist), and in all cases for certain stopwords (redlist).

See Section 8.181 [TOOTSVILLE CASSANDRA-FILTER], page 437.

Obnoxious typing filtering occurs all the time, and undoes a couple of things that are — well, just plain obnoxious.

- SPEECH IN ALL CAPS is converted into lower-case; if it was meant to be whispered, it will instead be spoken (`talk`); if it was meant to be spoken, it will instead be shouted. Shouted text in all caps remains shouted (but is still in lower-case).
- Sentences with lots of punctuation!! are fixed; aside from ellipses, no repeated punctuation is preserved.

See Section 8.182 [TOOTSVILLE CASSANDRA-OBNOXIOUS-FILTER], page 438.

8.706.4 Special character handling

The first character of the speech can turn it into a special command of some kind.

~

Commands beginning with ~ should be handled by the client. A conforming client should never forward any command beginning with ~ to the server.

Server commands begin with # (sharp sign / octothorpe / hash sign). A server command is any unary function in the **Tootsville-User** package. See Section 8.893 [TOOTSVILLE PARSE-OPERATOR-COMMAND], page 1186, for details.

@ @-messages are whispered directly to the named character, if they are located somewhere in the nearby area. For example, @Catville Hello! will whisper the phrase Hello! to only the player Catville.

/ Emotes begin with /. Emotes set the expression of the character to one of a predefined list of expressions, or display an emoji speech balloon.

Why these specific emojis? Backward compatibility. This list of emotes was inherited from Tootsville IV.

The emoji items might be replaced with more detailed animations in the future. A few of the emotes actually have even more complex behavior, as noted in the index below.

smile	The expression on the character's face should change to a smile.
frown	The expression on the character's face should change to a frown.
wink	The character should make an exaggerated wink.
sick	The expression on the character's face should change to disgust.
whoa	The expression on the character's face should change to surprise.
cool	An emoji of a smiling face wearing sunglasses.
cheese	The expression on the character's face should change to a smile with tongue stuck out.
angry	The expression on the character's face should change to anger.
silly	The expression on the character's face should change to a silly face.
sleep	The character's face should look as though they are sleeping. Also, a special "Zzz" graphic should appear over their head.
meh	The expression on the character's face should change to disinterest.
cry	The character should begin to cry.
pizza	An emoji of a pizza.
burger	An emoji of a burger.
hotdog	An emoji of an hot dog.
fries	An emoji of a pack of French fries.
drink	An emoji of a glass of an unidentified beverage.
icecream	An emoji of ice cream.
cake	An emoji of a slice of cake.
game	WRITEME
dice	An emoji will be spoken showing a single 6-sided die; however, the number of pips shown (1-6) will be random.
coin	An emoji will be spoken showing a coin; however, whether that coin shows as head or tails will be random.
heart	A heart emoji
broken	A broken heart emoji

<code>rps</code>	An emoji will appear with a random selection from: rock, paper, scissors.
<code>music</code>	A musical note emoji.
<code>rainbow</code>	A rainbow emoji.
<code>lol</code>	The character's expression should change to laughter.
<code>rain</code>	A raincloud emoji.
<code>huh</code>	The character's expression should change to confusion.

`% _ ^ |`

These characters are reserved for future use. You cannot speak a line beginning with them.

`? !`

For convenience of Spanish speakers, sentences beginning with `?` or `!` are converted into `¿` and `¡`.

UNIMPLEMENTED

8.706.5 Special commands

`,credits` Speaking `,credits` will send the server's credits as an admin message.

`,disconnect`

Speaking `,disconnect` will immediately drop the client's connection without ceremony; it's used for testing the auto-reconnection code.

`,dumpthreads`

This will log all active threads to the server log. Note that it is not an operator command in this context, but it is identical to the operator command `#dumpthreads`.

8.706.6 Changes from 1.2 to 2.0

WRITEME

8.706.7 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.707 Tootsville::Infinity-Stamp-Passport

8.707.1 Function

Infinity-Stamp-Passport names a function, with lambda list (D U R):

Stamp the Toot's passport

Lisp STAMP-PASSPORT = JSON stampPassport

Passports are not currently implemented in Tootsville V, but will be returning.

See Section 8.1115 [TOOTSVILLE STAMP-TOOT-PASSPORT], page 1408.

8.707.2 Usage

```
{ room: "SPOT-MONIKER" }
```

8.707.3 Example

```
{ room: "tootSquare" }
```

8.707.4 Changes from 1.2 to 2.0

Passports stamps are temporarily unavailable.

`room` was previously a room moniker, but will now be a “spot” moniker of a Spot in the game world. Despite the change, the key name remains `room`.

8.707.5 Formerly Proprietary Extension

This command was formerly a proprietary extension for Tootsville.com and has now been re-created for the AGPL version of Romance.

8.707.6 File

Defined in file `src/infinity/tootsville-commands.lisp`.

8.708 Tootsville::Infinity-Start-Event

8.708.1 Function

Infinity-Start-Event names a function, with lambda list (D USER RECIPIENT/S):

Attempt to begin a Quaestor Event. Might return an error.

Lisp START-EVENT = JSON startEvent

The bulk of the actual work is in Section 8.985 [TOOTSVILLE QUAESTOR-START-EVENT], page 1278, q.v.

8.708.2 What is a “Quaestor Event”?

Events, in the context of this function, are transactions between a player and the world. These transactions might yield items or currency (peanuts, or fairy dust), so they have to be proxied through the central servers, because we can’t ultimately trust the users not to just tap Control+Shift+K and try something like `Tootsville.Game.addPeanuts(1000000)`. (Note, that will — obviously — not work, because this function exists.)

So, there are a few basic types of events, in general:

- Magic fountains
- Shops
- Secrets and treasures
- Minigames

Each of these works a little differently.

8.708.3 Usage

The basic data element is a `moniker`, which is typically the representation of a particular item in the world which is the focus of the event. In the current usage (Tootsville V/Romance 2), this will be an UUID.

```
{ c: "startEvent", d: { moniker: "moniker" } }
```

8.708.4 Responses

There are several possible responses.

8.708.4.1 Event already completed

```
{ from: "startEvent",
  status: false,
  alreadyDone: true,
  err: "event.alreadyDone",
  error: "User-visible error message"
  moniker: "moniker" }
```

Some events cannot be started more than once by the same character, or more than once within a certain period of time, or more than once by the same character within a certain period of time. This is a simple rejection; there is not inherently any explanation to the client of the circumstances — in particular, the client is not informed when (or by whom) the event can be fired again.

8.708.4.2 Event started successfully

```
{ from: "startEvent",
  status: true,
  eventID: "ID" }
```

This is the short form. It means that the event can be started, and the caller had better know what to do about it; typically, that will only be to turn around and immediately call Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925, with the provided event ID.

8.708.4.3 Event requires a download to begin

```
{ from: "startEvent",
  status: true,
  eventID: "ID",
  filename: "blah.swf",
  asVersion: ( 2 | 3 ) }
```

This form is archaic and won't be returned right now, but is included for comparison — and to make the modern long form make sense by comparison.

```
{ from: "startEvent",
  status: true,
  eventID: "ID",
  filename: "blah.js",
  function: "foo",
  asVersion: "html5" }
```

This is the modern long form. The client is expected to:

- Download `blah.js`
- Call the function `Tootsville.Event["foo"](eventID)` — that is, literally, look in the global object `Tootsville.Event` for a function named `foo` — with the event ID as its parameter.

In other words,

```
Tootsville.Event [ datagram.function ] ( datagram.eventID );
```

The code in `blah.js` is required to use the opportunistic object-as-namespace initialization of the form:

```
if (!('Tootsville' in window))
  { Tootsville = { Event: { Foo: {} } }; }
```

```
if (!('Event' in Tootsville))
  { Tootsville.Event = { Foo: {} } }; }
```

```
if (!('Foo' in Tootsville.Event))
  { Tootsville.Event.Foo = {}; }
```

```
Tootsville.Event.foo = function (eventID) { ... };
```

```
Tootsville.Event.Foo.otherMethod = function ( ... ) { ... };
```

See the front-end documentation for more details on the coding style used.

8.708.5 Error response

```
{ from: "startEvent",  
  status: false,  
  err: "error code",  
  error: "User-visible error message" }
```

The error code can be one of:

`eventType.notFound`

The moniker passed was invalid.

8.708.6 Ending an event

This event is now open, and will remain open until it has been completed or canceled using Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925, q.v.

8.708.7 Quaestor Events in Detail

8.708.7.1 Magic Fountains

WRITE ME

8.708.7.2 Shops

WRITE ME

8.708.7.3 Secrets and Treasures

WRITE ME

8.708.7.4 Minigames

WRITE ME

8.708.8 Changes from 1.2 to 2.0

WRITE ME

8.708.9 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.709 Tootsville::Infinity-Stats

8.709.1 Function

Infinity-Stats names an undocumented function, with lambda list NIL.

8.709.2 File

Defined in file `src/infinity/infinity.lisp`.

8.710 Tootsville::Infinity-Toot-List

8.710.1 Function

Infinity-Toot-List names a function, with lambda list (D U RECIPIENT/S):

Enumerates all Toots owned by the user.

Lisp TOOT-LIST = JSON tootList

8.710.2 Usage

This command requires no parameters.

8.710.3 200 OK

Returns an object with `status: true`, `from: "tootList"`, and a key `toots` under which is the list of Toots owned by the user. Each Toot object is as per Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, q.v.

```
{ from: "tootList",  
  status: true,  
  toots: [ { INFO }, ... ] }
```

See Section 8.1208 [TOOTSVILLE TOOT-LIST-MESSAGE], page 1503.

8.710.4 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.711 Tootsville::Infinity-Use-Equipment

8.711.1 Function

Infinity-Use-Equipment names a function, with lambda list (D USER RECIPIENT/S):

The player wishes to use a piece of equipment on a particular item or place.

Lisp USE-EQUIPMENT = JSON useEquipment

8.711.2 Usage

```
{ t: ( 1 | 2 ),
  x: X, y: Y, z: Z }
```

or

```
{ t: ( 1 | 2 ),
  on: "ITEM-OR-CHARACTER-UUID",
  [ of: ( "item" | "char" ) ] }
```

The `t` number indicates whether the user's currently-selected primary item (i.e. the item equipped in their trunk) is being used, or their secondary item (which is not supported). In other words, for Romance 1.1, 1.2, or 2.0, this must always be the number 1.

In the first form, the user wants to use their equipment on an arbitrary point in space, whose coördinates are passed in.

In the second form, the user wants to use their equipment on a particular item or character. The optional `of` helps narrow down whether it should be an item or character.

WRITEME

8.711.3 Changes from 1.2 to 2.0

WRITEME

8.711.4 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.712 Tootsville::Infinity-User-Agent

8.712.1 Function

Infinity-User-Agent names a function, with lambda list (D U R):

The client can voluntarily report its version information.

Lisp USER-AGENT = JSON userAgent

The server could potentially offer a different protocol or other affordances for known bugs or limitations in the client.

In practice, it's currently logged and forgotten.

8.712.2 File

Defined in file src/infinity/new-commands-20.lisp.

8.713 Tootsville::Infinity-Wardrobe

8.713.1 Function

Infinity-Wardrobe names a function, with lambda list (D U RECIPIENT/S):

Describe what your Toot is wearing.

Lisp `WARDROBE` = JSON wardrobe

Note that several other commands will actually return wardrobe information packets.

8.713.2 Usage

This command requires no parameters.

8.713.3 200 OK

The returned packet, aside from the expected `status: true, from: "wardrobe"`, contains a key `wardrobe` which in turn contains a key `avatar` which itself contains the JSON data in the format of Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, q.v.

```
{ from: "wardrobe",  
  status: true,  
  wardrobe: { avatar: { AVATAR INFO } } }
```

8.713.4 Changes from 1.2 to 2.0

The actual Section 8.713 [TOOTSVILLE INFINITY-WARDROBE], page 1004, function is new, but the returned packets `from: "wardrobe"` were already being used by other commands, including Section 8.657 [TOOTSVILLE INFINITY-DON], page 922, and `<undefined>` [TOOTSVILLE INFINITY-DOFF], page `<undefined>`, and Section 8.656 [TOOTSVILLE INFINITY-DOFFF], page 921.

8.713.5 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.714 Tootsville::Infinity-Websocket-Resource

8.714.1 Class

Infinity-Websocket-Resource names a class, with one superclass: HUNCHENSOCKET::WEBSOCKET-RESOURCE (not in this manual).

8.714.2 Slots

Class Infinity-Websocket-Resource has 3 direct slot definitions:

Clients (undocumented)

Client-Class
(undocumented)

Lock (undocumented)

8.715 Tootsville::Infinity-Wtl

8.715.1 Function

Infinity-Wtl names a function, with lambda list (D U R):

Walk the Line

Lisp WTL = JSON wtl

Users send a “wtl” packet when they’re moving in a straight line; while other (arc) shapes were considered, they’re not currently supported. Each “wtl” packet has a start and end point, a start time, and a speed; this course is enough information for other clients to determine where along the line (linear interpolation) the walker is now.

8.715.2 Usage

```
{ course:
  { startPosition: { x: y: z: },
    startTime: UNIX-TIME,
    endPosition: { x: y: z: },
    speed: SPEED },
  facing: RADIANS }
```

Facing can be given as Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013, and will be converted to decimal radians.

In return, all observers receive these “wtl” packets back ... WRTIME

8.715.3 Reply

```
{ from: "wtl", status: true, course: {}, facing:, u: UUID, n: NAME }
```

8.715.4 Future Directions

There is limited, partial, and broken support for the new d3 system which will eventually supersede wtl in Romance 2, but it is not useful today. Use wtl in new code.

8.715.5 See Also

See Section 8.703 [TOOTSVILLE INFINITY-SET-USER-VAR], page 989, for discussion of an alternative way to submit a wtl packet or the legacy d form (see below).

8.715.6 Changes from 1.1

In Romance 1.0 and 1.1, the usual way to walk was using the d user variable, which was a string encoding very similar to the intent of wtl. The d string was developed by Robert Dawson and Bruce-Robert Pocock to cover up network latency by providing a concrete (linear interpolated) position for each character at all times, no matter how laggy players’ network connections were.

In the Persephone client software, these were sometimes referred to as a datList.

d strings consisted of a ~ delimited list of either x1~z1~x2~z2~facing~startTime or x1~y1~x2~y2~facing~startTime~z1~z2. Note how the two-coördinate form uses x,z with y pinned at zero.

As with wtl, facing can be supplied in either radians or as a value from the list N NE E SE S SW W NW. See Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.

8.715.7 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.716 Tootsville::Infinity-Wtl-4

8.716.1 Function

Infinity-Wtl-4 names a function, with lambda list (D U R):

Walk the Line indirect refresher from observer

Lisp WTL-4 = JSON wtl4

8.716.2 Usage

```
{ u: "TOOT-NAME",  
  course: { COURSE },  
  facing: RADIANS }
```

Facing can be provided as per Section 8.721 [TOOTSVILLE INTERPRET-FACING], page 1013.

WRITEME

8.716.3 File

Defined in file src/infinity/new-commands-20.lisp.

8.717 Tootsville::Init-Async

8.717.1 Function

Init-Async names a function, with lambda list NIL:

Initialize LPARALLEL for running tasks asynchronously.

8.717.2 File

Defined in file src/main.lisp.

8.718 Tootsville::Init-Characters

8.718.1 Function

Init-Characters names a function, with lambda list NIL:

Initialize non-player characters in the game world.

8.718.2 File

Defined in file src/characters/characters.lisp.

8.719 Tootsville::Integer-To-Byte-Vector

8.719.1 Function

Integer-To-Byte-Vector names a function, with lambda list (INTEGER &OPTIONAL (VECTOR (MAKE-ARRAY (CEILING (INTEGER-LENGTH INTEGER) 8) ELEMENT-TYPE (QUOTE (UNSIGNED-BYTE 8)))))

Convert INTEGER into VECTOR of (UNSIGNED-BYTE 8)

If VECTOR is supplied, it must be long enough to accept INTEGER without growing. Otherwise, the vector of the minimum length to hold INTEGER will be constructed.

The byte vector will be in big-endian (aka “network”) byte order.

8.719.2 File

Defined in file src/types/binary.lisp.

8.720 Tootsville::Integer-To-Color24

8.720.1 Function

Integer-To-Color24 names a function, with lambda list (NUMBER):

Return a color represented by the 24-bit integer NUMBER.

The upper 8 bits are the red channel; the next 8 bits, green; and the lowest 8 bits, the blue channel.

8.720.2 File

Defined in file `src/types/color+pattern.lisp`.

8.721 Tootsville::Interpret-Facing

8.721.1 Function

Interpret-Facing names a function, with lambda list (FACING):

Given a FACING string, return an angle in radians.

This supports a string that is a floating-point number of radians that can be parsed by `ORG.MAPCAR.PARSE-NUMBER::PARSE-NUMBER` (not in this manual) or one of the cardinal eight directions as a string: N NE E SE S SW W NW.

8.721.2 Changes from 1.2 to 2.0

Facing directions used to be *only* the cardinal directions; now, an arbitrary rotation in radians is possible.

TODO: Throw a 400-type exception when junk is passed in.

8.721.3 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.722 Tootsville::Invalidate-Cache

8.722.1 Function

Invalidate-Cache names a function, with lambda list (OBJECT):

Identify that the cache is dirty and should be cleared of a certain set of possible records.

This is called by the :AFTER methods of Section 8.1065 [TOOTSVILLE SAVE-RECORD], page 1358, and Section 8.337 [TOOTSVILLE DESTROY-RECORD], page 595.

8.722.2 File

Defined in file src/db/generic-db.lisp.

8.723 Tootsville::Inventory-Item

8.723.1 Class

Inventory-Item names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.723.2 Slots

Class Inventory-Item has no direct slots defined.

8.724 Tootsville::Inventory-Item-Equipped

8.724.1 Function

Inventory-Item-Equipped names an undocumented function, with lambda list (OBJECT).

8.724.2 SetF Function

(SETF Inventory-Item-Equipped) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.725 Tootsville::Inventory-Item-Equipped-P

8.725.1 Function

Inventory-Item-Equipped-P names a function, with lambda list (ITEM):

Is the inventory item equipped at all?

8.725.2 File

Defined in file src/toots.lisp.

8.726 Tootsville::Inventory-Item-Equippedp

8.726.1 Function

Inventory-Item-Equippedp names an undocumented function, with lambda list (ITEM).

8.727 Tootsville::Inventory-Item-Item

8.727.1 Function

Inventory-Item-Item names an undocumented function, with lambda list (OBJECT).

8.727.2 SetF Function

(SETF Inventory-Item-Item) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.728 Tootsville::Inventory-Item-Person

8.728.1 Function

Inventory-Item-Person names an undocumented function, with lambda list (OBJECT).

8.728.2 SetF Function

(SETF Inventory-Item-Person) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.729 Tootsville::Inventory-Item-Toot

8.729.1 Function

Inventory-Item-Toot names an undocumented function, with lambda list (OBJECT).

8.729.2 SetF Function

(SETF Inventory-Item-Toot) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.730 Tootsville::Item

8.730.1 Class

Item names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.730.2 Slots

Class Item has no direct slots defined.

8.731 Tootsville::Item-Accept-Click

8.731.1 Function

Item-Accept-Click names a function, with lambda list (ITEM CLICKER MODS &OPTIONAL X Y Z):

CLICKER has clicked on ITEM with MODS in effect at item-relative X Y Z

8.731.2 File

Defined in file src/items.lisp.

8.732 Tootsville::Item-Alt-Color

8.732.1 Function

Item-Alt-Color names an undocumented function, with lambda list (OBJECT).

8.732.2 SetF Function

(SETF Item-Alt-Color) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.733 Tootsville::Item-Altitude

8.733.1 Function

Item-Altitude names an undocumented function, with lambda list (OBJECT).

8.733.2 SetF Function

(SETF Item-Altitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.734 Tootsville::Item-Attributes

8.734.1 Function

Item-Attributes names an undocumented function, with lambda list (OBJECT).

8.734.2 SetF Function

(SETF Item-Attributes) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.735 Tootsville::Item-Avatar-Scale-X

8.735.1 Function

Item-Avatar-Scale-X names an undocumented function, with lambda list (OBJECT).

8.735.2 SetF Function

(SETF Item-Avatar-Scale-X) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.736 Tootsville::Item-Avatar-Scale-Y

8.736.1 Function

Item-Avatar-Scale-Y names an undocumented function, with lambda list (OBJECT).

8.736.2 SetF Function

(SETF Item-Avatar-Scale-Y) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.737 Tootsville::Item-Avatar-Scale-Z

8.737.1 Function

Item-Avatar-Scale-Z names an undocumented function, with lambda list (OBJECT).

8.737.2 SetF Function

(SETF Item-Avatar-Scale-Z) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.738 Tootsville::Item-Base-Color

8.738.1 Function

Item-Base-Color names an undocumented function, with lambda list (OBJECT).

8.738.2 SetF Function

(SETF Item-Base-Color) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.739 Tootsville::Item-Effect

8.739.1 Function

Item-Effect names an undocumented function, with lambda list (OBJECT).

8.739.2 SetF Function

(SETF Item-Effect) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.740 Tootsville::Item-Energy

8.740.1 Function

Item-Energy names an undocumented function, with lambda list (OBJECT).

8.740.2 SetF Function

(SETF Item-Energy) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.741 Tootsville::Item-Facing

8.741.1 Function

Item-Facing names an undocumented function, with lambda list (OBJECT).

8.741.2 SetF Function

(SETF Item-Facing) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.742 Tootsville::Item-Gain-Energy

8.742.1 Function

Item-Gain-Energy names a function, with lambda list (ITEM AMOUNT):

 Increase the energy of ITEM by AMOUNT (stopping at its :Energy-Max).

 If ITEM's Energy-Kind is :COUNTABLE, then AMOUNT must be an integer.

8.742.2 File

Defined in file src/items.lisp.

8.743 Tootsville::Item-In-Inventory-P

8.743.1 Function

Item-In-Inventory-P names a function, with lambda list (ITEM):

Is ITEM in a character's inventory?

8.743.2 File

Defined in file src/world.lisp.

8.744 Tootsville::Item-Info

8.744.1 Function

Item-Info names a function, with lambda list (ITEM):

Describes ITEM in a JSON structure.

This structure has the following keys:

uuid	The universally-unique ID of this particular item
baseColor	The base color of this item (if any). This is a primary color texture that may be applied to the model. See Section 8.892 [TOOTSVILLE PARSE-COLOR24], page 1185, for the syntax. The model must have a material named base for this color to apply to it (case-insensitive). See Section 10.30 [Tootsville.FurnitureBuilder.makeFurnitureColorizeMaterial], page 1769, for details.
altColor	The alternate color of this item (if any). This is a secondary color texture that may be applied to the model. See Section 8.892 [TOOTSVILLE PARSE-COLOR24], page 1185, for the syntax. The model must have a material named alt for this color to apply to it (case-insensitive). See Section 10.30 [Tootsville.FurnitureBuilder.makeFurnitureColorizeMaterial], page 1769, for details.
specialTexture	The special texture image which may be applied to this image (if any). Some item models have a material named map which is textured with this image on a per-item basis. This is often used for e.g. signs and things which share geometry but have one surface that displays something unique. See Section 10.35 [Tootsville.FurnitureBuilder.setMaterialTexture], page 1774, for details.
template	The Item Template of which this individual item is an instance. This is a table in the form described at Section 8.764 [TOOTSVILLE ITEM-TEMPLATE-INFO], page 1057.
energy	For items with an energyKind of COUNTABLE or UNCOUNTABLE , this indicates the number of (COUNTABLE) discrete energy units remaining or (UNCOUNTABLE) the portion of energyMax remaining (which should be surfaced to the user as a percentage or the like).
scale	The item's scaling factors in each of the x , y , and z dimensions, as compared to the size of the raw asset in the avatar model file.
position	The item's relative position in x , y , and z coordinates
facing	The angle in which the item is facing in radians. Clients should also support, for compatibility, the eight cardinal directions given as the strings N , NE , E , SE , S , SW , W , or NW .
world	The world in which the item is located
location	The location of the item within the world in lat-itude , long-itude , and alt-itude .

8.744.2 File

Defined in file `src/items.lisp`.

8.745 Tootsville::Item-Latitude

8.745.1 Function

Item-Latitude names an undocumented function, with lambda list (OBJECT).

8.745.2 SetF Function

(SETF Item-Latitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.746 Tootsville::Item-Longitude

8.746.1 Function

Item-Longitude names an undocumented function, with lambda list (OBJECT).

8.746.2 SetF Function

(SETF Item-Longitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.747 Tootsville::Item-Lose-Energy

8.747.1 Function

Item-Lose-Energy names a function, with lambda list (ITEM AMOUNT):

Decrease the energy of ITEM by AMOUNT (stopping at zero).

If the item's energy reaches zero, the effect of its :On-Zero flag will occur; either it will remain :EMPTY, or :VANISH.

If ITEM's Energy-Kind is :COUNTABLE, then AMOUNT must be an integer.

8.747.2 File

Defined in file src/items.lisp.

8.748 Tootsville::Item-Owned-By-P

8.748.1 Function

Item-Owned-By-P names a function, with lambda list (ITEM &OPTIONAL (TOOT *TOOT*)):

A generalized boolean indicating whether ITEM is owned by TOOT.

Calls Section 8.1205 [TOOTSVILLE TOOT-INVENTORY], page 1500, to benefit from caching.

8.748.2 File

Defined in file src/items.lisp.

8.749 Tootsville::Item-Special-Texture

8.749.1 Function

Item-Special-Texture names an undocumented function, with lambda list (OBJECT).

8.749.2 SetF Function

(SETF Item-Special-Texture) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.750 Tootsville::Item-Tag

8.750.1 Class

Item-Tag names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.750.2 Slots

Class Item-Tag has no direct slots defined.

8.751 Tootsville::Item-Tag-Item

8.751.1 Function

Item-Tag-Item names an undocumented function, with lambda list (OBJECT).

8.751.2 SetF Function

(SETF Item-Tag-Item) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.752 Tootsville::Item-Tag-Tag

8.752.1 Function

Item-Tag-Tag names an undocumented function, with lambda list (OBJECT).

8.752.2 SetF Function

(SETF Item-Tag-Tag) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.753 Tootsville::Item-Template

8.753.1 Function

Item-Template names an undocumented function, with lambda list (OBJECT).

8.753.2 SetF Function

(SETF Item-Template) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.753.3 Class

Item-Template names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.753.4 Slots

Class Item-Template has no direct slots defined.

8.754 Tootsville::Item-Template-Avatar

8.754.1 Function

Item-Template-Avatar names an undocumented function, with lambda list (OBJECT).

8.754.2 SetF Function

(SETF Item-Template-Avatar) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.755 Tootsville::Item-Template-Avatar-Scale-X

8.755.1 Function

Item-Template-Avatar-Scale-X names an undocumented function, with lambda list (OBJECT).

8.755.2 SetF Function

(SETF Item-Template-Avatar-Scale-X) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.756 Tootsville::Item-Template-Avatar-Scale-Y

8.756.1 Function

Item-Template-Avatar-Scale-Y names an undocumented function, with lambda list (OBJECT).

8.756.2 SetF Function

(SETF Item-Template-Avatar-Scale-Y) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.757 Tootsville::Item-Template-Avatar-Scale-Z

8.757.1 Function

Item-Template-Avatar-Scale-Z names an undocumented function, with lambda list (OBJECT).

8.757.2 SetF Function

(SETF Item-Template-Avatar-Scale-Z) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.758 Tootsville::Item-Template-Default-Alt-Color

8.758.1 Function

Item-Template-Default-Alt-Color names an undocumented function, with lambda list (OBJECT).

8.758.2 SetF Function

(SETF Item-Template-Default-Alt-Color) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.759 Tootsville::Item-Template-Default-Base-Color

8.759.1 Function

Item-Template-Default-Base-Color names an undocumented function, with lambda list (OBJECT).

8.759.2 SetF Function

(SETF Item-Template-Default-Base-Color) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.760 Tootsville::Item-Template-Description

8.760.1 Function

Item-Template-Description names an undocumented function, with lambda list (OBJECT).

8.760.2 SetF Function

(SETF Item-Template-Description) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.761 Tootsville::Item-Template-Energy-Kind

8.761.1 Function

Item-Template-Energy-Kind names an undocumented function, with lambda list (OBJECT).

8.761.2 SetF Function

(SETF Item-Template-Energy-Kind) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.762 Tootsville::Item-Template-Energy-Max

8.762.1 Function

Item-Template-Energy-Max names an undocumented function, with lambda list (OBJECT).

8.762.2 SetF Function

(SETF Item-Template-Energy-Max) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.763 Tootsville::Item-Template-Id

8.763.1 Function

Item-Template-Id names an undocumented function, with lambda list (OBJECT).

8.763.2 SetF Function

(SETF Item-Template-Id) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.764 Tootsville::Item-Template-Info

8.764.1 Function

Item-Template-Info names a function, with lambda list (TEMPLATE):

Provides a JSON structure describing the item TEMPLATE given.

This structure has the following keys:

id	The unique ID (integer) of this item template						
name	The unique name of this item template. This may be user-visible.						
description	A description, which may be surfaced to the user, of this item.						
trade	This is one of the following values (case-insensitive): <table> <tr> <td>Y</td><td>Yes, this item can be traded (given away or dropped).</td></tr> <tr> <td>N</td><td>No, this item cannot be traded (given away or dropped).</td></tr> <tr> <td>X</td><td>As N, but also, this item <i>should not</i> be visible to the player holding it (e.g. in inventory). This code represents the value “hidden”.</td></tr> </table>	Y	Yes, this item can be traded (given away or dropped).	N	No, this item cannot be traded (given away or dropped).	X	As N, but also, this item <i>should not</i> be visible to the player holding it (e.g. in inventory). This code represents the value “hidden”.
Y	Yes, this item can be traded (given away or dropped).						
N	No, this item cannot be traded (given away or dropped).						
X	As N, but also, this item <i>should not</i> be visible to the player holding it (e.g. in inventory). This code represents the value “hidden”.						
avatar	The item avatar (model) representing this item.						
energyKind	The kind of energy (if any) used by this item. Values may be “null,” if the item does not consume any particular kind of energy, or COUNTABLE if the item uses a form of energy that is counted in discrete units, or UNCOUNTABLE if the item’s energy is recorded as a fluid percentage of its maximum value. This should be used by the client to provide either a counter, a gauge (meter), or no affordance indicating the energy level, as appropriate.						
energyMax	The maximum amount of energy that this kind of item can possess.						
onZero	When this item’s energy reaches zero, does it VANISH from the game, or remain EMPTY awaiting a refill?						
gauge	Linked to energyKind , should a gauge or counter be displayed? True for EnergyKind of COUNTABLE or UNCOUNTABLE , false for null.						
wearSlot	The ID of the wearable item slot into which this item can be equipped, if any.						
weight	The weight of instances of this template						

8.764.2 File

Defined in file src/items.lisp.

8.765 Tootsville::Item-Template-Name

8.765.1 Function

Item-Template-Name names an undocumented function, with lambda list (OBJECT).

8.765.2 SetF Function

(SETF Item-Template-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.766 Tootsville::Item-Template-On-Zero

8.766.1 Function

Item-Template-On-Zero names an undocumented function, with lambda list (OBJECT).

8.766.2 SetF Function

(SETF Item-Template-On-Zero) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.767 Tootsville::Item-Template-Tags

8.767.1 Function

Item-Template-Tags names a function, with lambda list (TEMPLATE):

Returns the set of tags associated with TEMPLATE.

TEMPLATE can be an Section 8.753 [TOOTSVILLE ITEM-TEMPLATE], page 1046, or the ID number for one.

8.767.2 File

Defined in file src/items.lisp.

8.768 Tootsville::Item-Template-Trade

8.768.1 Function

Item-Template-Trade names an undocumented function, with lambda list (OBJECT).

8.768.2 SetF Function

(SETF Item-Template-Trade) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.769 Tootsville::Item-Template-Wear-Slot

8.769.1 Function

Item-Template-Wear-Slot names an undocumented function, with lambda list (OBJECT).

8.769.2 SetF Function

(SETF Item-Template-Wear-Slot) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.770 Tootsville::Item-Template-Weight

8.770.1 Function

Item-Template-Weight names an undocumented function, with lambda list (OBJECT).

8.770.2 SetF Function

(SETF Item-Template-Weight) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.771 Tootsville::Item-Uuid

8.771.1 Function

Item-Uuid names an undocumented function, with lambda list (OBJECT).

8.771.2 SetF Function

(SETF Item-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.772 Tootsville::Item-World

8.772.1 Function

Item-World names an undocumented function, with lambda list (OBJECT).

8.772.2 SetF Function

(SETF Item-World) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.773 Tootsville::Item-X

8.773.1 Function

Item-X names an undocumented function, with lambda list (OBJECT).

8.773.2 SetF Function

(SETF Item-X) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.774 Tootsville::Item-Y

8.774.1 Function

Item-Y names an undocumented function, with lambda list (OBJECT).

8.774.2 SetF Function

(SETF Item-Y) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.775 Tootsville::Item-Z

8.775.1 Function

Item-Z names an undocumented function, with lambda list (OBJECT).

8.775.2 SetF Function

(SETF Item-Z) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.776 Tootsville::Items-At

8.776.1 Function

Items-At names a function, with lambda list (LATITUDE LONGITUDE ALTITUDE WORLD):

All items in the space at LATITUDE, LONGITUDE, and ALTITUDE in WORLD.

Returns all items in that volume which are not in a character's inventory.

8.776.2 File

Defined in file src/world.lisp.

8.777 Tootsville::Jack-Personality

8.777.1 Class

Jack-Personality names a class, with one superclass: Section 8.1035 [TOOTSVILLE ROBOT-JACK], page 1328.

This class defines a character named Jack

8.777.2 Slots

Class Jack-Personality has no direct slots defined.

8.778 Tootsville::Journal

8.778.1 Function

Journal names a function, with lambda list (&REST WORDS):

Add a staff journal entry or review last entries.

See also ‘INFINITY-JOURNAL’ for an Infinity Mode command for the same purpose.

8.778.2 Usage

To read the last journal entry, use `#journal #last`. To read the one before that, use `#journal #last -1`, and for farther back, use lesser (more negative) values of REFERENCE.

To read a journal entry relative to a certain user, use `#ref`.

To post a new journal entry, simply enter it after `#journal`. You can associate it with one or more users with `#for`.

```
#journal #last [REFERENCE]
```

```
#journal #ref USER [REFERENCE]
```

```
#journal [#for USER[,...]] ENTRY...
```

REFERENCE will always be zero or negative.

8.778.3 Examples

```
#journal #last
```

```
#journal #last -1
```

```
#journal #last -2
```

```
#journal #ref Pil
```

```
#journal #ref Pil -1
```

```
#journal #for pil,zap Added a new game with Pil and Zap
```

```
#journal #for mayor-louis Had to kick off mayor-louis for sedition
```

```
#journal Server game2 shut down for maintenance
```

8.778.4 File

Defined in file `src/infinity/modern-ops.lisp`.

8.779 Tootsville::Json-To-Html

8.779.1 Function

Json-To-Html names a function, with lambda list (JSON):

Converts JSON to a set of key-value pairs in pretty-printed HTML form.

8.779.2 File

Defined in file src/infinity/legacy-ops.lisp.

8.780 Tootsville::Kick

8.780.1 Function

Kick names a function, with lambda list (CLIENT TITLE MESSAGE REASON-CODE):

Kick CLIENT off with TITLE and MESSAGE and REASON-CODE.

8.780.2 File

Defined in file src/websockets.lisp.

8.781 Tootsville::Kick-Child-Time-Up

8.781.1 Function

Kick-Child-Time-Up names a function, with lambda list (TOOT):

Kick TOOT as the child's time to play has expired.

8.781.2 File

Defined in file src/websockets.lisp.

8.782 Tootsville::Kind-Of-Habitat

8.782.1 Type

Kind-Of-Habitat names a TYPE:

The various kinds of habitat that exist in the world.

Shaddow

Rocky

Swamp

Grassland

Desert

Savannah

Forest

Ocean

Ice

Moon

Pink Moon

Moon Base

City

Farm

Manatee City

Beachside

Space

Asteroid Field

8.783 Tootsville::Lambda-List-As-Variables

8.783.1 Function

Lambda-List-As-Variables names a function, with lambda list (*Λ -LIST*):

Convert *Λ -LIST* into variables for an endpoint function.

8.783.2 File

Defined in file src/web.lisp.

8.784 Tootsville::Last-Active

8.784.1 Function

Last-Active names an undocumented function, with lambda list (OBJECT).

8.784.2 SetF Function

(SETF Last-Active) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.785 Tootsville::Latitude

8.785.1 Function

Latitude names a function, with lambda list (THING):

The latitude of THING

8.785.2 File

Defined in file src/world.lisp.

8.785.3 SetF Function

(SETF Latitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.786 Tootsville::Legal-Age

8.786.1 Function

Legal-Age names a function, with lambda list (DATE-OF-BIRTH &OPTIONAL (REFERENCE-DATE (NOW))):

The age of a person born on DATE-OF-BIRTH, as of REFERENCE-DATE (or right now)

This uses the legal definition that the person's age increments at the midnight of their date of birth each year, with the date 29 February treated as 1 March on non-leap-years.

The time zone used for this computation is the not defined, however, yielding rather irregular behaviour depending on time zones and the like.

TODO: Determine in what time zone we should compute this for legal reasons, eg, COPPA.

8.786.2 File

Defined in file src/types/date+time.lisp.

8.787 Tootsville::Lil-Mc-Personality

8.787.1 Class

Lil-Mc-Personality names a class, with one superclass: Section 8.1036 [TOOTSVILLE ROBOT-LIL-MC], page 1329.

This class defines a character named Lil-Mc

8.787.2 Slots

Class Lil-Mc-Personality has no direct slots defined.

8.788 Tootsville::Limit-String-Length

8.788.1 Function

Limit-String-Length names a function, with lambda list (STRING LENGTH):

Returns up to LENGTH characters from STRING.

If STRING is less than LENGTH characters in length, the entire (original) string is returned.

8.788.2 File

Defined in file src/types/string-characteristics.lisp.

8.789 Tootsville::Lisp-To-Db-Name

8.789.1 Function

Lisp-To-Db-Name names a function, with lambda list (NAME):

Convert a Lispy name to an SQL-type one.

Particularly, changes CAPS-WITH-KEBABS to lower_with_snakes.

8.789.2 File

Defined in file src/db/db-central.lisp.

8.790 Tootsville::List-Banhammers

8.790.1 Function

List-Banhammers names an undocumented function, with lambda list NIL.

8.790.2 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.791 Tootsville::List-Of-String=

8.791.1 Function

List-Of-String= names an undocumented function, with lambda list (A B).

8.791.2 File

Defined in file src/users.lisp.

8.792 Tootsville::Listen-For-Websockets

8.792.1 Function

Listen-For-Websockets names a function, with lambda list NIL:

Start listening for websocket connections.

8.792.2 File

Defined in file src/websockets.lisp.

8.793 Tootsville::Listener-Name

8.793.1 Function

Listener-Name names an undocumented function, with lambda list (LISTENER).

8.793.2 File

Defined in file `src/characters/robots.lisp`.

8.794 Tootsville::Load-Config

8.794.1 Function

Load-Config names a function, with lambda list (&OPTIONAL (CONFIG-FILE (DEFAULT-CONFIG-FILE))):

Load the configuration from CONFIG-FILE.

8.794.2 File

Defined in file src/config.lisp.

8.795 Tootsville::Load-Record

8.795.1 Function

Load-Record names a function, with lambda list (TYPE COLUMNS):

Create an object of TYPE from the raw data in COLUMNS.

Used by Section 8.547 [TOOTSVILLE FIND-RECORD], page 806, and Section 8.548 [TOOTSVILLE FIND-RECORDS], page 807, which are what a normal user of this API will be interested-in.

8.795.2 File

Defined in file src/db/generic-db.lisp.

8.796 Tootsville::Local-Room-Vars

8.796.1 Function

Local-Room-Vars names a function, with lambda list (&OPTIONAL (OBSERVER *CLIENT*)):

Gets “room variables” local to *CLIENT*.

See Section 8.672 [TOOTSVILLE INFINITY-GET-ROOM-VARS], page 945, for a discussion.

8.796.2 Example

```
{ from: "rv",  
  status: true,  
  lat: LAT, long: LONG, alt: ALT, world: WORLD,  
  var: { [ key: value ] ... } }
```

8.796.3 File

Defined in file src/infinity/new-commands-20.lisp.

8.797 Tootsville::Locale-Music

8.797.1 Class

Locale-Music names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.797.2 Slots

Class Locale-Music has no direct slots defined.

8.798 Tootsville::Locale-Music-Music

8.798.1 Function

Locale-Music-Music names an undocumented function, with lambda list (OBJECT).

8.798.2 SetF Function

(SETF Locale-Music-Music) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.799 Tootsville::Locale-Music-Radius

8.799.1 Function

Locale-Music-Radius names an undocumented function, with lambda list (OBJECT).

8.799.2 SetF Function

(SETF Locale-Music-Radius) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.800 Tootsville::Locale-Music-X

8.800.1 Function

Locale-Music-X names an undocumented function, with lambda list (OBJECT).

8.800.2 SetF Function

(SETF Locale-Music-X) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.801 Tootsville::Locale-Music-Y

8.801.1 Function

Locale-Music-Y names an undocumented function, with lambda list (OBJECT).

8.801.2 SetF Function

(SETF Locale-Music-Y) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.802 Tootsville::Locale-Music-Z

8.802.1 Function

Locale-Music-Z names an undocumented function, with lambda list (OBJECT).

8.802.2 SetF Function

(SETF Locale-Music-Z) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.803 Tootsville::Login

8.803.1 Class

Login names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.803.2 Slots

Class Login has no direct slots defined.

8.804 Tootsville::Login-Child

8.804.1 Function

Login-Child names a function, with lambda list (TOOT):

Start a login request for TOOT, if one is not already pending.

WRITE ME

8.804.2 File

Defined in file src/users.lisp.

8.805 Tootsville::Login-Credential

8.805.1 Function

Login-Credential names an undocumented function, with lambda list (OBJECT).

8.805.2 SetF Function

(SETF Login-Credential) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.806 Tootsville::Login-Fail

8.806.1 Function

Login-Fail names a function, with lambda list (ERR2 MSG CLIENT):

Sends a login failure message.

```
{ from: "login",
  status: false,
  err: "login.fail",
  msg: "User-visible error message",
  err2: "unique error token" }
```

`err2` is an unique error token to identify the specific reason why login was denied in machine-readable form. `msg` conveys approximately the same information, but in a form suitable for relaying to the end user.

hashfail

The password hash submitted was incorrect. Refer to Section 8.683 [TOOTSVILLE INFINITY-LOGIN], page 960, for the proper structure of the login packet. This usually, if the software is conforming, means that the user entered a bad password.

no-apple

The client did not obtain an apple with which to create the password hash.

no-Toot

The Toot named does not exist.

no-zone

The Zone named does not exist. Only `$Eden` is a valid Zone name.

not-child

The Toot named was not a child Toot. Login by password is for children only; adults use third-party authentication (eg, Firebase for Google and Twitter) to log in.

For an overview of the child login process, see Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932.

8.806.2 File

Defined in file `src/websockets.lisp`.

8.807 Tootsville::Login-Failed-Message

8.807.1 Function

Login-Failed-Message names a function, with lambda list NIL:

Produce a logOK for failed login

8.807.2 File

Defined in file src/websockets.lisp.

8.808 Tootsville::Login-Last-Seen

8.808.1 Function

Login-Last-Seen names an undocumented function, with lambda list (OBJECT).

8.808.2 SetF Function

(SETF Login-Last-Seen) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.809 Tootsville::Login-Ok-Message

8.809.1 Function

Login-Ok-Message names a function, with lambda list NIL:

Produce a logOK message for successful login

8.809.2 File

Defined in file src/websockets.lisp.

8.810 Tootsville::Login-Origin

8.810.1 Function

Login-Origin names an undocumented function, with lambda list (OBJECT).

8.810.2 SetF Function

(SETF Login-Origin) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.811 Tootsville::Login-Person

8.811.1 Function

Login-Person names an undocumented function, with lambda list (OBJECT).

8.811.2 SetF Function

(SETF Login-Person) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.812 Tootsville::Login-Renewed

8.812.1 Function

Login-Renewed names an undocumented function, with lambda list (OBJECT).

8.812.2 SetF Function

(SETF Login-Renewed) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.813 Tootsville::Login-Start

8.813.1 Function

Login-Start names an undocumented function, with lambda list (OBJECT).

8.813.2 SetF Function

(SETF Login-Start) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.814 Tootsville::Login-Uuid

8.814.1 Function

Login-Uuid names an undocumented function, with lambda list (OBJECT).

8.814.2 SetF Function

(SETF Login-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.815 Tootsville::Longitude

8.815.1 Function

Longitude names a function, with lambda list (THING):

The longitude of THING

8.815.2 File

Defined in file src/world.lisp.

8.815.3 SetF Function

(SETF Longitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.816 Tootsville::Look-For-Ssl-Certs

8.816.1 Function

Look-For-Ssl-Certs names an undocumented function, with lambda list NIL.

8.816.2 File

Defined in file src/config.lisp.

8.817 Tootsville::Lot

8.817.1 Class

Lot names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.817.2 Slots

Class Lot has no direct slots defined.

8.818 Tootsville::Lot-Owner-Toot

8.818.1 Function

Lot-Owner-Toot names an undocumented function, with lambda list (OBJECT).

8.818.2 SetF Function

(SETF Lot-Owner-Toot) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.819 Tootsville::Lot-Ownership

8.819.1 Function

Lot-Ownership names an undocumented function, with lambda list (OBJECT).

8.819.2 SetF Function

(SETF Lot-Ownership) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.820 Tootsville::Lot-World

8.820.1 Function

Lot-World names an undocumented function, with lambda list (OBJECT).

8.820.2 SetF Function

(SETF Lot-World) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.821 Tootsville::Lot-X1

8.821.1 Function

Lot-X1 names an undocumented function, with lambda list (OBJECT).

8.821.2 SetF Function

(SETF Lot-X1) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.822 Tootsville::Lot-X2

8.822.1 Function

Lot-X2 names an undocumented function, with lambda list (OBJECT).

8.822.2 SetF Function

(SETF Lot-X2) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.823 Tootsville::Lot-Y1

8.823.1 Function

Lot-Y1 names an undocumented function, with lambda list (OBJECT).

8.823.2 SetF Function

(SETF Lot-Y1) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.824 Tootsville::Lot-Y2

8.824.1 Function

Lot-Y2 names an undocumented function, with lambda list (OBJECT).

8.824.2 SetF Function

(SETF Lot-Y2) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.825 Tootsville::Lot-Z1

8.825.1 Function

Lot-Z1 names an undocumented function, with lambda list (OBJECT).

8.825.2 SetF Function

(SETF Lot-Z1) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.826 Tootsville::Lot-Z2

8.826.1 Function

Lot-Z2 names an undocumented function, with lambda list (OBJECT).

8.826.2 SetF Function

(SETF Lot-Z2) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.827 Tootsville::Make-Endpoint-Function-Name

8.827.1 Function

Make-Endpoint-Function-Name names a function, with lambda list (METHOD URI ACCEPT-TYPE):

Create the name of the endpoint function for METHOD, URI, and ACCEPT-TYPE.

8.827.2 File

Defined in file src/web.lisp.

8.828 Tootsville::Make-New-Toot-State

8.828.1 Function

Make-New-Toot-State names a function, with lambda list (TOOT):

Set up the state for TOOT, who has never logged in before.

WRITE ME

- Sends a private admin message welcoming the player to Toot Square
- Create a New Toot Quaestor event
- Creates a Toot-Quiesced record for them

8.828.2 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.829 Tootsville::Make-Record

8.829.1 Function

Make-Record names a function, with lambda list (TYPE &REST COLUMNS+VALUES):

Create a new record of TYPE with initial values COLUMNS+VALUES.

Implies saving that record to the backing storage, as well.

This is analogous to MAKE-INSTANCE (see the Common Lisp HyperSpec) or a DEF-STRUCT (see the Common Lisp HyperSpec) constructor, but for ORM objects.

8.829.2 File

Defined in file src/db/generic-db.lisp.

8.830 Tootsville::Make-Wind-Vector

8.830.1 Function

Make-Wind-Vector names an undocumented function, with lambda list (&KEY ((X-MAGNITUDE X-MAGNITUDE) NIL) ((Y-MAGNITUDE Y-MAGNITUDE) NIL)).

8.830.2 File

Defined in file src/weather/weather.lisp.

8.831 Tootsville::Make-Wind-Vector-Field

8.831.1 Function

Make-Wind-Vector-Field names a function, with lambda list NIL:

Create the wind vector field for the entire island of Tootanga.

8.831.2 File

Defined in file src/weather/weather.lisp.

8.832 Tootsville::Map-Places

8.832.1 Type

Map-Places names a TYPE:

A symbol representing one of the planes in which the game takes place.

CHOR

Choerogryllum

MOON

The Moon

OTHM

The Other Moon

PINK

The Pink Moon

ORBIT

In space, in transit between Choerogryllum and The Moon.

8.833 Tootsville::Maybe-Parent-Approval

8.833.1 Function

Maybe-Parent-Approval names a function, with lambda list (TOOT CLIENT):

Check for existing parent approval.

If a parent has already authorized this Toot, they'll sign right in.

Calls Section 8.1342 [TOOTSVILLE WS-APPROVE-TOOT], page 1637, or Section 8.1347 [TOOTSVILLE WS-DENY-TOOT], page 1642, if an existing approval exists. Otherwise, returns silently.

8.833.2 File

Defined in file src/websockets.lisp.

8.834 Tootsville::Mayor-Louis-Personality

8.834.1 Class

Mayor-Louis-Personality names a class, with one superclass: Section 8.1039 [TOOTSVILLE ROBOT-MAYOR-LOUIS], page 1332.

This class defines a character named Mayor-Louis

8.834.2 Slots

Class Mayor-Louis-Personality has no direct slots defined.

8.835 Tootsville::Memcached-Get-Key

8.835.1 Function

Memcached-Get-Key names an undocumented function, with lambda list (KEY).

8.835.2 File

Defined in file `src/db/memcached.lisp`.

8.836 Tootsville::Metronome-Idle-Tasks

8.836.1 Function

Metronome-Idle-Tasks names a function, with lambda list NIL:

Returns only those Metronome tasks without a live thread.

Also reaps (by joining) finished threads.

See Section 8.1064 [TOOTSVILLE RUN-METRONOME-TASKS], page 1357,

8.836.2 File

Defined in file src/metronome.lisp.

8.837 Tootsville::Metronome-Register

8.837.1 Function

Metronome-Register names a function, with lambda list (TASK):

Safely register TASK with the metronome.

Most users will prefer Section 8.349 [TOOTSVILLE DO-METRONOME], page 607, for that purpose. See also Section 8.1064 [TOOTSVILLE RUN-METRONOME-TASKS], page 1357, for a discussion of the metronome, and Section 8.838 [TOOTSVILLE METRONOME-REMOVE], page 1131, for the complementary function.

8.837.2 File

Defined in file src/metronome.lisp.

8.838 Tootsville::Metronome-Remove

8.838.1 Function

Metronome-Remove names a function, with lambda list (TASK):

Safely remove TASK from the metronome’s schedule.

See Section 8.1064 [TOOTSVILLE RUN-METRONOME-TASKS], page 1357, for a discussion of the metronome; see Section 8.349 [TOOTSVILLE DO-METRONOME], page 607, and Section 8.837 [TOOTSVILLE METRONOME-REGISTER], page 1130, to schedule a task.

8.838.2 File

Defined in file src/metronome.lisp.

8.839 Tootsville::Metronome-Task

8.839.1 Class

Metronome-Task names a class, with one superclass: COMMON-LISP::STANDARD-OBJECT (not in this manual).

8.839.2 Slots

Class Metronome-Task has no direct slots defined.

8.840 Tootsville::Metronome-Task-Frequency

8.840.1 Function

Metronome-Task-Frequency names an undocumented function, with lambda list (OBJECT).

8.840.2 SetF Function

(SETF Metronome-Task-Frequency) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.841 Tootsville::Metronome-Task-Function

8.841.1 Function

Metronome-Task-Function names an undocumented function, with lambda list (OBJECT).

8.841.2 SetF Function

(SETF Metronome-Task-Function) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.842 Tootsville::Metronome-Task-Name

8.842.1 Function

Metronome-Task-Name names an undocumented function, with lambda list (OBJECT).

8.842.2 SetF Function

(SETF Metronome-Task-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.843 Tootsville::Metronome-Task-One-Shot-Time

8.843.1 Function

Metronome-Task-One-Shot-Time names an undocumented function, with lambda list (OBJECT).

8.843.2 SetF Function

(SETF Metronome-Task-One-Shot-Time) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.844 Tootsville::Metronome-Task-Thread

8.844.1 Function

Metronome-Task-Thread names an undocumented function, with lambda list (OBJECT).

8.844.2 SetF Function

(SETF Metronome-Task-Thread) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.845 Tootsville::Mist

8.845.1 Class

Mist names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.845.2 Slots

Class Mist has no direct slots defined.

8.846 Tootsville::Mist-Altitude-1

8.846.1 Function

Mist-Altitude-1 names an undocumented function, with lambda list (OBJECT).

8.846.2 SetF Function

(SETF Mist-Altitude-1) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.847 Tootsville::Mist-Altitude-2

8.847.1 Function

Mist-Altitude-2 names an undocumented function, with lambda list (OBJECT).

8.847.2 SetF Function

(SETF Mist-Altitude-2) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.848 Tootsville::Mist-Definedp

8.848.1 Function

Mist-Definedp names an undocumented function, with lambda list (OBJECT).

8.848.2 SetF Function

(SETF Mist-Definedp) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.849 Tootsville::Mist-Latitude-1

8.849.1 Function

Mist-Latitude-1 names an undocumented function, with lambda list (OBJECT).

8.849.2 SetF Function

(SETF Mist-Latitude-1) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.850 Tootsville::Mist-Latitude-2

8.850.1 Function

Mist-Latitude-2 names an undocumented function, with lambda list (OBJECT).

8.850.2 SetF Function

(SETF Mist-Latitude-2) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.851 Tootsville::Mist-Longitude-1

8.851.1 Function

Mist-Longitude-1 names an undocumented function, with lambda list (OBJECT).

8.851.2 SetF Function

(SETF Mist-Longitude-1) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.852 Tootsville::Mist-Longitude-2

8.852.1 Function

Mist-Longitude-2 names an undocumented function, with lambda list (OBJECT).

8.852.2 SetF Function

(SETF Mist-Longitude-2) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.853 Tootsville::Mist-World

8.853.1 Function

Mist-World names an undocumented function, with lambda list (OBJECT).

8.853.2 SetF Function

(SETF Mist-World) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.854 Tootsville::Moo-Personality

8.854.1 Class

Moo-Personality names a class, with one superclass: Section 8.1041 [TOOTSVILLE ROBOT-MOO], page 1334.

This class defines a character named Moo

8.854.2 Slots

Class Moo-Personality has no direct slots defined.

8.855 Tootsville::Moon-Position

8.855.1 Function

Moon-Position names a function, with lambda list (MOON-OR-PERIOD &OPTIONAL (TIME (GET-UNIVERSAL-TIME*))):

Returns the relative position of MOON-OR-PERIOD in the sky at TIME.

Returns the coördinates in (x,y, ϕ) triplet list form, where ϕ represents the phase of the moon.

8.855.2 File

Defined in file src/weather/sun-moon.lisp.

8.856 Tootsville::Music

8.856.1 Class

Music names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.856.2 Slots

Class Music has no direct slots defined.

8.857 Tootsville::Music-Artist

8.857.1 Function

Music-Artist names an undocumented function, with lambda list (OBJECT).

8.857.2 SetF Function

(SETF Music-Artist) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.858 Tootsville::Music-Genre

8.858.1 Function

Music-Genre names an undocumented function, with lambda list (OBJECT).

8.858.2 SetF Function

(SETF Music-Genre) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.859 Tootsville::Music-Id

8.859.1 Function

Music-Id names an undocumented function, with lambda list (OBJECT).

8.859.2 SetF Function

(SETF Music-Id) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.860 Tootsville::Music-License

8.860.1 Function

Music-License names an undocumented function, with lambda list (OBJECT).

8.860.2 SetF Function

(SETF Music-License) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.861 Tootsville::Music-Moniker

8.861.1 Function

Music-Moniker names an undocumented function, with lambda list (OBJECT).

8.861.2 SetF Function

(SETF Music-Moniker) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.862 Tootsville::Music-Title

8.862.1 Function

Music-Title names an undocumented function, with lambda list (OBJECT).

8.862.2 SetF Function

(SETF Music-Title) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.863 Tootsville::Name-For-Content-Type

8.863.1 Function

Name-For-Content-Type names a function, with lambda list (CONTENT-TYPE):

Get the name to be used in function names for CONTENT-TYPE.

Typically this is the file extension, but if none is known, it's the end of the CONTENT-TYPE after the slash.

8.863.2 File

Defined in file src/web.lisp.

8.864 Tootsville::Name-Idle-Threads-Sequentially

8.864.1 Function

Name-Idle-Threads-Sequentially names a function, with lambda list (COUNT):

 Name all of the idle asynchronous worker threads with numbers up to COUNT.

8.864.2 File

Defined in file src/main.lisp.

8.865 Tootsville::Named-Spot

8.865.1 Class

Named-Spot names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.865.2 Slots

Class Named-Spot has no direct slots defined.

8.866 Tootsville::Named-Spot-Altitude

8.866.1 Function

Named-Spot-Altitude names an undocumented function, with lambda list (OBJECT).

8.866.2 SetF Function

(SETF Named-Spot-Altitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.867 Tootsville::Named-Spot-Badgedp

8.867.1 Function

Named-Spot-Badgedp names an undocumented function, with lambda list (OBJECT).

8.867.2 SetF Function

(SETF Named-Spot-Badgedp) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.868 Tootsville::Named-Spot-Latitude

8.868.1 Function

Named-Spot-Latitude names an undocumented function, with lambda list (OBJECT).

8.868.2 SetF Function

(SETF Named-Spot-Latitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.869 Tootsville::Named-Spot-Longitude

8.869.1 Function

Named-Spot-Longitude names an undocumented function, with lambda list (OBJECT).

8.869.2 SetF Function

(SETF Named-Spot-Longitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.870 Tootsville::Named-Spot-Name

8.870.1 Function

Named-Spot-Name names an undocumented function, with lambda list (OBJECT).

8.870.2 SetF Function

(SETF Named-Spot-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.871 Tootsville::Named-Spot-World

8.871.1 Function

Named-Spot-World names an undocumented function, with lambda list (OBJECT).

8.871.2 SetF Function

(SETF Named-Spot-World) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.872 Tootsville::Named-Spot-X

8.872.1 Function

Named-Spot-X names an undocumented function, with lambda list (OBJECT).

8.872.2 SetF Function

(SETF Named-Spot-X) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.873 Tootsville::Named-Spot-Y

8.873.1 Function

Named-Spot-Y names an undocumented function, with lambda list (OBJECT).

8.873.2 SetF Function

(SETF Named-Spot-Y) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.874 Tootsville::Named-Spot-Z

8.874.1 Function

Named-Spot-Z names an undocumented function, with lambda list (OBJECT).

8.874.2 SetF Function

(SETF Named-Spot-Z) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.875 Tootsville::Nearp

8.875.1 Function

Nearp names a function, with lambda list (THING PLACE):

Is THING near to PLACE?

“Near,” in this case, means “close enough to observe actions at PLACE.” Network events are not propagated to observers who are not NEARP to the event being observed.

8.875.2 File

Defined in file src/characters/robots.lisp.

8.876 Tootsville::Nevermind-Personality

8.876.1 Class

Nevermind-Personality names a class, with one superclass: Section 8.1042 [TOOTSVILLE ROBOT-NEVERMIND], page 1335.

This class defines a character named Nevermind

8.876.2 Slots

Class Nevermind-Personality has no direct slots defined.

8.877 Tootsville::Normalize-Url

8.877.1 Function

Normalize-Url names a function, with lambda list (URL):

Normalize URL into a canonical form, using some typical UNIX pathname rules.

8.877.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.878 Tootsville::Not-Found

8.878.1 Class

Not-Found names a class, with one superclass: Section 8.639 [TOOTSVILLE HTTP-CLIENT-ERROR], page 899.

Some object could not be found based on the identification provided.

8.878.2 Slots

Class Not-Found has 2 direct slot definitions:

`Http-Status-Code`
`Thing`

8.879 Tootsville::Not-Found-If-Null

8.879.1 Function

Not-Found-If-Null names a function, with lambda list (THING):

If THING is null, then abort with a 404 Not Found.

8.879.2 File

Defined in file src/acceptor.lisp.

8.880 Tootsville::Not-Found-Thing

8.880.1 Function

Not-Found-Thing names an undocumented function, with lambda list (CONDITION).

8.880.2 SetF Function

(SETF Not-Found-Thing) names an undocumented function, with lambda list (NEW-VALUE CONDITION).

8.881 Tootsville::Not-Your-Toot-Error

8.881.1 Class

Not-Your-Toot-Error names a class, with one superclass: Section 8.639 [TOOTSVILLE HTTP-CLIENT-ERROR], page 899.

An error thrown when a player tries to alter another player's Toot

8.881.2 Slots

Class Not-Your-Toot-Error has 2 direct slot definitions:

Http-Status-Code
Name

8.882 Tootsville::Null-If-Empty

8.882.1 Function

Null-If-Empty names an undocumented function, with lambda list (STRING).

8.882.2 File

Defined in file src/version.lisp.

8.883 Tootsville::On-Exception

8.883.1 Function

On-Exception names an undocumented function, with lambda list (CODE).

8.884 Tootsville::Open-Log-File

8.884.1 Function

Open-Log-File names a function, with lambda list (PATHNAME):

Open PATHNAME for logging.

8.884.2 File

Defined in file src/logging.lisp.

8.885 Tootsville::Pad-To-Multiple-Of-8

8.885.1 Function

Pad-To-Multiple-Of-8 names an undocumented function, with lambda list (STRING).

8.885.2 File

Defined in file `src/auth/auth-firebase.lisp`.

8.886 Tootsville::Parent-Child

8.886.1 Class

Parent-Child names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.886.2 Slots

Class Parent-Child has no direct slots defined.

8.887 Tootsville::Parent-Child-Child

8.887.1 Function

Parent-Child-Child names an undocumented function, with lambda list (OBJECT).

8.887.2 SetF Function

(SETF Parent-Child-Child) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.888 Tootsville::Parent-Child-Parent

8.888.1 Function

Parent-Child-Parent names an undocumented function, with lambda list (OBJECT).

8.888.2 SetF Function

(SETF Parent-Child-Parent) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.889 Tootsville::Parent-Deny-Permission

8.889.1 Function

Parent-Deny-Permission names a function, with lambda list (REQUEST &KEY (VIA web)):

The parent who was given REQUEST has denied permission via VIA.

The child who placed REQUEST is *not* being given permission to play in Tootsville.

Returns NIL

8.889.2 File

Defined in file src/users.lisp.

8.890 Tootsville::Parent-Grant-Permission

8.890.1 Function

Parent-Grant-Permission names a function, with lambda list (REQUEST &KEY (HOURS 168) (VIA web)):

The parent *USER* grants REQUEST for HOURS via VIA.

This sets the approval time to LOCAL-TIME::NOW (not in this manual) and allows HOURS of play time from LOCAL-TIME::NOW (not in this manual). The Section 8.209 [TOOTSVILLE CHILD-REQUEST-RESPONSE], page 465, of REQUEST is set to an explanation that *USER* approved the request via VIA. VIA can contain further comments, which will be presented in the UI.

Returns NIL.

8.890.2 File

Defined in file src/users.lisp.

8.891 Tootsville::Parse-Backtrace

8.891.1 Function

Parse-Backtrace names a function, with lambda list (BT):

Break lines of a backtrace into error messag, date/time, and call frames (stack)

8.891.2 File

Defined in file src/errors.lisp.

8.892 Tootsville::Parse-Color24

8.892.1 Function

Parse-Color24 names a function, with lambda list (COLOR):

Return a Section 8.225 [TOOTSVILLE COLOR24], page 481, object for the color designator COLOR.

Parse COLOR as a name for a color, or a hex 24-bit color value. It can also be an HTML-style or CSS-style value.

Syntax can be:

- A Section 8.225 [TOOTSVILLE COLOR24], page 481, object, which is returned unchanged.
- An integer of 24 bits, in which the upper 8 bits represent the red channel, the middle 8 bits the green, and the lower 8 bits the blue channel.
- A color name from the list Section 8.89 [TOOTSVILLE +COLOR24-NAMES+], page 345. Spaces are interchangeable with hyphens and the value is not case-sensitive.
- An RGB byte-value triplet as in CSS, of the form `rgb(R,G,B)`, where R, G, and B are unsigned 8-bit decimal integers, i.e. values from 0-255.
- An HTML-style hex color code in the form `#RGB` or `#RRGGBB`. When only three hex digits are provided, each is doubled to form an unsigned 8-bit value; thus, `#abc` is the same as `#aabbcc`.
- A set of 6 hex digits of the same form `rrggbb` as the HTML form `#rrggbb`, without any sigil.

8.892.2 File

Defined in file `src/types/color+pattern.lisp`.

8.893 Tootsville::Parse-Operator-Command

8.893.1 Function

Parse-Operator-Command names a function, with lambda list (STRING):

Parse and execute an operator command in STRING (beginning with #)

8.893.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.894 Tootsville::Parse-Polygon

8.894.1 Function

Parse-Polygon names a function, with lambda list (POLYGON-STRING REFERENCE):

Parses the POLYGON-STRING near REFERENCE into a list of GAME-POINTS

The POLYGON-STRING is a sequence of x,z or x,y,z points joined with ~, making up the points at the edge of the polygon.

When y coördinates are omitted, they default to 0.

Coördinate values can be in any format understood by ORG.MAPCAR.PARSE-NUMBER::PARSE-NUMBER (not in this manual)

8.894.2 Examples

`-1,1~1,1~1,-1~-1,-1`

`-1,0,1~1,0,1~1,0,-1~-1,0,-1`

`#x-40,#x40~#x40,#x40~#x40,#x-40~#x-40,#x-40`

8.894.3 File

Defined in file `src/infinity/legacy-ops.lisp`.

8.895 Tootsville::Parse-Uri-As-Template

8.895.1 Function

Parse-Uri-As-Template names a function, with lambda list (URI):

Parse URI into a template list.

URI is a series of path elements joined by ‘/’ characters. Each path element can be a constant string, or a variable. Variable terms begin with ‘:’ characters; string constant terms do not.

Returns a list in which variable terms are keywords and constant terms are strings.

8.895.2 File

Defined in file src/endpoint.lisp.

8.896 Tootsville::Parse-Wtl-Course

8.896.1 Function

Parse-Wtl-Course names a function, with lambda list (COURSE):

Parse COURSE into a WTL-COURSE object

8.896.2 File

Defined in file src/world.lisp.

8.897 Tootsville::Parse-Wtl-For-Robot

8.897.1 Function

Parse-Wtl-For-Robot names a function, with lambda list (WTL):

Parse the WTL JSON into a WTL-Course structure

XXX this is basically a weak duplicate of Section 8.896 [TOOTSVILLE PARSE-WTL-COURSE], page 1189,

8.897.2 File

Defined in file src/characters/robots.lisp.

8.898 Tootsville::Path->Openapi

8.898.1 Function

Path->Openapi names a function, with lambda list (ENDPOINT-GROUP):

Given a path list ENDPOINT-GROUP, return an OpenAPI URI string.

The path list ENDPOINT-GROUP consists a URI template of constant strings and variables as symbols and a list of endpoints which share that template, each of which is a PList with a :METHOD, :TEMPLATE, :CONTENT-TYPE, :FN, and :DOCSTRING.

8.898.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.899 Tootsville::Pattern

8.899.1 Class

Pattern names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.899.2 Slots

Class Pattern has no direct slots defined.

8.900 Tootsville::Pattern-Id

8.900.1 Function

Pattern-Id names an undocumented function, with lambda list (OBJECT).

8.900.2 SetF Function

(SETF Pattern-Id) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.901 Tootsville::Pattern-Name

8.901.1 Function

Pattern-Name names an undocumented function, with lambda list (OBJECT).

8.901.2 SetF Function

(SETF Pattern-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.902 Tootsville::Peer-Address

8.902.1 Function

Peer-Address names an undocumented function, with lambda list (TOOT).

8.903 Tootsville::Pending-Child-Approval-Request

8.903.1 Function

Pending-Child-Approval-Request names an undocumented function, with lambda list (USER).

8.903.2 File

Defined in file src/users.lisp.

8.904 Tootsville::Pending-Child-Requests-By-Toot

8.904.1 Function

Pending-Child-Requests-By-Toot names an undocumented function, with lambda list (TOOT).

8.904.2 File

Defined in file src/users.lisp.

8.905 Tootsville::Perform-All-Migrations

8.905.1 Function

Perform-All-Migrations names a function, with lambda list NIL:

Perform all necessary database migrations.

8.905.2 File

Defined in file src/db/maria.lisp.

8.906 Tootsville::Person

8.906.1 Class

Person names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.906.2 Slots

Class Person has no direct slots defined.

8.907 Tootsville::Person-Age

8.907.1 Function

Person-Age names an undocumented function, with lambda list (OBJECT).

8.907.2 SetF Function

(SETF Person-Age) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.908 Tootsville::Person-Age*

8.908.1 Function

Person-Age* names a function, with lambda list (&OPTIONAL (USER *USER*)):

Get a person's age in years.

8.908.2 File

Defined in file src/users.lisp.

8.909 Tootsville::Person-Date-Of-Birth

8.909.1 Function

Person-Date-Of-Birth names an undocumented function, with lambda list (OBJECT).

8.909.2 SetF Function

(SETF Person-Date-Of-Birth) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.910 Tootsville::Person-Display-Name

8.910.1 Function

Person-Display-Name names an undocumented function, with lambda list (OBJECT).

8.910.2 SetF Function

(SETF Person-Display-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.911 Tootsville::Person-First-Email

8.911.1 Function

Person-First-Email names a function, with lambda list (&OPTIONAL (USER *USER*)):

 Gives one possible eMail address associated with USER.

 Uses the first, alphabetically speaking.

8.911.2 File

Defined in file src/users.lisp.

8.912 Tootsville::Person-Gender

8.912.1 Function

Person-Gender names an undocumented function, with lambda list (OBJECT).

8.912.2 SetF Function

(SETF Person-Gender) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.913 Tootsville::Person-Given-Name

8.913.1 Function

Person-Given-Name names an undocumented function, with lambda list (OBJECT).

8.913.2 SetF Function

(SETF Person-Given-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.914 Tootsville::Person-Info

8.914.1 Function

Person-Info names a function, with lambda list (&OPTIONAL (USER *USER*)):

Creates a JSON-like PList of information about USER.

Its contents are:

<code>uuid</code>	The person's UUID
<code>displayName</code>	The person's name, formatted for display.
<code>patronP</code>	True if this person is a patron of the CIWTA project.
<code>gender</code>	One of (unknown/other), (female), or (male).
<code>givenName</code>	The person's given name.
<code>surname</code>	The person's surname.
<code>language</code>	The person's spoken language
<code>sensitiveP</code>	If true, this is a Sensitive Player
<code>dateOfBirth</code>	The person's date of birth, in an ISO format string
<code>age</code>	The person's age in years

8.914.2 File

Defined in file `src/users.lisp`.

8.915 Tootsville::Person-Is-Patron-P

8.915.1 Function

Person-Is-Patron-P names a function, with lambda list (PERSON):

Returns true if PERSON is a patron of CIWTA.

Currently just Bruce-Robert Pocock, Gene Cronk, Zephyr Salz, and Ali Dolan.

8.915.2 File

Defined in file src/users.lisp.

8.916 Tootsville::Person-Lang

8.916.1 Function

Person-Lang names an undocumented function, with lambda list (OBJECT).

8.916.2 SetF Function

(SETF Person-Lang) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.917 Tootsville::Person-Link

8.917.1 Class

Person-Link names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.917.2 Slots

Class Person-Link has no direct slots defined.

8.918 Tootsville::Person-Link-Label

8.918.1 Function

Person-Link-Label names an undocumented function, with lambda list (OBJECT).

8.918.2 SetF Function

(SETF Person-Link-Label) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.919 Tootsville::Person-Link-Person

8.919.1 Function

Person-Link-Person names an undocumented function, with lambda list (OBJECT).

8.919.2 SetF Function

(SETF Person-Link-Person) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.920 Tootsville::Person-Link-Provenance

8.920.1 Function

Person-Link-Provenance names an undocumented function, with lambda list (OBJECT).

8.920.2 SetF Function

(SETF Person-Link-Provenance) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.921 Tootsville::Person-Link-Rel

8.921.1 Function

Person-Link-Rel names an undocumented function, with lambda list (OBJECT).

8.921.2 SetF Function

(SETF Person-Link-Rel) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.922 Tootsville::Person-Link-Url

8.922.1 Function

Person-Link-Url names an undocumented function, with lambda list (OBJECT).

8.922.2 SetF Function

(SETF Person-Link-Url) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.923 Tootsville::Person-Link-Uuid

8.923.1 Function

Person-Link-Uuid names an undocumented function, with lambda list (OBJECT).

8.923.2 SetF Function

(SETF Person-Link-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.924 Tootsville::Person-Links-To-Email

8.924.1 Function

Person-Links-To-Email names an undocumented function, with lambda list (EMAIL).

8.924.2 File

Defined in file src/users.lisp.

8.925 Tootsville::Person-Sensitivep

8.925.1 Function

Person-Sensitivep names an undocumented function, with lambda list (OBJECT).

8.925.2 SetF Function

(SETF Person-Sensitivep) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.926 Tootsville::Person-Surname

8.926.1 Function

Person-Surname names an undocumented function, with lambda list (OBJECT).

8.926.2 SetF Function

(SETF Person-Surname) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.927 Tootsville::Person-Uuid

8.927.1 Function

Person-Uuid names an undocumented function, with lambda list (OBJECT).

8.927.2 SetF Function

(SETF Person-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.928 Tootsville::Picasso-Personality

8.928.1 Class

Picasso-Personality names a class, with one superclass: Section 8.1043 [TOOTSVILLE ROBOT-PICASSO], page 1336.

This class defines a character named Picasso

8.928.2 Slots

Class Picasso-Personality has no direct slots defined.

8.929 Tootsville::Place

8.929.1 Class

Place names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.929.2 Slots

Class Place has no direct slots defined.

8.930 Tootsville::Place-Altitude

8.930.1 Function

Place-Altitude names an undocumented function, with lambda list (OBJECT).

8.930.2 SetF Function

(SETF Place-Altitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.931 Tootsville::Place-Appearance

8.931.1 Function

Place-Appearance names an undocumented function, with lambda list (OBJECT).

8.931.2 SetF Function

(SETF Place-Appearance) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.932 Tootsville::Place-Attributes

8.932.1 Function

Place-Attributes names an undocumented function, with lambda list (OBJECT).

8.932.2 SetF Function

(SETF Place-Attributes) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.933 Tootsville::Place-Furniture

8.933.1 Function

Place-Furniture names an undocumented function, with lambda list (SLOT X Y Z FACING).

8.933.2 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.934 Tootsville::Place-Kind

8.934.1 Function

Place-Kind names an undocumented function, with lambda list (OBJECT).

8.934.2 SetF Function

(SETF Place-Kind) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.935 Tootsville::Place-Latitude

8.935.1 Function

Place-Latitude names an undocumented function, with lambda list (OBJECT).

8.935.2 SetF Function

(SETF Place-Latitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.936 Tootsville::Place-Longitude

8.936.1 Function

Place-Longitude names an undocumented function, with lambda list (OBJECT).

8.936.2 SetF Function

(SETF Place-Longitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.937 Tootsville::Place-Shape

8.937.1 Function

Place-Shape names an undocumented function, with lambda list (OBJECT).

8.937.2 SetF Function

(SETF Place-Shape) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.938 Tootsville::Place-String

8.938.1 Function

Place-String names a function, with lambda list (PLACE):

Formats PLACE in the encoding for the client.

The PLACE is encoded into a string in the form:

```
kind:shape|appearance|attributes
```

8.938.2 File

Defined in file src/items.lisp.

8.939 Tootsville::Place-String-Circle

8.939.1 Function

Place-String-Circle names a function, with lambda list (RADIUS X-CENTER Z-CENTER SEGMENTS):

Defines a place-string for a circle of RADIUS centered at X-CENTER, Z-CENTER with SEGMENTS precision.

An n-sided (SEGMENTS-sided) regular polygon approximating a circle will be created at (X-CENTER, Z-CENTER) and returned as the path segments string used by the client; i.e. a list of the form `x,y,z~x,y,z~x,y,z` with `~` delimiters between coördinate lists joined by `,`.

8.939.2 File

Defined in file `src/items.lisp`.

8.940 Tootsville::Place-Uuid

8.940.1 Function

Place-Uuid names an undocumented function, with lambda list (OBJECT).

8.940.2 SetF Function

(SETF Place-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.941 Tootsville::Place-World

8.941.1 Function

Place-World names an undocumented function, with lambda list (OBJECT).

8.941.2 SetF Function

(SETF Place-World) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.942 Tootsville::Places-At-Position

8.942.1 Function

Places-At-Position names a function, with lambda list (WORLD LAT LONG ALT):

Returns all Places at WORLD at LAT-itude, LONG-itude, ALT-itude.

See Section 8.672 [TOOTSVILLE INFINITY-GET-ROOM-VARS], page 945, for a discussion of the Place system.

8.942.2 File

Defined in file src/infinity/new-commands-20.lisp.

8.943 Tootsville::Play-With-Toot

8.943.1 Function

Play-With-Toot names a function, with lambda list (TOOT):

Set up the *USER* to play with Toot object TOOT.

Performs announcement of the player to the world and other bookkeeping.

See Section 8.688 [TOOTSVILLE INFINITY-PLAY-WITH], page 966.

The client will receive a minor broadcast storm of information about their Toot and the game world. This will, at a minimum, include a success message from `playWith`, their own avatar information, nearby players' avatar information, and Section 8.796 [TOOTSVILLE LOCAL-ROOM-VARS], page 1089, for their immediate vicinity.

8.943.2 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.944 Tootsville::Player-Adultp

8.944.1 Function

Player-Adultp names an undocumented function, with lambda list (&OPTIONAL (PLAYER *USER*)).

8.944.2 File

Defined in file src/users.lisp.

8.945 Tootsville::Player-Alert

8.945.1 Function

Player-Alert names a function, with lambda list (PERSON &REST MESSAGE):

Sends an asynchronous notification alert MESSAGE to PERSON

8.945.2 File

Defined in file src/users.lisp.

8.946 Tootsville::Player-Childp

8.946.1 Function

Player-Childp names an undocumented function, with lambda list (&OPTIONAL (PLAYER *USER*)).

8.946.2 File

Defined in file src/users.lisp.

8.947 Tootsville::Player-Speak

8.947.1 Function

Player-Speak names an undocumented function, with lambda list (SPEECH VOL &OPTIONAL (TOOT *TOOT*)).

8.947.2 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.948 Tootsville::Player-Toots

8.948.1 Function

Player-Toots names an undocumented function, with lambda list (&OPTIONAL (PLAYER *USER*)).

8.948.2 File

Defined in file src/users.lisp.

8.949 Tootsville::Plist-To-English

8.949.1 Function

Plist-To-English names an undocumented function, with lambda list (PLIST).

8.949.2 File

Defined in file `src/endpoints/slash-users.lisp`.

8.950 Tootsville::Plist-With-Index

8.950.1 Function

Plist-With-Index names a function, with lambda list (LIST):

Zip LIST with sequential numbers from 0, creating a plist whose keys are sequential integers.

8.950.2 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.951 Tootsville::Point-Underwater-P

8.951.1 Function

Point-Underwater-P names a function, with lambda list (LATITUDE LONGITUDE):

Is the point underwater? TODO

8.951.2 File

Defined in file src/terrain.lisp.

8.952 Tootsville::Post-Sign-In

8.952.1 Function

Post-Sign-In names a function, with lambda list (USER):

Perform housekeeping after an user signs in.

This might include sending a pending child prompt.

8.952.2 File

Defined in file `src/users.lisp`.

8.953 Tootsville::Post/ Read-Version-Page

8.953.1 Function

Post/ Read-Version-Page names a function, with lambda list (PORT):

Power-On-Self-Test: Checks that the server can respond to the version-page query locally.

8.953.2 File

Defined in file src/power-on-self-test.lisp.

8.954 Tootsville::Potential-Toot-Name-Character-P

8.954.1 Function

Potential-Toot-Name-Character-P names an undocumented function, with lambda list (&REST ARGUMENTS).

8.954.2 File

Defined in file `quicklisp/dists/quicklisp/software/fare-memoization-20180430-git/memoization.lisp`.

8.955 Tootsville::Potential-Toot-Name-P

8.955.1 Function

Potential-Toot-Name-P names a function, with lambda list (TOOT-NAME):

Could TOOT-NAME be allowed as a Toot name?

Toot names must be:

- From three to 32 characters in length, inclusive.
- Characters must be Section 8.954 [TOOTSVILLE POTENTIAL-TOOT-NAME-CHARACTER-P], page 1247, ie, alphanumeric, or hyphen.
- The first character must be alphabetic
- There can not be two punctuation marks (or spaces) in a row
- There can not be three of the same character in a row, or two hyphens in a row.
- There can not be more than three digits
- Digits must appear only at the end – i.e., if there are any digits, the leftmost digit must be after the rightmost non-digit character.

8.955.2 File

Defined in file `src/types/toot-names.lisp`.

8.956 Tootsville::Power-On-Self-Test

8.956.1 Function

Power-On-Self-Test names a function, with lambda list (&KEY (EXITP NIL)):

Perform some sanity checking as a part of testing.

This testing should be much more complete than it really is — it will need to be expanded a great deal to increase confidence in these tests.

8.956.2 File

Defined in file `src/power-on-self-test.lisp`.

8.957 Tootsville::Powerset

8.957.1 Function

Powerset names a function, with lambda list (LIST):

Create a powerset of the unordered elements of LIST.

```
(powerset '(:a :b :c))  
((:A :B :C) (:B :C) (:A :C) (:C) (:A :B) (:B) (:A) NIL)
```

8.957.2 File

Defined in file src/db/memcached.lisp.

8.958 Tootsville::Pre-Login-Commands

8.958.1 Function

Pre-Login-Commands names an undocumented function, with lambda list (OBJECT).

8.958.2 SetF Function

(SETF Pre-Login-Commands) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.959 Tootsville::Precipitation

8.959.1 Function

Precipitation names a function, with lambda list (X Y Z):

The current precipitation at X,Y,Z

8.959.2 File

Defined in file src/weather/weather.lisp.

8.960 Tootsville::Pretty-Print-Html-Error

8.960.1 Function

Pretty-Print-Html-Error names a function, with lambda list (CONDITION):

Produces an HTML page explaining CONDITION.

TODO: Use templates, filter backtrace like Rollbar, do better.

8.960.2 File

Defined in file `src/types/http-types.lisp`.

8.961 Tootsville::Print-Help

8.961.1 Function

Print-Help names a function, with lambda list NIL:

Prints a short usage summary to *STANDARD-OUTPUT*. Note that this is invoked by calling the program with “help” as its first argument, explicitly — the default behaviour is to run as a FastCGI server.

8.961.2 File

Defined in file src/command-line.lisp.

8.962 Tootsville::Private-Admin-Message

8.962.1 Function

Private-Admin-Message names a function, with lambda list (TITLE MESSAGE &KEY (LABEL TITLE) (USER (ACTIVE-PLAYER))):

Send a unicast admin MESSAGE to USER with TITLE and LABEL.

Instead logs the contents to the console if USER is not connected.

Note that the current Tootsville V client does not make use of LABEL.

8.962.2 File

Defined in file src/websockets.lisp.

8.963 Tootsville::Prod

8.963.1 Variable

Prod names an undocumented variable with the value NIL

8.964 Tootsville::Props-Personality

8.964.1 Class

Props-Personality names a class, with one superclass: Section 8.1045 [TOOTSVILLE ROBOT-PROPS], page 1338.

This class defines a character named Props

8.964.2 Slots

Class Props-Personality has no direct slots defined.

8.965 Tootsville::Pull-Records

8.965.1 Function

Pull-Records names an undocumented function, with lambda list (NAME).

8.965.2 File

Defined in file src/db/db-central.lisp.

8.966 Tootsville::Pull-Records-Cache

8.966.1 Variable

Pull-Records-Cache names an undocumented variable with the value NIL

8.967 Tootsville::Qa**8.967.1 Variable**

Qa names an undocumented variable with the value NIL

8.968 Tootsville::Quaestor-Cancel-Event

8.968.1 Function

Quaestor-Cancel-Event names a function, with lambda list (EVENT):

Cancel EVENT.

See Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925, for details of the procedure.

8.968.2 File

Defined in file src/quaestor.lisp.

8.969 Tootsville::Quaestor-Complete-Event

8.969.1 Function

Quaestor-Complete-Event names a function, with lambda list (EVENT SCORE &OPTIONAL MEDAL):

Complete EVENT with SCORE and MEDAL earned.

See Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925, for details of the procedure.

If EVENT is a purchase, then purchase the associated store item; otherwise, perform whatever specific event side-effects are related to the item template.

8.969.2 File

Defined in file src/quaestor.lisp.

8.970 Tootsville::Quaestor-End-Fountain

8.970.1 Function

Quaestor-End-Fountain names a function, with lambda list (EVENT SCORE):

End a fountain EVENT with the user-supplied SCORE.

The SCORE and the (Choerogylum) day of the week are used to compute the actual number of peanuts earned. See Section 8.243 [TOOTSVILLE COMPUTE-FOUNTAIN-PEANUTS-FOR-SCORE], page 499.

Occasionally, fairy dust is also awarded. See Section 8.244 [TOOTSVILLE COMPUTE-FOUNTAIN-RANDOM-FAIRY-DUST], page 500.

8.970.2 File

Defined in file src/quaestor.lisp.

8.971 Tootsville::Quaestor-Event

8.971.1 Class

Quaestor-Event names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.971.2 Slots

Class Quaestor-Event has no direct slots defined.

8.972 Tootsville::Quaestor-Event-Completedp

8.972.1 Function

Quaestor-Event-Completedp names an undocumented function, with lambda list (OBJECT).

8.972.2 SetF Function

(SETF Quaestor-Event-Completedp) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.973 Tootsville::Quaestor-Event-Ended-At

8.973.1 Function

Quaestor-Event-Ended-At names an undocumented function, with lambda list (OBJECT).

8.973.2 SetF Function

(SETF Quaestor-Event-Ended-At) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.974 Tootsville::Quaestor-Event-Fairy-Dust

8.974.1 Function

Quaestor-Event-Fairy-Dust names an undocumented function, with lambda list (OBJECT).

8.974.2 SetF Function

(SETF Quaestor-Event-Fairy-Dust) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.975 Tootsville::Quaestor-Event-Item

8.975.1 Function

Quaestor-Event-Item names an undocumented function, with lambda list (OBJECT).

8.975.2 SetF Function

(SETF Quaestor-Event-Item) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.976 Tootsville::Quaestor-Event-Kind

8.976.1 Function

Quaestor-Event-Kind names an undocumented function, with lambda list (OBJECT).

8.976.2 SetF Function

(SETF Quaestor-Event-Kind) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.977 Tootsville::Quaestor-Event-Medal

8.977.1 Function

Quaestor-Event-Medal names an undocumented function, with lambda list (OBJECT).

8.977.2 SetF Function

(SETF Quaestor-Event-Medal) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.978 Tootsville::Quaestor-Event-Peanuts

8.978.1 Function

Quaestor-Event-Peanuts names an undocumented function, with lambda list (OBJECT).

8.978.2 SetF Function

(SETF Quaestor-Event-Peanuts) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.979 Tootsville::Quaestor-Event-Score

8.979.1 Function

Quaestor-Event-Score names an undocumented function, with lambda list (OBJECT).

8.979.2 SetF Function

(SETF Quaestor-Event-Score) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.980 Tootsville::Quaestor-Event-Source

8.980.1 Function

Quaestor-Event-Source names an undocumented function, with lambda list (OBJECT).

8.980.2 SetF Function

(SETF Quaestor-Event-Source) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.981 Tootsville::Quaestor-Event-Started-At

8.981.1 Function

Quaestor-Event-Started-At names an undocumented function, with lambda list (OBJECT).

8.981.2 SetF Function

(SETF Quaestor-Event-Started-At) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.982 Tootsville::Quaestor-Event-Started-By

8.982.1 Function

Quaestor-Event-Started-By names an undocumented function, with lambda list (OBJECT).

8.982.2 SetF Function

(SETF Quaestor-Event-Started-By) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.983 Tootsville::Quaestor-Event-Uuid

8.983.1 Function

Quaestor-Event-Uuid names an undocumented function, with lambda list (OBJECT).

8.983.2 SetF Function

(SETF Quaestor-Event-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.984 Tootsville::Quaestor-New-Toot

8.984.1 Function

Quaestor-New-Toot names a function, with lambda list (TOOT):

Give the new TOOT their starting peanuts.

8.984.2 File

Defined in file src/quaestor.lisp.

8.985 Tootsville::Quaestor-Start-Event

8.985.1 Function

Quaestor-Start-Event names a function, with lambda list (MONIKER &OPTIONAL (TOOT *TOOT*)):

TOOT wants to start an event identified by MONIKER.

See Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997, for details of the procedure.

8.985.2 File

Defined in file src/quaestor.lisp.

8.986 Tootsville::Quaestor-Start-General

8.986.1 Function

Quaestor-Start-General names a function, with lambda list (ITEM TOOT):

Start a general event sourced on ITEM for TOOT.

8.986.2 File

Defined in file src/quaestor.lisp.

8.987 Tootsville::Query-Params

8.987.1 Function

Query-Params names a function, with lambda list NIL:

Get parameters from the query string of the current Hunchentoot request.

8.987.2 File

Defined in file src/web.lisp.

8.988 Tootsville::Query-String->Plist

8.988.1 Function

Query-String->Plist names a function, with lambda list (QUERY-STRING):

Split an HTTP QUERY-STRING into a PList.

XXX Probably a duplicate of something done in Hunchentoot or Drakma?

8.988.2 File

Defined in file src/web.lisp.

8.989 Tootsville::Query-To-Memcache-Key

8.989.1 Function

Query-To-Memcache-Key names a function, with lambda list (DB PREPARED ARGS):

Creates a key based on DB, PREPARED statement, and ARGS suitable for Mem-CacheD.

Currently uses Section 8.1081 [TOOTSVILLE SHA1-HEX], page 1374, of a particular stringified form

8.989.2 File

Defined in file src/db/memcached.lisp.

8.990 Tootsville::Quiesce-Connected-Toots

8.990.1 Function

Quiesce-Connected-Toots names a function, with lambda list NIL:

Send every Toot a demand that it quiesce itself to the database.

FIXME: IGNORE-NOT-FOUND is because ... um ... Superstar sucks.

See: Section 8.329 [TOOTSVILLE DEMAND-QUIESCE-TOOT], page 587,
Section 8.255 [TOOTSVILLE CONNECTED-TOOTS], page 511,

8.990.2 File

Defined in file src/toots.lisp.

8.991 Tootsville::Rad-Personality

8.991.1 Class

Rad-Personality names a class, with one superclass: Section 8.1046 [TOOTSVILLE ROBOT-RAD], page 1339.

This class defines a character named Rad

8.991.2 Slots

Class Rad-Personality has no direct slots defined.

8.992 Tootsville::Random-Key

8.992.1 Function

Random-Key names an undocumented function, with lambda list (OBJECT).

8.992.2 SetF Function

(SETF Random-Key) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.993 Tootsville::Random-Start-Wtl-For-Toot

8.993.1 Function

Random-Start-Wtl-For-Toot names a function, with lambda list NIL:

Designate a starting position in Toot Square for a Toot.

Returns a WTL-type structure in a JSON string, with **course** and **facing** values.

Starting positions are randomly dispersed around the Toot Square fountain, which intentionally is the center of the coördinate system of the world.

8.993.2 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.994 Tootsville::Raw-Post-String

8.994.1 Function

Raw-Post-String names a function, with lambda list NIL:

Obtain POSTed data as a string

8.994.2 File

Defined in file src/web.lisp.

8.995 Tootsville::Read-Related-Journal

8.995.1 Function

Read-Related-Journal names a function, with lambda list (WHO &KEY LAST):

Read staff journal entries related to WHO.

Or, read the single item LAST from the end; when LAST = 0, the very latest entry; when LAST < 0, then the “nth” entry from the end. Thus, -1 is the next-to-last entry, -2 is the third from the end.

WHO may be anything accepted by Section 8.515 [TOOTSVILLE ENSURE-LIST-OF-PEOPLE], page 774.

8.995.2 File

Defined in file src/staff-journal.lisp.

8.996 Tootsville::Read-Staff-Journal

8.996.1 Function

Read-Staff-Journal names a function, with lambda list (&KEY (START-DATE (YESTERDAY)) (END-DATE (NOW)) LAST):

Read staff journal entries between (inclusive) START-DATE and END-DATE; default, yesterday and today.

Or, read the single item LAST from the end; when LAST = 0, the very latest entry; when LAST < 0, then the “nth” entry from the end. Thus, -1 is the next-to-last entry, -2 is the third from the end.

8.996.2 File

Defined in file src/staff-journal.lisp.

8.997 Tootsville::Reap-Uninteresting-Child-Requests

8.997.1 Function

Reap-Uninteresting-Child-Requests names a function, with lambda list NIL:

Remove uninteresting requests from the child_requests table.

Normally run by the metronome periodically.

8.997.2 File

Defined in file src/users.lisp.

8.998 Tootsville::Reasonable-Name-Char-P

8.998.1 Function

Reasonable-Name-Char-P names a function, with lambda list (CHAR):

Is CHAR a character that can reasonably appear in a person's name?

8.998.2 File

Defined in file src/users.lisp.

8.999 Tootsville::Reasonable-Name-P

8.999.1 Function

Reasonable-Name-P names a function, with lambda list (NAME):

Does NAME appear to be a reasonable name for a person?

8.999.2 File

Defined in file src/users.lisp.

8.1000 Tootsville::Rebuild-Myself

8.1000.1 Function

Rebuild-Myself names a function, with lambda list NIL:

Recompile the running server.

Hopefully you've already tested the changes?

8.1000.2 File

Defined in file src/main.lisp.

8.1001 Tootsville::Redirect-To

8.1001.1 Function

Redirect-To names a function, with lambda list (URI &OPTIONAL (STATUS 307)):

Redirect to another URI. Status code 307 for temporary, 301 or 308 for permanent (typically). (:TEMPORARY and :PERMANENT are accepted for readability.)

As a side effect, provides an extremely skeletal HTML redirection page via ‘REDIRECT-TO/HTML/BODY’.

8.1001.2 File

Defined in file src/redirect.lisp.

8.1002 Tootsville::Redirect-To/ Html-Body

8.1002.1 Function

Redirect-To/ Html-Body names a function, with lambda list (URI):

Returns an octet array that gives a simple redirection link.

This is a silly legacy thing for ancient browsers that don't follow a 3xx redirection or want to display something while they're redirecting. In real life, it's rarely encountered by a real browser, but sometimes caught by tools like curl or wget with certain settings.

8.1002.2 File

Defined in file src/redirect.lisp.

8.1003 Tootsville::Refind-Record

8.1003.1 Function

Refind-Record names a function, with lambda list (CLASS COLUMNS+VALUES):

Search Section 8.70 [TOOTSVILLE *WEAK-RECORD-CACHE*], page 326, for an object of CLASS with attributes COLUMNS+VALUES.

Used by Section 8.547 [TOOTSVILLE FIND-RECORD], page 806, which should be preferred.

8.1003.2 File

Defined in file src/db/generic-db.lisp.

8.1004 Tootsville::Register-Metronome-Tasks

8.1004.1 Function

Register-Metronome-Tasks names a function, with lambda list NIL:

Register certain metronome tasks for miscellaneous services.

This is a list of specific facilities that are started up during the system boot process.

Websocket AYT facility

This facility, Section 8.153 [TOOTSVILLE AYT-IDLE-USERS], page 409, runs every 120 seconds to detect and disconnect users who are no longer actually connected. (Note that AYT is netspeak for “are you there?”)

Toot Quiesce facility

This facility runs every 600 seconds to asks Toots to quiesce themselves to the database. See Section 8.990 [TOOTSVILLE QUIESCE-CONNECTED-TOOTS], page 1283.

Reap uninteresting child requests

See Section 8.997 [TOOTSVILLE REAP-UNINTERESTING-CHILD-REQUESTS], page 1290. Every 4 hours clears out some uninteresting records from the “child_requests” database table.

8.1004.2 File

Defined in file src/metronome.lisp.

8.1005 Tootsville::Register-Signal-Handlers

8.1005.1 Function

Register-Signal-Handlers names an undocumented function, with lambda list NIL.

8.1005.2 File

Defined in file src/main.lisp.

8.1006 Tootsville::Relative-Facing

8.1006.1 Function

Relative-Facing names a function, with lambda list (X1 Z1 X2 Z2):

Compute the direction to face if traveling from X1,Z1 to X2,Z2

Returns the angle in radians

8.1006.2 File

Defined in file src/characters/robots.lisp.

8.1007 Tootsville::Reload-Production

8.1007.1 Function

Reload-Production names an undocumented function, with lambda list NIL.

8.1007.2 File

Defined in file `src/main.lisp`.

8.1008 Tootsville::Reload-Record

8.1008.1 Function

Reload-Record names a function, with lambda list (OBJECT):

Reload the contents of OBJECT from the database

8.1008.2 File

Defined in file src/db/db-central.lisp.

8.1009 Tootsville::Remap-Endpoints

8.1009.1 Function

Remap-Endpoints names an undocumented function, with lambda list NIL.

8.1009.2 File

Defined in file `src/endpoint.lisp`.

8.1010 Tootsville::Remove-Furniture

8.1010.1 Function

Remove-Furniture names an undocumented function, with lambda list (SLOT).

8.1010.2 File

Defined in file `src/infinity/legacy-commands.lisp`.

8.1011 Tootsville::Remove-Repeats-For-Toot-Name

8.1011.1 Function

Remove-Repeats-For-Toot-Name names a function, with lambda list (STRING):

Remove repeated characters from STRING.

Removes letters that repeat more than twice in a row, or hyphens that occur more than once in a row.

8.1011.2 File

Defined in file src/types/toot-names.lisp.

8.1012 Tootsville::Rename-Toot

8.1012.1 Function

Rename-Toot names a function, with lambda list (TOOT NEW-NAME):

Rename TOOT to NEW-NAME.

8.1012.2 File

Defined in file src/toots.lisp.

8.1013 Tootsville::Render-Json

8.1013.1 Function

Render-Json names an undocumented function, with lambda list (OBJECT).

8.1013.2 File

Defined in file src/view.lisp.

8.1014 Tootsville::Replace-TeXinfo-Tables

8.1014.1 Function

Replace-TeXinfo-Tables names an undocumented function, with lambda list (STRING).

8.1014.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.1015 Tootsville::Report-Slow-Query

8.1015.1 Function

Report-Slow-Query names an undocumented function, with lambda list (FNAME ELAPSED HOW-SLOW-IS-SLOW).

8.1015.2 File

Defined in file src/web.lisp.

8.1016 Tootsville::Request-Accept-Types

8.1016.1 Function

Request-Accept-Types names a function, with lambda list NIL:

Determine the Accept: types from the current HTTP request headers.

8.1016.2 File

Defined in file src/acceptor.lisp.

8.1017 Tootsville::Respond-To-Error

8.1017.1 Function

Respond-To-Error names an undocumented function, with lambda list (CONDITION).

8.1017.2 File

Defined in file src/acceptor.lisp.

8.1018 Tootsville::Restore-Robot-Wtl

8.1018.1 Function

Restore-Robot-Wtl names a function, with lambda list (ROBOT):

Restore the walk-the-line positioning data for ROBOT

Pulls quiesced data, where available, or creates a new one with Section 8.993 [TOOTSVILLE RANDOM-START-WTL-FOR-TOOT], page 1286, if no quiescent data is available.

8.1018.2 File

Defined in file src/characters/robots.lisp.

8.1019 Tootsville::Return-New-Apple

8.1019.1 Function

Return-New-Apple names a function, with lambda list (CLIENT):

Used by Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932, to send CLIENT a new apple value.

8.1019.2 File

Defined in file src/websockets.lisp.

8.1020 Tootsville::Rgb-Bytes->Rgb

8.1020.1 Function

Rgb-Bytes->Rgb names a function, with lambda list (BYTES):

Convert BYTES into a list of red, green, and blue values.

BYTES is an RGB triplet of 3 8-bit bytes, like Section 8.234 [TOOTSVILLE COLOR24-TO-INTEGERS], page 490, or Section 8.720 [TOOTSVILLE INTEGER-TO-COLOR24], page 1012, representation; i.e. an integer 24 bits long of which the upper 8 bits are the red channel, next 8 bits are green, and lower 8 bits are the blue channel.

8.1020.2 File

Defined in file src/types/color+pattern.lisp.

8.1021 Tootsville::Robot

8.1021.1 Class

Robot names a class, with one superclass: COMMON-LISP::STANDARD-OBJECT (not in this manual).

An in-game robot character

8.1021.2 Slots

Class Robot has no direct slots defined.

8.1022 Tootsville::Robot-Broadcast

8.1022.1 Function

Robot-Broadcast names a function, with lambda list (MESSAGE NEAR &KEY EXCEPT):

Broadcast MESSAGE to all robots near NEAR, except robot EXCEPT.

8.1022.2 File

Defined in file src/characters/robots.lisp.

8.1023 Tootsville::Robot-Chaos

8.1023.1 Class

Robot-Chaos names a class, with one superclass: Section 8.1082 [TOOTSVILLE SHADOW-PERSONALITY], page 1375.

8.1023.2 Slots

Class Robot-Chaos has no direct slots defined.

8.1024 Tootsville::Robot-Course

8.1024.1 Function

Robot-Course names an undocumented function, with lambda list (OBJECT).

8.1024.2 SetF Function

(SETF Robot-Course) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1025 Tootsville::Robot-Course-Wtl

8.1025.1 Function

Robot-Course-Wtl names a function, with lambda list (ROBOT):

Get the course of ROBOT in Walk-The-Line JSON form.

8.1025.2 File

Defined in file src/characters/robots.lisp.

8.1026 Tootsville::Robot-Cupid

8.1026.1 Class

Robot-Cupid names a class, with one superclass: Section 8.166 [TOOTSVILLE BASIC-8-PERSONALITY], page 422.

8.1026.2 Slots

Class Robot-Cupid has no direct slots defined.

8.1027 Tootsville::Robot-Doodle

8.1027.1 Class

Robot-Doodle names a class, with one superclass: Section 8.1223 [TOOTSVILLE TOOT-PERSONALITY], page 1518.

8.1027.2 Slots

Class Robot-Doodle has no direct slots defined.

8.1028 Tootsville::Robot-Dottie

8.1028.1 Class

Robot-Dottie names a class, with one superclass: Section 8.166 [TOOTSVILLE BASIC-8-PERSONALITY], page 422.

8.1028.2 Slots

Class Robot-Dottie has no direct slots defined.

8.1029 Tootsville::Robot-Flora

8.1029.1 Class

Robot-Flora names a class, with one superclass: Section 8.166 [TOOTSVILLE BASIC-8-PERSONALITY], page 422.

8.1029.2 Slots

Class Robot-Flora has no direct slots defined.

8.1030 Tootsville::Robot-Go-To

8.1030.1 Function

Robot-Go-To names an undocumented function, with lambda list (ROBOT X Y Z &OPTIONAL (SPEED)).

8.1031 Tootsville::Robot-Handle

8.1031.1 Function

Robot-Handle names a function, with lambda list (ROBOT FROM STATUS MESSAGE):

Called for ROBOT to handle a MESSAGE with from-tag FROM and status-tag STATUS.

Infinity protocol message MESSAGE was received by the ROBOT. It has been parsed from JSON form into a plist, and the **from** and **status** tags have been broken out, with the **from** element converted into a keyword argument.

Methods on this generic function will likely specialize on ROBOT by class, and FROM & STATUS using EQL.

8.1031.2 File

Defined in file src/characters/robo-toot.lisp.

8.1032 Tootsville::Robot-Harmony

8.1032.1 Class

Robot-Harmony names a class, with one superclass: Section 8.1223 [TOOTSVILLE TOOT-PERSONALITY], page 1518.

8.1032.2 Slots

Class Robot-Harmony has no direct slots defined.

8.1033 Tootsville::Robot-Has-Heard

8.1033.1 Function

Robot-Has-Heard names an undocumented function, with lambda list (OBJECT).

8.1033.2 SetF Function

(SETF Robot-Has-Heard) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1034 Tootsville::Robot-Heard

8.1034.1 Function

Robot-Heard names a function, with lambda list (ROBOT SPEAKER MODE HEARD):

Robot ROBOT heard SPEAKER in mode MODE say HEARD.

SPEAKER is a Toot character. MODE is the mode in which ROBOT has placed its conversation with SPEAKER, and is typically a keyword, but defaults to NIL. HEARD is an array of the most recent utterances from SPEAKER, in the order in which they were received; thus, the latest utterance is (LASTCAR HEARD).

8.1034.2 File

Defined in file src/characters/robo-toot.lisp.

8.1035 Tootsville::Robot-Jack

8.1035.1 Class

Robot-Jack names a class, with one superclass: Section 8.634 [TOOTSVILLE HOLIDAY-SPECIAL-PERSONALITY], page 894.

8.1035.2 Slots

Class Robot-Jack has no direct slots defined.

8.1036 Tootsville::Robot-Lil-Mc

8.1036.1 Class

Robot-Lil-Mc names a class, with one superclass: Section 8.166 [TOOTSVILLE BASIC-8-PERSONALITY], page 422.

8.1036.2 Slots

Class Robot-Lil-Mc has no direct slots defined.

8.1037 Tootsville::Robot-Listen

8.1037.1 Function

Robot-Listen names a function, with lambda list (ROBOT LISTENER-NAME SPEAKER TEXT VOLUME):

ROBOT, named LISTENER-NAME, heard SPEAKER say TEXT with volume VOLUME.

You probably mean to specialize Section 8.1034 [TOOTSVILLE ROBOT-HEARD], page 1327, q.v. This method calls ROBOT-HEARD in turn.

8.1037.2 File

Defined in file src/characters/robo-toot.lisp.

8.1038 Tootsville::Robot-Match

8.1038.1 Macro

Robot-Match names an undocumented macro, with lambda list `((&REST STRINGS) &BODY BODY)`.

8.1038.2 File

Defined in file `src/characters/robots.lisp`.

8.1039 Tootsville::Robot-Mayor-Louis

8.1039.1 Class

Robot-Mayor-Louis names a class, with one superclass: Section 8.1082 [TOOTSVILLE SHADOW-PERSONALITY], page 1375.

8.1039.2 Slots

Class Robot-Mayor-Louis has no direct slots defined.

8.1040 Tootsville::Robot-Mode

8.1040.1 Function

Robot-Mode names an undocumented function, with lambda list (OBJECT).

8.1040.2 SetF Function

(SETF Robot-Mode) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1041 Tootsville::Robot-Moo

8.1041.1 Class

Robot-Moo names a class, with one superclass: Section 8.166 [TOOTSVILLE BASIC-8-PERSONALITY], page 422.

8.1041.2 Slots

Class Robot-Moo has no direct slots defined.

8.1042 Tootsville::Robot-Nevermind

8.1042.1 Class

Robot-Nevermind names a class, with one superclass: Section 8.1082 [TOOTSVILLE SHADDOW-PERSONALITY], page 1375.

8.1042.2 Slots

Class Robot-Nevermind has no direct slots defined.

8.1043 Tootsville::Robot-Picasso

8.1043.1 Class

Robot-Picasso names a class, with one superclass: Section 8.1223 [TOOTSVILLE TOOT-PERSONALITY], page 1518.

8.1043.2 Slots

Class Robot-Picasso has no direct slots defined.

8.1044 Tootsville::Robot-Position

8.1044.1 Function

Robot-Position names an undocumented function, with lambda list (ROBOT).

8.1044.2 File

Defined in file `src/characters/robots.lisp`.

8.1045 Tootsville::Robot-Props

8.1045.1 Class

Robot-Props names a class, with one superclass: Section 8.1223 [TOOTSVILLE TOOT-PERSONALITY], page 1518.

8.1045.2 Slots

Class Robot-Props has no direct slots defined.

8.1046 Tootsville::Robot-Rad

8.1046.1 Class

Robot-Rad names a class, with one superclass: Section 8.1223 [TOOTSVILLE TOOT-PERSONALITY], page 1518.

8.1046.2 Slots

Class Robot-Rad has no direct slots defined.

8.1047 Tootsville::Robot-Say

8.1047.1 Function

Robot-Say names an undocumented function, with lambda list (ROBOT FORMAT &REST FORMAT-ARGS).

8.1048 Tootsville::Robot-Set-Mode

8.1048.1 Macro

Robot-Set-Mode names an undocumented macro, with lambda list (MODE).

8.1048.2 File

Defined in file `src/characters/robots.lisp`.

8.1049 Tootsville::Robot-Shade

8.1049.1 Class

Robot-Shade names a class, with one superclass: Section 8.1021 [TOOTSVILLE ROBOT], page 1314.

8.1049.2 Slots

Class Robot-Shade has no direct slots defined.

8.1050 Tootsville::Robot-Smudge

8.1050.1 Class

Robot-Smudge names a class, with one superclass: Section 8.1082 [TOOTSVILLE SHADDOW-PERSONALITY], page 1375.

8.1050.2 Slots

Class Robot-Smudge has no direct slots defined.

8.1051 Tootsville::Robot-Snowcone

8.1051.1 Class

Robot-Snowcone names a class, with one superclass: Section 8.634 [TOOTSVILLE HOLIDAY-SPECIAL-PERSONALITY], page 894.

8.1051.2 Slots

Class Robot-Snowcone has no direct slots defined.

8.1052 Tootsville::Robot-Sparkle

8.1052.1 Class

Robot-Sparkle names a class, with one superclass: Section 8.166 [TOOTSVILLE BASIC-8-PERSONALITY], page 422.

8.1052.2 Slots

Class Robot-Sparkle has no direct slots defined.

8.1053 Tootsville::Robot-Sploit

8.1053.1 Class

Robot-Sploit names a class, with one superclass: Section 8.1082 [TOOTSVILLE SHADOW-PERSONALITY], page 1375.

8.1053.2 Slots

Class Robot-Sploit has no direct slots defined.

8.1054 Tootsville::Robot-Superstar

8.1054.1 Class

Robot-Superstar names a class, with one superclass: Section 8.166 [TOOTSVILLE BASIC-8-PERSONALITY], page 422.

8.1054.2 Slots

Class Robot-Superstar has no direct slots defined.

8.1055 Tootsville::Robot-Unicast

8.1055.1 Function

Robot-Unicast names a function, with lambda list (MESSAGE ROBOT):

Send MESSAGE to ROBOT only.

MESSAGE is a JSON-encoded string, or a plist approximating one. ROBOT is a robot or Toot object.

8.1055.2 File

Defined in file src/characters/robo-toot.lisp.

8.1056 Tootsville::Robot-Welduh

8.1056.1 Class

Robot-Welduh names a class, with one superclass: Section 8.1082 [TOOTSVILLE SHADDOW-PERSONALITY], page 1375.

8.1056.2 Slots

Class Robot-Welduh has no direct slots defined.

8.1057 Tootsville::Robot-Zap

8.1057.1 Class

Robot-Zap names a class, with one superclass: Section 8.166 [TOOTSVILLE BASIC-8-PERSONALITY], page 422.

8.1057.2 Slots

Class Robot-Zap has no direct slots defined.

8.1058 Tootsville::Robotp

8.1058.1 Function

Robotp names a function, with lambda list (USER):

Is USER a robot?

USER may be a robot or a Toot that is controlled by a robot.

8.1058.2 File

Defined in file src/characters/robots.lisp.

8.1059 Tootsville::Romance-Ii-Copyright-Latest

8.1059.1 Function

Romance-Ii-Copyright-Latest names an undocumented function, with lambda list NIL.

8.1059.2 File

Defined in file src/version.lisp.

8.1060 Tootsville::Romance-Ii-Program-Name

8.1060.1 Function

Romance-Ii-Program-Name names a function, with lambda list NIL:

 This program's name. Taken from ASDF.

8.1060.2 File

Defined in file src/version.lisp.

8.1061 Tootsville::Romance-Ii-Program-Name/ Version

8.1061.1 Function

Romance-Ii-Program-Name/ Version names a function, with lambda list NIL:

This program's name and version number, in name/version form, as used in HTTP headers and such.

8.1061.2 File

Defined in file src/version.lisp.

8.1062 Tootsville::Romance-Ii-Program-Version

8.1062.1 Function

Romance-Ii-Program-Version names a function, with lambda list NIL:

This program's version. Taken from ASDF.

8.1062.2 File

Defined in file src/version.lisp.

8.1063 Tootsville::Run-Async

8.1063.1 Function

Run-Async names a function, with lambda list (FUNCTION &KEY NAME):

Run FUNCTION asynchronously in a thread named NAME.

If NAME is omitted, a generic name will be created based on FUNCTION.

8.1063.2 File

Defined in file src/main.lisp.

8.1064 Tootsville::Run-Metronome-Tasks

8.1064.1 Function

Run-Metronome-Tasks names a function, with lambda list NIL:

Runs tasks scheduled for the game's metronome.

Typically these tasks are scheduled in one of three ways. They may be scheduled to occur at a given frequency in seconds, at a single time, or at a give frequency up until a certain time.

Tasks are usually created by Section 8.349 [TOOTSVILLE DO-METRONOME], page 607, which in turn uses Section 8.837 [TOOTSVILLE METRONOME-REGISTER], page 1130, to safely enqueue the tasks with locking.

The metronome runs at approximately 1 second resolution, but steps its time forward at precisely 1 second intervals, so no task will be missed due to system scheduler tie-ups.

Tasks are not allowed to “stack up;” if a task has not finished by the time its next execution window comes around, it will miss its opportunity and have to wait for the next window.

8.1064.2 File

Defined in file src/metronome.lisp.

8.1065 Tootsville::Save-Record

8.1065.1 Function

Save-Record names a function, with lambda list (OBJECT):

Write OBJECT to the database, with any changes made.

Types are encouraged to introduce appropriate consistency checks into a :BEFORE method on this function. The default :AFTER method calls Section 8.722 [TOOTSVILLE INVALIDATE-CACHE], page 1014,

8.1065.2 File

Defined in file src/db/generic-db.lisp.

8.1066 Tootsville::Send-Parent-Child-Login-Email

8.1066.1 Function

Send-Parent-Child-Login-Email names a function, with lambda list (REQUEST):

Send a parent child's REQUEST to play via email.

8.1066.2 File

Defined in file src/users.lisp.

8.1067 Tootsville::Send-Parent-Child-Login-Request

8.1067.1 Function

Send-Parent-Child-Login-Request names a function, with lambda list (REQUEST):

Send a parent a child's REQUEST to play as a popup in game.

8.1067.2 File

Defined in file src/users.lisp.

8.1068 Tootsville::Send-Reply-As-Bytes

8.1068.1 Function

Send-Reply-As-Bytes names an undocumented function, with lambda list (REPLY FNAME).

8.1068.2 File

Defined in file src/web.lisp.

8.1069 Tootsville::Send-Sms-Message

8.1069.1 Function

Send-Sms-Message names a function, with lambda list (&KEY FROM TO BODY UUID):

Send the SMS message from FROM to TO with body BODY. On success or error, reference UUID.

If online, both FROM and TO will receive notifications.

FROM and TO may be Toot designators, or TO may be a list of Toot designators.

See Section 8.697 [TOOTSVILLE INFINITY-SEND-MAIL-MESSAGE], page 981.

8.1069.2 File

Defined in file src/sms.lisp.

8.1070 Tootsville::Server-List

8.1070.1 Function

Server-List names a function, with lambda list NIL:

A list of all servers active in the current cluster.

8.1070.2 File

Defined in file src/tcp-stream.lisp.

8.1071 Tootsville::Set-Http-Default-Headers

8.1071.1 Function

Set-Http-Default-Headers names an undocumented function, with lambda list NIL.

8.1071.2 File

Defined in file src/acceptor.lisp.

8.1072 Tootsville::Set-Up-For-Daemon/ Error-Output

8.1072.1 Function

Set-Up-For-Daemon/ Error-Output names a function, with lambda list (LOG-DIR):

Set up the *ERROR-OUTPUT* (see the Common Lisp HyperSpec) for logging in LOG-DIR.

8.1072.2 File

Defined in file src/logging.lisp.

8.1073 Tootsville::Set-Up-For-Daemon/ Log-Output

8.1073.1 Function

Set-Up-For-Daemon/ Log-Output names a function, with lambda list (LOG-DIR):

Set up the Verbose mode logging output file in LOG-DIR.

8.1073.2 File

Defined in file src/logging.lisp.

8.1074 Tootsville::Set-Up-For-Daemon/ Standard-Output

8.1074.1 Function

Set-Up-For-Daemon/ Standard-Output names a function, with lambda list (LOG-DIR):

Set up the *STANDARD-OUTPUT* (see the Common Lisp HyperSpec) for logging.

8.1074.2 File

Defined in file src/logging.lisp.

8.1075 Tootsville::Set-Up-For-Daemon/ Start-Logging

8.1075.1 Function

Set-Up-For-Daemon/ Start-Logging names a function, with lambda list NIL:

Set up for daemon-mode logging.

8.1075.2 File

Defined in file src/logging.lisp.

8.1076 Tootsville::Set-Up-For-Daemon/ Trace-Output

8.1076.1 Function

Set-Up-For-Daemon/ Trace-Output names a function, with lambda list (LOG-DIR):

Set up the `*TRACE-OUTPUT*` (see the Common Lisp HyperSpec) for logging in LOG-DIR.

8.1076.2 File

Defined in file `src/logging.lisp`.

8.1077 Tootsville::Set-User-Var

8.1077.1 Function

Set-User-Var names a function, with lambda list (TOOT KEY VALUE):

Set a “user variable”

See Section 8.703 [TOOTSVILLE INFINITY-SET-USER-VAR], page 989, for discussion.

8.1077.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.1078 Tootsville::Set-User-Var-D

8.1078.1 Function

Set-User-Var-D names a function, with lambda list (TOOT VALUE):

Set the “d user variable”

See Section 8.703 [TOOTSVILLE INFINITY-SET-USER-VAR], page 989, for discussion.

8.1078.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.1079 Tootsville::Set-User-Var-Wtl

8.1079.1 Function

Set-User-Var-Wtl names a function, with lambda list (TOOT VALUE):

Sets the “wtl user variable”

See Section 8.703 [TOOTSVILLE INFINITY-SET-USER-VAR], page 989, for discussion.

8.1079.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.1080 Tootsville::Sha1-Hash

8.1080.1 Function

Sha1-Hash names a function, with lambda list (MESSAGE):

Get the hex-string hash of MESSAGE, which is an UTF-8 string.

8.1080.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.1081 Tootsville::Sha1-Hex

8.1081.1 Function

Sha1-Hex names a function, with lambda list (STRING):

Compute the SHA1 hash of STRING and return it as a string of hex digits.

8.1081.2 File

Defined in file src/types/binary.lisp.

8.1082 Tootsville::Shaddow-Personality

8.1082.1 Class

Shaddow-Personality names a class, with one superclass: Section 8.1021 [TOOTSVILLE ROBOT], page 1314.

8.1082.2 Slots

Class Shaddow-Personality has no direct slots defined.

8.1083 Tootsville::Shade-Personality

8.1083.1 Class

Shade-Personality names a class, with one superclass: Section 8.1049 [TOOTSVILLE ROBOT-SHADE], page 1342.

This class defines a character named Shade

8.1083.2 Slots

Class Shade-Personality has no direct slots defined.

8.1084 Tootsville::Shift-Contour-Point

8.1084.1 Function

Shift-Contour-Point names a function, with lambda list (LATITUDE LONGITUDE SHIFT):

Shift a point on the contour map vertically

8.1084.2 File

Defined in file src/terrain.lisp.

8.1085 Tootsville::Sinus

8.1085.1 Function

Sinus names a function, with lambda list (X RANGE):

Give the Y value at X in a sinus curve

8.1085.2 File

Defined in file src/utils.lisp.

8.1086 Tootsville::Sky-Contents

8.1086.1 Function

Sky-Contents names an undocumented function, with lambda list (X Y Z &OPTIONAL (NOW (GET-UNIVERSAL-TIME*))).

8.1086.2 File

Defined in file src/world.lisp.

8.1087 Tootsville::Sky-Room-Var

8.1087.1 Function

Sky-Room-Var names a function, with lambda list (WORLD):

Returns the current state of the skies over WORLD.

This data is in the form of a Plist suitable for JSON-ification. It's expected to be used by Section 8.796 [TOOTSVILLE LOCAL-ROOM-VARS], page 1089, particularly, q.v.

When WORLD is CHOR (Chœrogyllum), the sky will contain a sun, and three moons. For each body, the X and Y positions will be returned; in addition, for each moon, the phase (ϕ) of the moon will be returned.

8.1087.2 Example structure

```
{ sun: { x: 120, y: 120 },  
  moon: { x: 120, y: 120,  $\phi$ : 1 },  
  othM: { x: 120, y: 120,  $\phi$ : 1 },  
  pink: { x: 120, y: 120,  $\phi$ : 1 } }
```

8.1087.3 File

Defined in file src/infinity/new-commands-20.lisp.

8.1088 Tootsville::Slot-Values

8.1088.1 Function

Slot-Values names a function, with lambda list (OBJECT):

For any OBJECT, this returns a list; each element is a PList with a slot name and value, encoded in JSON.

8.1088.2 File

Defined in file src/errors.lisp.

8.1089 Tootsville::Smoothe-Contour-200×200

8.1089.1 Function

Smoothe-Contour-200×200 names an undocumented function, with lambda list (LATITUDE LONGITUDE &OPTIONAL (REPEATS 3)).

8.1089.2 File

Defined in file src/terrain.lisp.

8.1090 Tootsville::Sms

8.1090.1 Class

Sms names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1090.2 Slots

Class Sms has no direct slots defined.

8.1091 Tootsville::Sms-Destination

8.1091.1 Function

Sms-Destination names an undocumented function, with lambda list (OBJECT).

8.1091.2 SetF Function

(SETF Sms-Destination) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1092 Tootsville::Sms-Message

8.1092.1 Function

Sms-Message names an undocumented function, with lambda list (OBJECT).

8.1092.2 SetF Function

(SETF Sms-Message) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1093 Tootsville::Sms-Message-Index

8.1093.1 Function

Sms-Message-Index names a function, with lambda list (TOOT UUID):

Find the SQL position of UUID in a TOOT's mailbox

8.1093.2 File

Defined in file src/sms.lisp.

8.1094 Tootsville::Sms-Mmsp

8.1094.1 Function

Sms-Mmsp names an undocumented function, with lambda list (OBJECT).

8.1094.2 SetF Function

(SETF Sms-Mmsp) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1095 Tootsville::Sms-Sender

8.1095.1 Function

Sms-Sender names an undocumented function, with lambda list (OBJECT).

8.1095.2 SetF Function

(SETF Sms-Sender) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1096 Tootsville::Sms-Uuid

8.1096.1 Function

Sms-Uuid names an undocumented function, with lambda list (OBJECT).

8.1096.2 SetF Function

(SETF Sms-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1097 Tootsville::Smudge-Personality

8.1097.1 Class

Smudge-Personality names a class, with one superclass: Section 8.1050 [TOOTSVILLE ROBOT-SMUDGE], page 1343.

This class defines a character named Smudge

8.1097.2 Slots

Class Smudge-Personality has no direct slots defined.

8.1098 Tootsville::Snowcone-Personality

8.1098.1 Class

Snowcone-Personality names a class, with one superclass: Section 8.1051 [TOOTSVILLE ROBOT-SNOWCONE], page 1344.

This class defines a character named Snowcone

8.1098.2 Slots

Class Snowcone-Personality has no direct slots defined.

8.1099 Tootsville::Sparkle-Personality

8.1099.1 Class

Sparkle-Personality names a class, with one superclass: Section 8.1052 [TOOTSVILLE ROBOT-SPARKLE], page 1345.

This class defines a character named Sparkle

8.1099.2 Slots

Class Sparkle-Personality has no direct slots defined.

8.1100 Tootsville::Spawn-Terrain

8.1100.1 Function

Spawn-Terrain names an undocumented function, with lambda list (PLACE LATITUDE LONGITUDE).

8.1100.2 File

Defined in file src/terrain.lisp.

8.1101 Tootsville::Split-Backtrace

8.1101.1 Function

Split-Backtrace names a function, with lambda list (STR):

Split a string backtrace into parts

8.1101.2 File

Defined in file src/errors.lisp.

8.1102 Tootsville::Split-Plist

8.1102.1 Function

Split-Plist names a function, with lambda list (PLIST):

Split a PLIST into two lists, of keys and values.

8.1102.2 File

Defined in file src/utls.lisp.

8.1103 Tootsville::Sploot-Personality

8.1103.1 Class

Sploot-Personality names a class, with one superclass: Section 8.1053 [TOOTSVILLE ROBOT-SPLOOT], page 1346.

This class defines a character named Sploot

8.1103.2 Slots

Class Sploot-Personality has no direct slots defined.

8.1104 Tootsville::Square

8.1104.1 Function

Square names an undocumented function, with lambda list (X).

8.1104.2 File

Defined in file `src/world.lisp`.

8.1105 Tootsville::Ssl-Certificate

8.1105.1 Function

Ssl-Certificate names an undocumented function, with lambda list NIL.

8.1105.2 File

Defined in file src/config.lisp.

8.1106 Tootsville::Ssl-Private-Key

8.1106.1 Function

Ssl-Private-Key names an undocumented function, with lambda list NIL.

8.1106.2 File

Defined in file src/config.lisp.

8.1107 Tootsville::Staff-Journal-Entry

8.1107.1 Class

Staff-Journal-Entry names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1107.2 Slots

Class Staff-Journal-Entry has no direct slots defined.

8.1108 Tootsville::Staff-Journal-Entry-Entry

8.1108.1 Function

Staff-Journal-Entry-Entry names an undocumented function, with lambda list (OBJECT).

8.1108.2 SetF Function

(SETF Staff-Journal-Entry-Entry) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1109 Tootsville::Staff-Journal-Entry-Uuid

8.1109.1 Function

Staff-Journal-Entry-Uuid names an undocumented function, with lambda list (OBJECT).

8.1109.2 SetF Function

(SETF Staff-Journal-Entry-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1110 Tootsville::Staff-Journal-Entry-Written-At

8.1110.1 Function

Staff-Journal-Entry-Written-At names an undocumented function, with lambda list (OBJECT).

8.1110.2 SetF Function

(SETF Staff-Journal-Entry-Written-At) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1111 Tootsville::Staff-Journal-Entry-Written-By

8.1111.1 Function

Staff-Journal-Entry-Written-By names an undocumented function, with lambda list (OBJECT).

8.1111.2 SetF Function

(SETF Staff-Journal-Entry-Written-By) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1112 Tootsville::Staff-Journal-Reference

8.1112.1 Class

Staff-Journal-Reference names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1112.2 Slots

Class Staff-Journal-Reference has no direct slots defined.

8.1113 Tootsville::Staff-Journal-Reference-Entry

8.1113.1 Function

Staff-Journal-Reference-Entry names an undocumented function, with lambda list (OBJECT).

8.1113.2 SetF Function

(SETF Staff-Journal-Reference-Entry) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1114 Tootsville::Staff-Journal-Reference-Person

8.1114.1 Function

Staff-Journal-Reference-Person names an undocumented function, with lambda list (OBJECT).

8.1114.2 SetF Function

(SETF Staff-Journal-Reference-Person) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1115 Tootsville::Stamp-Toot-Passport

8.1115.1 Function

Stamp-Toot-Passport names a function, with lambda list (TOOT STAMP):

Stamp the passport for TOOT with STAMP.

8.1115.2 File

Defined in file src/passport.lisp.

8.1116 Tootsville::Standard-Log-File

8.1116.1 Function

Standard-Log-File names a function, with lambda list (LOG-DIR):

Get the pathname of the standard log file.

8.1116.2 File

Defined in file src/logging.lisp.

8.1117 Tootsville::Start

8.1117.1 Function

Start names a function, with lambda list (&KEY (HOST 0.0.0.0) (PORT 5000) (FULLP T)):

Start a local Hunchentoot server on HOST and PORT.

HOST is an address of a live interface; PORT may be a port number.

The server will be started running on port PORT (default 5000) on HOST (default local-loopback-only address "localhost"). If an existing server is running, a restart will be presented to allow you to kill it (RESTART-SERVER).

When FULLP is true, a complete start-up including reading config files, connecting to the databases, power-on self-test, &c. will be performed.

In addition, if a TSL (SSL) certificate for this host appears to be present, created by Let's Encrypt, then a TLS acceptor will be started on a port as identified in the configuration file, if that port is available.

8.1117.2 File

Defined in file src/main.lisp.

8.1118 Tootsville::Start-Game-Metronome

8.1118.1 Function

Start-Game-Metronome names an undocumented function, with lambda list NIL.

8.1118.2 File

Defined in file src/metronome.lisp.

8.1119 Tootsville::Start-Hunchentoot

8.1119.1 Function

Start-Hunchentoot names a function, with lambda list (&KEY (HOST localhost) (PORT 5000)):

Start a Hunchentoot server via Section 8.1117 [TOOTSVILLE START], page 1410, and fall through into a REPL to keep the process running.

8.1119.2 File

Defined in file src/main.lisp.

8.1120 Tootsville::Start-Production

8.1120.1 Function

Start-Production names a function, with lambda list (&KEY HOST PORT):

Start a Hunchentoot server via Section 8.1117 [TOOTSVILLE START], page 1410, and daemonize with Swank.

This is the entry point for running a Production, stand-alone server.

SBCL's Low-level Debugger is disabled, so crashes are instantly fatal, allowing SystemD to start a new instance in case of a fatal error.

8.1120.2 File

Defined in file src/main.lisp.

8.1121 Tootsville::Start-Purchase-Event

8.1121.1 Function

Start-Purchase-Event names a function, with lambda list (STORE-ITEM TOOT):

Start an event for TOOT to purchase STORE-ITEM

8.1121.2 File

Defined in file src/quaestor.lisp.

8.1122 Tootsville::Start-Swank

8.1122.1 Function

Start-Swank names a function, with lambda list (&OPTIONAL (PORT (+ 46046 (* 2 (RANDOM 500))))):

Starts a SWANK server on PORT.

Writes the port number to a file named after this (parent) process's PID.

8.1122.2 File

Defined in file src/main.lisp.

8.1123 Tootsville::Start-Tcp-Listener

8.1123.1 Function

Start-Tcp-Listener names a function, with lambda list (&OPTIONAL (HOST ::1) (PORT 2773)):

Start listening for TCP peers on interface HOST and PORT.

The default PORT is 2773.

8.1123.2 File

Defined in file src/tcp-stream.lisp.

8.1124 Tootsville::Stop

8.1124.1 Function

Stop names a function, with lambda list (&OPTIONAL (ACCEPTOR (FIRST *ACCEPTORS*))):

Stop the Hunchentoot server process started by Section 8.1117 [TOOTSVILLE START], page 1410,

8.1124.2 File

Defined in file src/main.lisp.

8.1125 Tootsville::Stop-Game-Metronome

8.1125.1 Function

Stop-Game-Metronome names a function, with lambda list NIL:

Stop the metronome facility by canceling all tasks and stopping the metronome thread.

8.1125.2 File

Defined in file src/metronome.lisp.

8.1126 Tootsville::Stop-Listening-For-Websockets

8.1126.1 Function

Stop-Listening-For-Websockets names a function, with lambda list NIL:

Stop listening for websocket connections and disable the maintenance thread.

8.1126.2 File

Defined in file src/websockets.lisp.

8.1127 Tootsville::Stop-Production

8.1127.1 Function

Stop-Production names an undocumented function, with lambda list NIL.

8.1127.2 File

Defined in file src/main.lisp.

8.1128 Tootsville::Store-Info

8.1128.1 Function

Store-Info names a function, with lambda list (STORE-ITEM):

Returns a structure describing STORE-ITEM.

This structure is a JSON-style Plist with the keys:

id	The unique store item ID. This is currently a UUID.
template	The Section 8.764 [TOOTSVILLE ITEM-TEMPLATE-INFO], page 1057, of this item
qty	The quantity (integer) of these items available in the store.
price	The price (in currency units) of the item
currency	The currency indicator. This will generally be one of X-TVPN Tootsville peanuts; or X-FADU Fairy dust

8.1128.2 File

Defined in file src/items.lisp.

8.1129 Tootsville::Store-Item

8.1129.1 Class

Store-Item names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1129.2 Slots

Class Store-Item has no direct slots defined.

8.1130 Tootsville::Store-Item-Currency

8.1130.1 Function

Store-Item-Currency names an undocumented function, with lambda list (OBJECT).

8.1130.2 SetF Function

(SETF Store-Item-Currency) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1131 Tootsville::Store-Item-Price

8.1131.1 Function

Store-Item-Price names an undocumented function, with lambda list (OBJECT).

8.1131.2 SetF Function

(SETF Store-Item-Price) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1132 Tootsville::Store-Item-Qty

8.1132.1 Function

Store-Item-Qty names an undocumented function, with lambda list (OBJECT).

8.1132.2 SetF Function

(SETF Store-Item-Qty) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1133 Tootsville::Store-Item-Quantity

8.1133.1 Function

Store-Item-Quantity names an undocumented function, with lambda list (ITEM).

8.1134 Tootsville::Store-Item-Template

8.1134.1 Function

Store-Item-Template names an undocumented function, with lambda list (OBJECT).

8.1134.2 SetF Function

(SETF Store-Item-Template) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1135 Tootsville::Store-Item-Uuid

8.1135.1 Function

Store-Item-Uuid names an undocumented function, with lambda list (OBJECT).

8.1135.2 SetF Function

(SETF Store-Item-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1136 Tootsville::String-All-Alpha-Chars-P

8.1136.1 Function

String-All-Alpha-Chars-P names a function, with lambda list (S):

Is S a string of only alphabetical characters?

8.1136.2 File

Defined in file src/types/string-characteristics.lisp.

8.1137 Tootsville::String-Length-2-P

8.1137.1 Function

String-Length-2-P names a function, with lambda list (S):

Is S a string of length 2?

8.1137.2 File

Defined in file src/types/string-characteristics.lisp.

8.1138 Tootsville::Strip-After-Sem

8.1138.1 Function

Strip-After-Sem names an undocumented function, with lambda list (S).

8.1138.2 File

Defined in file `src/acceptor.lisp`.

8.1139 Tootsville::Subheader-Field

8.1139.1 Function

Subheader-Field names an undocumented function, with lambda list (HEADER-ASSOC LABEL).

8.1139.2 File

Defined in file src/auth/auth-firebase.lisp.

8.1140 Tootsville::Sun-Position

8.1140.1 Function

Sun-Position names a function, with lambda list (&OPTIONAL (TIME (GET-UNIVERSAL-TIME*))):

The position (X,Y) of the sun as a list of 2 elements

8.1140.2 File

Defined in file src/weather/sun-moon.lisp.

8.1141 Tootsville::Superstar-Personality

8.1141.1 Class

Superstar-Personality names a class, with one superclass: Section 8.1054 [TOOTSVILLE ROBOT-SUPERSTAR], page 1347.

This class defines a character named Superstar

8.1141.2 Slots

Class Superstar-Personality has no direct slots defined.

8.1142 Tootsville::Swank-Connected-P

8.1142.1 Function

Swank-Connected-P names a function, with lambda list NIL:

Is Swank currently connected to this Lisp image?

8.1142.2 File

Defined in file src/main.lisp.

8.1143 Tootsville::Swing-Door

8.1143.1 Function

Swing-Door names a function, with lambda list (ITEM):

Swing the door open or shut (toggle)

8.1143.2 File

Defined in file src/items.lisp.

8.1144 Tootsville::Sync

8.1144.1 Function

Sync names an undocumented function, with lambda list NIL.

8.1144.2 File

Defined in file src/utils.lisp.

8.1145 Tootsville::Take-Item

8.1145.1 Function

Take-Item names a function, with lambda list (ITEM RECIPIENT):

RECIPIENT becomes the new owner of ITEM.

The RECIPIENT Toot must be close enough to pick up ITEM, and ITEM must be in the world, and not owned by any other player.

8.1145.2 File

Defined in file src/items.lisp.

8.1146 Tootsville::Tcp-Bandwidth-Record

8.1146.1 Function

Tcp-Bandwidth-Record names an undocumented function, with lambda list (MESSAGE &OPTIONAL (MULTIPLIER 1)).

8.1146.2 File

Defined in file src/tcp-stream.lisp.

8.1147 Tootsville::Tcp-Broadcast

8.1147.1 Function

Tcp-Broadcast names an undocumented function, with lambda list (MESSAGE).

8.1147.2 File

Defined in file src/tcp-stream.lisp.

8.1148 Tootsville::Tcp-Client

8.1148.1 Class

Tcp-Client names a class, with one superclass: `COMMON-LISP::STANDARD-OBJECT` (not in this manual).

8.1148.2 Slots

Class Tcp-Client has no direct slots defined.

8.1149 Tootsville::Tcp-Client-Buffer

8.1149.1 Function

Tcp-Client-Buffer names an undocumented function, with lambda list (OBJECT).

8.1149.2 SetF Function

(SETF Tcp-Client-Buffer) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1150 Tootsville::Tcp-Client-Expected-Length

8.1150.1 Function

Tcp-Client-Expected-Length names an undocumented function, with lambda list (OBJECT).

8.1150.2 SetF Function

(SETF Tcp-Client-Expected-Length) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1151 Tootsville::Tcp-Client-Peer

8.1151.1 Function

Tcp-Client-Peer names an undocumented function, with lambda list (OBJECT).

8.1151.2 SetF Function

(SETF Tcp-Client-Peer) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1152 Tootsville::Tcp-Client-Socket

8.1152.1 Function

Tcp-Client-Socket names an undocumented function, with lambda list (OBJECT).

8.1152.2 SetF Function

(SETF Tcp-Client-Socket) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1153 Tootsville::Tcp-Format-Error

8.1153.1 Function

Tcp-Format-Error names a function, with lambda list (TCP-CLIENT):

Send a format error to TCP-CLIENT.

This is the character EM, End of Medium, ASCII value 25 (decimal).

8.1153.2 File

Defined in file src/tcp-stream.lisp.

8.1154 Tootsville::Tcp-Handle-Peer-Request

8.1154.1 Function

Tcp-Handle-Peer-Request names an undocumented function, with lambda list (MESSAGE PEER).

8.1154.2 File

Defined in file src/tcp-stream.lisp.

8.1155 Tootsville::Tcp-Process-Packet

8.1155.1 Function

Tcp-Process-Packet names an undocumented function, with lambda list (PACKET TCP-CLIENT).

8.1155.2 File

Defined in file src/tcp-stream.lisp.

8.1156 Tootsville::Tcp-Reply

8.1156.1 Function

Tcp-Reply names an undocumented function, with lambda list (MESSAGE TCP-CLIENT).

8.1156.2 File

Defined in file src/tcp-stream.lisp.

8.1157 Tootsville::Tcp-Socket-Input

8.1157.1 Function

Tcp-Socket-Input names an undocumented function, with lambda list (TCP-CLIENT).

8.1157.2 File

Defined in file src/tcp-stream.lisp.

8.1158 Tootsville::Tcp-Stream-Authenticate

8.1158.1 Function

Tcp-Stream-Authenticate names a function, with lambda list (CLIENT AUTH\$):

Private server-to-server messaging authentication.

Tunnelled over SSH, so a simple non-cryptographically-secure authentication is all that's performed here.

TODO: This is not implemented.

8.1158.2 File

Defined in file src/tcp-stream.lisp.

8.1159 Tootsville::Tcp-Unicast

8.1159.1 Function

Tcp-Unicast names a function, with lambda list (MESSAGE TCP-CLIENT):

Writes MESSAGE to TCP-CLIENT.

MESSAGE is encoded with a SOH (start of heading, ASCII value 1), followed by the length of the message in base-36, then STX (start of text, ASCII value 2), the message itself, and a final ETX (end of text, ASCII value 3).

8.1159.2 File

Defined in file src/tcp-stream.lisp.

8.1160 Tootsville::Template->Openapi

8.1160.1 Function

Template->Openapi names a function, with lambda list (TEMPLATE):

Convert URI TEMPLATE into an OpenAPI template string.

8.1160.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.1161 Tootsville::Template-Match

8.1161.1 Function

Template-Match names a function, with lambda list (TEMPLATE LIST):

Attempt to match a template list against a split-down URI.

The template list consists of strings, which must match exactly, or symbols, in which case any string will match. The values to which symbols are bound are returned sequentially, like positional parameters.

8.1161.2 File

Defined in file src/acceptor.lisp.

8.1162 Tootsville::Terrain

8.1162.1 Function

Terrain names a function, with lambda list (WORLD LATITUDE LONGITUDE):

Obtain the terrain tile in WORLD at LATITUDE, LONGITUDE

PLACE is one of :Chor, :Moon, :othm, :pink, :orbit.

8.1162.2 File

Defined in file src/terrain.lisp.

8.1163 Tootsville::Terrain-Height

8.1163.1 Class

Terrain-Height names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1163.2 Slots

Class Terrain-Height has no direct slots defined.

8.1164 Tootsville::Terrain-Height-Latitude

8.1164.1 Function

Terrain-Height-Latitude names an undocumented function, with lambda list (OBJECT).

8.1164.2 SetF Function

(SETF Terrain-Height-Latitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1165 Tootsville::Terrain-Height-Longitude

8.1165.1 Function

Terrain-Height-Longitude names an undocumented function, with lambda list (OBJECT).

8.1165.2 SetF Function

(SETF Terrain-Height-Longitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1166 Tootsville::Terrain-Height-Terrain

8.1166.1 Function

Terrain-Height-Terrain names an undocumented function, with lambda list (OBJECT).

8.1166.2 SetF Function

(SETF Terrain-Height-Terrain) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1167 Tootsville::Terrain-Height-World

8.1167.1 Function

Terrain-Height-World names an undocumented function, with lambda list (OBJECT).

8.1167.2 SetF Function

(SETF Terrain-Height-World) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1168 Tootsville::Terrain/ Add-Cactus

8.1168.1 Function

Terrain/ Add-Cactus names a function, with lambda list NIL:

Add a cactus

8.1168.2 File

Defined in file src/terrain.lisp.

8.1169 Tootsville::Terrain/ Add-Flowers

8.1169.1 Function

Terrain/ Add-Flowers names a function, with lambda list NIL:

Add a random cluster of appropriate flowers or herbs.

8.1169.2 File

Defined in file src/terrain.lisp.

8.1170 Tootsville::Terrain/ Add-Grass

8.1170.1 Function

Terrain/ Add-Grass names a function, with lambda list NIL:

Add a random bit of tall grass

8.1170.2 File

Defined in file src/terrain.lisp.

8.1171 Tootsville::Terrain/ Add-Log

8.1171.1 Function

Terrain/ Add-Log names a function, with lambda list NIL:

Adds a fallen log or similar feature.

8.1171.2 File

Defined in file src/terrain.lisp.

8.1172 Tootsville::Terrain/ Add-Mushrooms

8.1172.1 Function

Terrain/ Add-Mushrooms names a function, with lambda list NIL:

Add a cluster of mushrooms or similar.

8.1172.2 File

Defined in file src/terrain.lisp.

8.1173 Tootsville::Terrain/ Add-Shaddow-Bush

8.1173.1 Function

Terrain/ Add-Shaddow-Bush names a function, with lambda list NIL:

Add a Shaddow bush to the area

8.1173.2 File

Defined in file src/terrain.lisp.

8.1174 Tootsville::Terrain/ Add-Shaddow-Pit

8.1174.1 Function

Terrain/ Add-Shaddow-Pit names a function, with lambda list NIL:

Add a Shaddow pit to the area

8.1174.2 File

Defined in file src/terrain.lisp.

8.1175 Tootsville::Terrain/ Add-Shaddow-Stalagmite

8.1175.1 Function

Terrain/ Add-Shaddow-Stalagmite names a function, with lambda list NIL:

Add a Shaddow stalagmite to the area

8.1175.2 File

Defined in file src/terrain.lisp.

8.1176 Tootsville::Terrain/ Add-Small-Pond

8.1176.1 Function

Terrain/ Add-Small-Pond names a function, with lambda list NIL:

Create a pool of water smaller than the tile and contained within it. TODO

8.1176.2 File

Defined in file src/terrain.lisp.

8.1177 Tootsville::Terrain/ Add-Tree

8.1177.1 Function

Terrain/ Add-Tree names a function, with lambda list NIL:

Add a random tree or bush.

8.1177.2 File

Defined in file src/terrain.lisp.

8.1178 Tootsville::Terrain/ Connect-Streams

8.1178.1 Function

Terrain/Connect-Streams names an undocumented function, with lambda list NIL.

8.1178.2 File

Defined in file src/terrain.lisp.

8.1179 Tootsville::Terrain/ Stream-Present-P

8.1179.1 Function

Terrain/ Stream-Present-P names a function, with lambda list NIL:

Does a stream bisect the currently-active space?

Should return true if a body of water exists which enters the space from any side and bisects the space into two disjoint land areas. Terminus of a stream or completely underwater are not “streams” by this definition.

8.1179.2 File

Defined in file src/terrain.lisp.

8.1180 Tootsville::Test

8.1180.1 Variable

Test names an undocumented variable with the value NIL

8.1181 Tootsville::Texi-Ref

8.1181.1 Function

Texi-Ref names a function, with lambda list (STRING):

Given STRING is a TeXInfo text, replace any ‘single-quoted’ links.

A single-quoted reference to a Lisp symbol will be replaced with a hyperlink to that section of the manual, or given an annotation if it is not in this manual.

References to “Tootsville.” are assumed to be valid Javascripts.

8.1181.2 File

Defined in file src/write-docs-2.lisp.

8.1182 Tootsville::Three-Chars-In-A-Row-P

8.1182.1 Function

Three-Chars-In-A-Row-P names a function, with lambda list (STRING &OPTIONAL CHAR-BAG):

Do any three characters in CHAR-BAG occur together in STRING?

If CHAR-BAG is NIL, then any character that occurs three times matching itself returns true.

8.1182.2 File

Defined in file src/types/string-characteristics.lisp.

8.1183 Tootsville::Tick-Weather-Day

8.1183.1 Function

Tick-Weather-Day names a function, with lambda list NIL:

- Precipitation chances are highest in the third months – Inunguis, Senecalensis, Elephas, and Tethytheria – peaking at the 15th of each third month. Thus, the least chance of precipitation is around the 1st of the second month of each quarter – 1 Dugon, Hyrodamalis, Luxodonta, and Dendrohyrax
- Winter precipitation (from about 1 Tethytheria to about 30 Dugon) will tend to be coming from the mountains to the sea, and bring snow, with a corresponding drop in temperature. Summer precipitation (from about 1 Senecalensis to 30 Luxodonta) will tend to come from the south seas, and bring warmer temperatures. The temperature won't be generally affected at all by precipitation during the spring and autumn months.

8.1183.2 File

Defined in file src/weather/weather.lisp.

8.1184 Tootsville::Tick-Weather-Minute

8.1184.1 Function

Tick-Weather-Minute names an undocumented function, with lambda list NIL.

8.1184.2 File

Defined in file `src/weather/weather.lisp`.

8.1185 Tootsville::Toot

8.1185.1 Function

Toot names a function, with lambda list (IDENTIFIER):

Find the Toot associated with IDENTIFIER.

8.1185.2 File

Defined in file src/websockets.lisp.

8.1185.3 SetF Function

(SETF Toot) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1185.4 Class

Toot names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1185.5 Slots

Class Toot has no direct slots defined.

8.1186 Tootsville::Toot-Avatar

8.1186.1 Function

Toot-Avatar names an undocumented function, with lambda list (OBJECT).

8.1186.2 SetF Function

(SETF Toot-Avatar) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1187 Tootsville::Toot-Avatar-Scale-X

8.1187.1 Function

Toot-Avatar-Scale-X names an undocumented function, with lambda list (OBJECT).

8.1187.2 SetF Function

(SETF Toot-Avatar-Scale-X) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1188 Tootsville::Toot-Avatar-Scale-Y

8.1188.1 Function

Toot-Avatar-Scale-Y names an undocumented function, with lambda list (OBJECT).

8.1188.2 SetF Function

(SETF Toot-Avatar-Scale-Y) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1189 Tootsville::Toot-Avatar-Scale-Z

8.1189.1 Function

Toot-Avatar-Scale-Z names an undocumented function, with lambda list (OBJECT).

8.1189.2 SetF Function

(SETF Toot-Avatar-Scale-Z) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1190 Tootsville::Toot-Base-Color

8.1190.1 Function

Toot-Base-Color names an undocumented function, with lambda list (OBJECT).

8.1190.2 SetF Function

(SETF Toot-Base-Color) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1191 Tootsville::Toot-Base-Color-Name

8.1191.1 Type

Toot-Base-Color-Name names a TYPE:

A string designator which describes a valid color for a Toot's base color.

See '+TOOT-BASE-COLOR-NAMES' for the list.

8.1192 Tootsville::Toot-Base-Color-Name-P

8.1192.1 Function

Toot-Base-Color-Name-P names an undocumented function, with lambda list (&REST ARGUMENTS).

8.1192.2 File

Defined in file quicklisp/dists/quicklisp/software/fare-memoization-20180430-git/memoization.lisp.

8.1193 Tootsville::Toot-Buddy-List

8.1193.1 Function

Toot-Buddy-List names an undocumented function, with lambda list (&OPTIONAL (TOOT *TOOT*)).

8.1193.2 File

Defined in file src/infinity/legacy-commands.lisp.

8.1194 Tootsville::Toot-Can-Afford-P

8.1194.1 Function

Toot-Can-Afford-P names a function, with lambda list (TOOT STORE-ITEM):

Whether TOOT can afford STORE-ITEM

8.1194.2 File

Defined in file src/quaestor.lisp.

8.1195 Tootsville::Toot-Chat-Background-Color

8.1195.1 Function

Toot-Chat-Background-Color names a function, with lambda list (TOOT):

The background color of a Toot's speech balloon in normal speech.

Shouting and whispering should alter this color appropriately.

Obtained via Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497.

Always white at present (2.0). This should not be trusted to be a constant; it should be updated in a later release.

8.1195.2 File

Defined in file src/toots.lisp.

8.1196 Tootsville::Toot-Chat-Foreground-Color

8.1196.1 Function

Toot-Chat-Foreground-Color names a function, with lambda list (TOOT):

The foreground (text) color of a Toot's speech balloon in normal speech.

Shouting and whispering should alter this color appropriately.

Obtained via Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497.

Always black at present (2.0). This should not be trusted to be a constant; it should be updated in a later release.

8.1196.2 File

Defined in file src/toots.lisp.

8.1197 Tootsville::Toot-Child-Code

8.1197.1 Function

Toot-Child-Code names an undocumented function, with lambda list (OBJECT).

8.1197.2 SetF Function

(SETF Toot-Child-Code) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1198 Tootsville::Toot-Childp

8.1198.1 Function

Toot-Childp names an undocumented function, with lambda list (TOOT).

8.1198.2 File

Defined in file src/toots.lisp.

8.1199 Tootsville::Toot-Clothes+Pattern

8.1199.1 Function

Toot-Clothes+Pattern names a function, with lambda list (TOOT):

The clothes (including Pivitz) and pattern that TOOT is wearing.

8.1199.2 File

Defined in file src/toots.lisp.

8.1200 Tootsville::Toot-Contacts

8.1200.1 Function

Toot-Contacts names an undocumented function, with lambda list (TOOT).

8.1200.2 File

Defined in file `src/contacts.lisp`.

8.1201 Tootsville::Toot-Equipped-Item

8.1201.1 Function

Toot-Equipped-Item names an undocumented function, with lambda list (TOOT).

8.1201.2 File

Defined in file `src/toots.lisp`.

8.1202 Tootsville::Toot-Fairy-Dust

8.1202.1 Function

Toot-Fairy-Dust names a function, with lambda list (TOOT):

Compute the total balance of fairy dust that TOOT has earned over the course of the game.

8.1202.2 File

Defined in file src/quaestor.lisp.

8.1203 Tootsville::Toot-Has-Item-P

8.1203.1 Function

Toot-Has-Item-P names a function, with lambda list (ITEM-TEMPLATE-ID &OPTIONAL (TOOT *TOOT*)):

A generalize boolean indicating whether TOOT has any item based upon ITEM-TEMPLATE-ID

Calls Section 8.1205 [TOOTSVILLE TOOT-INVENTORY], page 1500, to benefit from caching.

8.1203.2 File

Defined in file src/items.lisp.

8.1204 Tootsville::Toot-Info

8.1204.1 Function

Toot-Info names a function, with lambda list (TOOT &OPTIONAL (PRIVATEP (AND *USER* (UUID= (PERSON-UUID *USER*) (TOOT-PLAYER TOOT))))):

Returns a JSON-compatible structure which describes TOOT.

If PRIVATEP, then private information (normally only visible to that Toot’s user) is returned; otherwise, private information is dummied out or absent.

This data is returned by various functions, including Section 8.661 [TOOTSVILLE INFINITY-FINGER], page 929, or Section 8.713 [TOOTSVILLE INFINITY-WARDROBE], page 1004.

8.1204.2 Data Structure

name	The name of the Toot character. See Section 8.1209 [TOOTSVILLE TOOT-NAME], page 1504,
userName	Also the name of the Toot character, in the form in which it should appear on an avatar label. Notably, this means that child or sensitive users will have a black diamond prefixed to the name. See Section 8.1226 [TOOTSVILLE TOOT-PRESENTATION-NAME], page 1521,
avatar	The base filename of the avatar. The actual URL for the avatar model will always be <code>https://jumbo.tootsville.org/Assets/Avatars/5/avatar.babylon</code> . See Section 8.1186 [TOOTSVILLE TOOT-AVATAR], page 1479, to obtain the avatar’s ID, and Section 8.146 [TOOTSVILLE AVATAR-MONIKER], page 402, to obtain the name from that ID.
chatFG	The foreground (text) color of this character’s chat messages. See Section 8.1196 [TOOTSVILLE TOOT-CHAT-FOREGROUND-COLOR], page 1489.
chatBG	The background color of the speech balloons behind the character’s chat messages. See Section 8.1195 [TOOTSVILLE TOOT-CHAT-BACKGROUND-COLOR], page 1488.
avatarClass	This is a legacy object which describes the avatar in play, in theory. It has the following attributes: id , the unique ID for the avatar; title , always the same as avatar URL base name; filename , also the same; forFree , always true ; forPaid , always false .
avatarClass_B, baseColor	The base color for the avatar’s skin. Sent as two identical values. See Section 8.1190 [TOOTSVILLE TOOT-BASE-COLOR], page 1483,
avatarClass_P, patternColor	The color for the avatars’s pattern, if any. Sent as two identical values. See Section 8.1217 [TOOTSVILLE TOOT-PATTERN-COLOR], page 1512,
avatarClass_E, padColor	The color for the avatar’s pad or “extra” color. Sent as two identical values. See Section 8.1211 [TOOTSVILLE TOOT-PAD-COLOR], page 1506,

format	Always the same as avatar now.
colors	The list of base, pattern, and extra color, a third time, as an array-like object; keys are 0 for base color, 1 for pad color, and 2 for pattern color.
inRoom	No longer returned; always reads exactly “@Tootsville”
vars	No longer returned; always nil.
clothes	The clothing currently being worn by the character. For legacy reasons, the character’s pattern is repeated here. Pivitz are considered clothes. See Section 8.1199 [TOOTSVILLE TOOT-CLOTHES+PATTERN], page 1492,
pattern	The name of the pattern of the avatar, if any. See Section 8.1216 [TOOTSVILLE TOOT-PATTERN], page 1511,
gameItem	The item currently held in the character’s TRUNK or HAND slot, as appropriate to the avatar model, if any. See Section 8.1201 [TOOTSVILLE TOOT-EQUIPPED-ITEM], page 1494,
uuid, id	The Toot character’s UUID. See Section 8.1243 [TOOTSVILLE TOOT-UUID], page 1538,
equip	If this is the requestor’s Toot, a set of all inventory (equipment) as per ‘TOOT-ITEM-INFO’
childP	True if the Toot represents a child player. See Section 8.1198 [TOOTSVILLE TOOT-CHILDP], page 1491,
childRequest	If there is an active or pending request to play from this child, this object will be attached. It contains uuid , the time the request was placedAt , when it was allowedAt or deniedAt , how long it was allowedFor , and any response text.
childCode	Only available to the user owning the Toot, this is the code to log in as the child Toot. See Section 8.1197 [TOOTSVILLE TOOT-CHILD-CODE], page 1490,
sensitiveP	True if the Toot represents a sensitive user or a child. See Section 8.925 [TOOTSVILLE PERSON-SENSITIVEP], page 1218,
scaling	Scaling of the avatar in each of x, y, and z dimensions. See Section 8.1187 [TOOTSVILLE TOOT-AVATAR-SCALE-X], page 1480, Section 8.1188 [TOOTSVILLE TOOT-AVATAR-SCALE-Y], page 1481, and Section 8.1189 [TOOTSVILLE TOOT-AVATAR-SCALE-Z], page 1482,

8.1204.3 Changes from 1.0 to 1.1

The **avatarClass** object used to have fields **s**, which is the same as **title**; **forVIT**, which is the same as **forPaid**; and **avatarClassID**, which is the same as **id**. The renamed fields were supported under both names in 1.1 or 1.2 based on the setting of the global configuration variable `org.starhope.appius.events.format1.0`.

8.1204.4 Changes from 1.1 to 1.2

Added **scaling** for “Magic Toots.”

8.1204.5 Changes from 1.2 to 2.0

- Added `name`
- Dropped backwards compatibility with the `avatarClass` object from 1.0
- `id` now returns a UUID, not a fixnum integer.
- Avatars are now Babylon 3D models, not Flash objects, and are retrieved from a different URL pattern.
- Prepend black diamonds to `userName` for children or sensitive users.
- Always returns white and black for `chatFG` and `chatBG`, as “Magic Toot” colors are not currently supported in 2.0; they may return in 2.1 or later.
- Added `baseColor`, `patternColor`, and `padColor` names in parallel to existing, now deprecated, `colors` values.
- The `avatarClass_B,P,E` values, which used to reflect default colors for an avatar model, are now just the Toot’s current colors.
- Added `uuid`, `childP`, `childRequest`, `sensitiveP`, and `lastSeen`
- When the requestor owns this Toot, added `note`, `childCode`, `peanuts`, `fairyDust`,
- `inRoom` always returns “@Tootsville”.
- `vars` always returns nil.

See also Deprecation section below.

8.1204.6 Deprecation

The following elements are deprecated and will be removed in a future revision:

`id` use `uuid` in future.

`avatarClass_B,_P,_E` and `colors`

Deprecated in favor of `baseColor`, `patternColor`, `padColor`.

`avatarClass`

This is deprecated and will be removed in future. Its purpose is better served by other fields already in the structure.

`format` This is deprecated in favor of `avatar`

8.1204.7 Obtaining Toot Information

Avatar information is available through several channels.

`/toots/Toot-Name`

Fetch only the avatar information for a single Toot from this endpoint

Section 8.661 [TOOTSVILLE INFINITY-FINGER], page 929

Fetch avatar information for a list of Toots.

8.1204.8 File

Defined in file `src/toots.lisp`.

8.1205 Tootsville::Toot-Inventory

8.1205.1 Function

Toot-Inventory names a function, with lambda list (&OPTIONAL (TOOT *TOOT*) &KEY PRIVATEP):

The inventory of TOOT, possibly including PRIVATEP items.

When PRIVATEP is false (default), only the inventory items which are equipped will be enumerated.

Returns a list of ITEM objects.

8.1205.2 File

Defined in file src/items.lisp.

8.1206 Tootsville::Toot-Join-Message

8.1206.1 Function

Toot-Join-Message names a function, with lambda list (&OPTIONAL (TOOT *TOOT*) (WORLD CHOR)):

Send joinOK message for TOOT

8.1206.2 File

Defined in file src/websockets.lisp.

8.1207 Tootsville::Toot-Last-Active

8.1207.1 Function

Toot-Last-Active names an undocumented function, with lambda list (OBJECT).

8.1207.2 SetF Function

(SETF Toot-Last-Active) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1208 Tootsville::Toot-List-Message

8.1208.1 Function

Toot-List-Message names a function, with lambda list NIL:

Send a player (user) their list of Toots.

Used primarily in the login process. Might also be used for gifting inventory back-and-forth later.

8.1208.2 Format

```
{ from: "tootList",  
  status: true,  
  toots: [ TOOT-INFO, ... ] }
```

The value of `toots` is an array (list) of Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, ordered by the time that the Toot was last active in the game, most recent to least recent. Clients are encouraged to display the list of Toots in this order.

If the player has no Toots yet, returns a 404 with `status: false`.

8.1208.3 File

Defined in file `src/infinity/new-commands-20.lisp`.

8.1209 Tootsville::Toot-Name

8.1209.1 Function

Toot-Name names an undocumented function, with lambda list (OBJECT).

8.1209.2 SetF Function

(SETF Toot-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1209.3 Type

Toot-Name names a TYPE:

A name that can be used for a Toot character.

See Section 8.955 [TOOTSVILLE POTENTIAL-TOOT-NAME-P], page 1248.

8.1210 Tootsville::Toot-Note

8.1210.1 Function

Toot-Note names an undocumented function, with lambda list (OBJECT).

8.1210.2 SetF Function

(SETF Toot-Note) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1211 Tootsville::Toot-Pad-Color

8.1211.1 Function

Toot-Pad-Color names an undocumented function, with lambda list (OBJECT).

8.1211.2 SetF Function

(SETF Toot-Pad-Color) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1212 Tootsville::Toot-Pad-Color-Name

8.1212.1 Type

Toot-Pad-Color-Name names a TYPE:

A color name that can be used for Toot foot pads and nose tip.

Formerly known as the “extra color” of the avatar.

8.1213 Tootsville::Toot-Pad-Color-Name-P

8.1213.1 Function

Toot-Pad-Color-Name-P names an undocumented function, with lambda list (&REST ARGUMENTS).

8.1213.2 File

Defined in file quicklisp/dists/quicklisp/software/fare-memoization-20180430-git/memoization.lisp.

8.1214 Tootsville::Toot-Passport-Stamped-P

8.1214.1 Function

Toot-Passport-Stamped-P names a function, with lambda list (TOOT STAMP):

Has TOOT's passport been stamped with STAMP?

8.1214.2 File

Defined in file src/passport.lisp.

8.1215 Tootsville::Toot-Passport-Stamps

8.1215.1 Function

Toot-Passport-Stamps names a function, with lambda list (TOOT):

Enumerate the stamp names on TOOT's passport

8.1215.2 File

Defined in file src/passport.lisp.

8.1216 Tootsville::Toot-Pattern

8.1216.1 Function

Toot-Pattern names an undocumented function, with lambda list (OBJECT).

8.1216.2 SetF Function

(SETF Toot-Pattern) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1217 Tootsville::Toot-Pattern-Color

8.1217.1 Function

Toot-Pattern-Color names an undocumented function, with lambda list (OBJECT).

8.1217.2 SetF Function

(SETF Toot-Pattern-Color) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1218 Tootsville::Toot-Pattern-Color-Name

8.1218.1 Type

Toot-Pattern-Color-Name names a TYPE:

The name of a color that can be used for a pattern

8.1219 Tootsville::Toot-Pattern-Color-Name-P

8.1219.1 Function

Toot-Pattern-Color-Name-P names an undocumented function, with lambda list (&REST ARGUMENTS).

8.1219.2 File

Defined in file quicklisp/dists/quicklisp/software/fare-memoization-20180430-git/memoization.lisp.

8.1220 Tootsville::Toot-Pattern-Name

8.1220.1 Type

Toot-Pattern-Name names a TYPE:

The name of a Toot pattern

8.1221 Tootsville::Toot-Pattern-Name-P

8.1221.1 Function

Toot-Pattern-Name-P names an undocumented function, with lambda list (&REST ARGUMENTS).

8.1221.2 File

Defined in file `quicklisp/dists/quicklisp/software/fare-memoization-20180430-git/memoization.lisp`.

8.1222 Tootsville::Toot-Peanuts

8.1222.1 Function

Toot-Peanuts names a function, with lambda list (TOOT):

Compute the total balance of peanuts that TOOT has earned over the course of the game.

8.1222.2 File

Defined in file src/quaestor.lisp.

8.1223 Tootsville::Toot-Personality

8.1223.1 Class

Toot-Personality names a class, with one superclass: Section 8.1021 [TOOTSVILLE ROBOT], page 1314.

8.1223.2 Slots

Class Toot-Personality has no direct slots defined.

8.1224 Tootsville::Toot-Player

8.1224.1 Function

Toot-Player names an undocumented function, with lambda list (OBJECT).

8.1224.2 SetF Function

(SETF Toot-Player) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1225 Tootsville::Toot-Position

8.1225.1 Function

Toot-Position names a function, with lambda list (TOOT):

Return the current point position of TOOT.

TOOT may be a Toot, robot, &c. The position returned will be a list of world keyword, latitude, longitude, and altitude.

8.1225.2 File

Defined in file src/websockets.lisp.

8.1225.3 SetF Function

(SETF Toot-Position) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1226 Tootsville::Toot-Presentation-Name

8.1226.1 Function

Toot-Presentation-Name names a function, with lambda list (TOOT):

The form of the TOOT's name for display in the UI as an avatar label.

This is usually the same as Section 8.1209 [TOOTSVILLE TOOT-NAME], page 1504, except for children or sensitive players, in which case it will have a black diamond prefixed to it.

8.1226.2 File

Defined in file src/toots.lisp.

8.1227 Tootsville::Toot-Private-Message

8.1227.1 Function

Toot-Private-Message names a function, with lambda list (SPEAKER LISTENER SPEECH):

SPEAKER whispers the message SPEECH to LISTENER.

8.1227.2 File

Defined in file src/websockets.lisp.

8.1228 Tootsville::Toot-Quiesced

8.1228.1 Class

Toot-Quiesced names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1228.2 Slots

Class Toot-Quiesced has no direct slots defined.

8.1229 Tootsville::Toot-Quiesced-Altitude

8.1229.1 Function

Toot-Quiesced-Altitude names an undocumented function, with lambda list (OBJECT).

8.1229.2 SetF Function

(SETF Toot-Quiesced-Altitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1230 Tootsville::Toot-Quiesced-Attribs

8.1230.1 Function

Toot-Quiesced-Attribs names an undocumented function, with lambda list (OBJECT).

8.1230.2 SetF Function

(SETF Toot-Quiesced-Attribs) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1231 Tootsville::Toot-Quiesced-D3

8.1231.1 Function

Toot-Quiesced-D3 names an undocumented function, with lambda list (OBJECT).

8.1231.2 SetF Function

(SETF Toot-Quiesced-D3) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1232 Tootsville::Toot-Quiesced-Data

8.1232.1 Function

Toot-Quiesced-Data names an undocumented function, with lambda list (TOOT).

8.1232.2 File

Defined in file `src/characters/robots.lisp`.

8.1233 Tootsville::Toot-Quiesced-Emotion

8.1233.1 Function

Toot-Quiesced-Emotion names an undocumented function, with lambda list (OBJECT).

8.1233.2 SetF Function

(SETF Toot-Quiesced-Emotion) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1234 Tootsville::Toot-Quiesced-Latitude

8.1234.1 Function

Toot-Quiesced-Latitude names an undocumented function, with lambda list (OBJECT).

8.1234.2 SetF Function

(SETF Toot-Quiesced-Latitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1235 Tootsville::Toot-Quiesced-Longitude

8.1235.1 Function

Toot-Quiesced-Longitude names an undocumented function, with lambda list (OBJECT).

8.1235.2 SetF Function

(SETF Toot-Quiesced-Longitude) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1236 Tootsville::Toot-Quiesced-Observed

8.1236.1 Function

Toot-Quiesced-Observed names an undocumented function, with lambda list (OBJECT).

8.1236.2 SetF Function

(SETF Toot-Quiesced-Observed) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1237 Tootsville::Toot-Quiesced-Peer-Address

8.1237.1 Function

Toot-Quiesced-Peer-Address names an undocumented function, with lambda list (OBJECT).

8.1237.2 SetF Function

(SETF Toot-Quiesced-Peer-Address) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1238 Tootsville::Toot-Quiesced-Toot

8.1238.1 Function

Toot-Quiesced-Toot names an undocumented function, with lambda list (OBJECT).

8.1238.2 SetF Function

(SETF Toot-Quiesced-Toot) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1239 Tootsville::Toot-Quiesced-World

8.1239.1 Function

Toot-Quiesced-World names an undocumented function, with lambda list (OBJECT).

8.1239.2 SetF Function

(SETF Toot-Quiesced-World) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1240 Tootsville::Toot-Quiesced-Wtl

8.1240.1 Function

Toot-Quiesced-Wtl names an undocumented function, with lambda list (OBJECT).

8.1240.2 SetF Function

(SETF Toot-Quiesced-Wtl) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1241 Tootsville::Toot-Sms-Messages

8.1241.1 Function

Toot-Sms-Messages names a function, with lambda list (TOOT &KEY (FROM NIL) (LIMIT 100)):

Find TOOT's SMS message starting with FROM, up to LIMIT.

FROM can be a UUID or an index from 0.

8.1241.2 File

Defined in file src/sms.lisp.

8.1242 Tootsville::Toot-Speak

8.1242.1 Function

Toot-Speak names a function, with lambda list (SPEECH &KEY (TOOT *TOOT*) VOL):

Broadcast a public message of SPEECH from TOOT at volume VOL.

8.1242.2 File

Defined in file src/websockets.lisp.

8.1243 Tootsville::Toot-Uuid

8.1243.1 Function

Toot-Uuid names an undocumented function, with lambda list (OBJECT).

8.1243.2 SetF Function

(SETF Toot-Uuid) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1244 Tootsville::Tootsville-Rest-Acceptor

8.1244.1 Class

Tootsville-Rest-Acceptor names a class, with one superclass: HUNCHENTOOT::EASY-ACCEPTOR (not in this manual).

8.1244.2 Slots

Class Tootsville-Rest-Acceptor has no direct slots defined.

8.1245 Tootsville::Tootsville-Rest-Ssl-Acceptor

8.1245.1 Class

Tootsville-Rest-Ssl-Acceptor names a class, with one superclass: HUNCHENTOOT::EASY-SSL-ACCEPTOR (not in this manual).

8.1245.2 Slots

Class Tootsville-Rest-Ssl-Acceptor has no direct slots defined.

8.1246 Tootsville::Tootsville-V-Banner

8.1246.1 Function

Tootsville-V-Banner names an undocumented function, with lambda list NIL.

8.1246.2 File

Defined in file `src/version.lisp`.

8.1247 Tootsville::Trace-Log-File

8.1247.1 Function

Trace-Log-File names a function, with lambda list (LOG-DIR):

Get the pathname of the trace log file.

8.1247.2 File

Defined in file src/logging.lisp.

8.1248 Tootsville::Trace-Output-Heartbeat

8.1248.1 Function

Trace-Output-Heartbeat names a function, with lambda list NIL:

Output a heartbeat message with thread listing to `*TRACE-OUTPUT*` (see the Common Lisp HyperSpec)

8.1248.2 File

Defined in file `src/logging.lisp`.

8.1249 Tootsville::Try-Reconnect-Toot-Name

8.1249.1 Function

Try-Reconnect-Toot-Name names a function, with lambda list (TOOT-NAME USER):

Allow TOOT-NAME to try to reconnect as USER.

8.1249.2 File

Defined in file src/websockets.lisp.

8.1250 Tootsville::Two-Chars-In-A-Row-P

8.1250.1 Function

Two-Chars-In-A-Row-P names a function, with lambda list (STRING CHAR-BAG):

Do any two characters in CHAR-BAG occur together in STRING?

8.1250.2 File

Defined in file src/types/string-characteristics.lisp.

8.1251 Tootsville::Two-Letter-String

8.1251.1 Type

Two-Letter-String names a TYPE:

A string of two letters (alphabetical characters)

8.1252 Tootsville::Un-Banhammer-Ip-Address

8.1252.1 Function

Un-Banhammer-Ip-Address names an undocumented function, with lambda list (ADDRESS).

8.1252.2 File

Defined in file src/infinity/legacy-ops.lisp.

8.1253 Tootsville::Unicast

8.1253.1 Function

Unicast names a function, with lambda list (MESSAGE &OPTIONAL (USER (ACTIVE-PLAYER))):

Send MESSAGE directly to USER (which may be a Person or Toot)

8.1253.2 File

Defined in file src/messaging.lisp.

8.1254 Tootsville::Unidentified-Player-Error

8.1254.1 Class

Unidentified-Player-Error names a class, with one superclass: Section 8.639 [TOOTSVILLE HTTP-CLIENT-ERROR], page 899.

An error thrown when the player can't be identified.

They may have sent no credentials, or bad credentials.

8.1254.2 Slots

Class Unidentified-Player-Error has 1 direct slot definition:

`Http-Status-Code`

8.1255 Tootsville::Unimplemented

8.1255.1 Class

Unimplemented names a class, with one superclass: Section 8.639 [TOOTSVILLE HTTP-CLIENT-ERROR], page 899.

Signals that a feature has not been implemented yet.

8.1255.2 Slots

Class Unimplemented has 2 direct slot definitions:

Http-Status-Code
Feature

8.1256 Tootsville::Unimplemented-Feature

8.1256.1 Function

Unimplemented-Feature names an undocumented function, with lambda list (CONDITION).

8.1256.2 SetF Function

(SETF Unimplemented-Feature) names an undocumented function, with lambda list (NEW-VALUE CONDITION).

8.1257 Tootsville::Unprocessable

8.1257.1 Class

Unprocessable names a class, with one superclass: Section 8.155 [TOOTSVILLE BAD-REQUEST], page 411.

A value submitted could not be processed.

8.1257.2 Slots

Class Unprocessable has 2 direct slot definitions:

Http-Status-Code

Thing

8.1258 Tootsville::Update-Gravatar

8.1258.1 Function

Update-Gravatar names an undocumented function, with lambda list (PERSON EMAIL).

8.1258.2 File

Defined in file src/users.lisp.

8.1259 Tootsville::Update-Nil

8.1259.1 Class

Update-Nil names a class, with one superclass: COMMON-LISP::CONDITION (not in this manual).

8.1259.2 Slots

Class Update-Nil has no direct slots defined.

8.1260 Tootsville::Update-Toot-Last-Active

8.1260.1 Function

Update-Toot-Last-Active names a function, with lambda list (TOOT):

Set the Section 8.1207 [TOOTSVILLE TOOT-LAST-ACTIVE], page 1502, time for TOOT to the present time.

8.1260.2 File

Defined in file src/infinity/new-commands-20.lisp.

8.1261 Tootsville::Uri-To-Uuid

8.1261.1 Function

Uri-To-Uuid names a function, with lambda list (UUID):

Extract a UUID encoded in Base64 in URI form.

8.1261.2 File

Defined in file src/types/binary.lisp.

8.1262 Tootsville::Url-To-String

8.1262.1 Function

Url-To-String names a function, with lambda list (URL):

Converts URL to a string, if it is not already.

8.1262.2 File

Defined in file src/users.lisp.

8.1263 Tootsville::User->Alist

8.1263.1 Function

User->Alist names an undocumented function, with lambda list (USER).

8.1263.2 File

Defined in file src/users.lisp.

8.1264 Tootsville::User-Account

8.1264.1 Function

User-Account names an undocumented function, with lambda list (OBJECT).

8.1264.2 SetF Function

(SETF User-Account) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1265 Tootsville::User-Display-Name

8.1265.1 Function

User-Display-Name names an undocumented function, with lambda list (&OPTIONAL (PERSON *USER*)).

8.1265.2 File

Defined in file src/users.lisp.

8.1266 Tootsville::User-Email

8.1266.1 Function

User-Email names a function, with lambda list (&OPTIONAL (PERSON *USER*)):

Finds an email address for PERSON of type CONTACT.

8.1266.2 File

Defined in file src/users.lisp.

8.1267 Tootsville::User-Face

8.1267.1 Function

User-Face names a function, with lambda list (&OPTIONAL (PERSON *USER*)):

Finds a portrait URI for PERSON

8.1267.2 File

Defined in file src/users.lisp.

8.1268 Tootsville::User-Given-Name

8.1268.1 Function

User-Given-Name names an undocumented function, with lambda list (&OPTIONAL (PERSON *USER*)).

8.1268.2 File

Defined in file src/users.lisp.

8.1269 Tootsville::User-Id

8.1269.1 Function

User-Id names an undocumented function, with lambda list (&OPTIONAL (PERSON *USER*)).

8.1269.2 File

Defined in file src/users.lisp.

8.1270 Tootsville::User-Online-P

8.1270.1 Function

User-Online-P names a function, with lambda list (USER):

Is USER actively connected right now?

8.1270.2 File

Defined in file src/websockets.lisp.

8.1271 Tootsville::User-Stream

8.1271.1 Function

User-Stream names a function, with lambda list (WHOM):

Get the stream associated with WHOM.

WHOM might be a Toot, person, websocket client, robot, &c.

8.1271.2 File

Defined in file src/websockets.lisp.

8.1272 Tootsville::User-Surname

8.1272.1 Function

User-Surname names an undocumented function, with lambda list (&OPTIONAL (PERSON *USER*)).

8.1272.2 File

Defined in file src/users.lisp.

8.1273 Tootsville::Uuid-String-P

8.1273.1 Function

Uuid-String-P names a function, with lambda list (STRING):

Does STRING look like a UUID?

Checks for 36 characters with #- in the correct positions and hex characters elsewhere.

8.1273.2 Example

6D559B46-D021-4814-A7F7-D8D67AD64800

8.1273.3 File

Defined in file src/types/string-characteristics.lisp.

8.1274 Tootsville::Uuid-String-To-Base64

8.1274.1 Function

Uuid-String-To-Base64 names a function, with lambda list (UUID-STRING):

Converts UUID-STRING into a UUID and gives its Base64 string value.

See also Section 8.1275 [TOOTSVILLE UUID-TO-BASE64], page 1570.

8.1274.2 File

Defined in file src/db/db-central.lisp.

8.1275 Tootsville::Uuid-To-Base64

8.1275.1 Function

Uuid-To-Base64 names a function, with lambda list (UUID):

Convert UUID into a Base64 string.

Strips the trailing == that in invariant.

8.1275.2 File

Defined in file src/db/db-central.lisp.

8.1276 Tootsville::Uuid-To-Uri

8.1276.1 Function

Uuid-To-Uri names a function, with lambda list (UUID):

Encode UUID in Base64 and escape for URIs.

Swaps / characters for - characters to be more polite in an URI.

8.1276.2 File

Defined in file src/types/binary.lisp.

8.1277 Tootsville::Valid-Child-Code-P

8.1277.1 Function

Valid-Child-Code-P names a function, with lambda list (CODE):

Is CODE valid for a child code?

It must be made up completely of ASCII67 characters and be 6-12 characters in length (inclusive).

8.1277.2 File

Defined in file src/types/toot-names.lisp.

8.1278 Tootsville::Value-To-Texi

8.1278.1 Function

Value-To-Texi names a function, with lambda list (SYMBOL):

Pretty-print the value of SYMBOL to a string.

Used for values of constants or default values of global (dynamic) variables.

8.1278.2 File

Defined in file src/write-docs-2.lisp.

8.1279 Tootsville::Vanish-Item

8.1279.1 Function

Vanish-Item names a function, with lambda list (ITEM):

ITEM ceases to exist.

8.1279.2 File

Defined in file src/items.lisp.

8.1280 Tootsville::Verbose-Log-File

8.1280.1 Function

Verbose-Log-File names a function, with lambda list (LOG-DIR):

Get the pathname of the verbose log file.

8.1280.2 File

Defined in file src/logging.lisp.

8.1281 Tootsville::Version-Info-For

8.1281.1 Function

Version-Info-For names an undocumented function, with lambda list (ARGS).

8.1281.2 File

Defined in file src/version.lisp.

8.1282 Tootsville::Version-Info-List

8.1282.1 Function

Version-Info-List names an undocumented function, with lambda list NIL.

8.1282.2 File

Defined in file `src/version.lisp`.

8.1283 Tootsville::Version-Info-Report

8.1283.1 Function

Version-Info-Report names an undocumented function, with lambda list (&OPTIONAL (ARGS (QUOTE (*)))).

8.1283.2 File

Defined in file src/version.lisp.

8.1284 Tootsville::Version-Info-Report-String

8.1284.1 Function

Version-Info-Report-String names an undocumented function, with lambda list (ARGS).

8.1284.2 File

Defined in file src/version.lisp.

8.1285 Tootsville::Vitem-Grant-Item

8.1285.1 Function

Vitem-Grant-Item names a function, with lambda list (ITEM RECIPIENT):

RECIPIENT receives an item from ITEM.

As per the VITEM placement command; see also Section 7.62 [TOOTSVILLE-USER PLACE], page 190.

8.1285.2 File

Defined in file src/items.lisp.

8.1286 Tootsville::Wallet-Info

8.1286.1 Function

Wallet-Info names a function, with lambda list (TOOT):

Returns JSON-type data about TOOT's wallet.

This object contains

walletOwner

The Toot name whose wallet is being described

currency An object containing an enumeration of currencies. Each key is a currency's ISO symbol; each value is the amount of that currency which TOOT currently possesses.

8.1286.2 Changes from 1.2 to 2.0

In 1.2, the only currency reported was X-TVPN, Tootsville Magic Peanuts. Now, we also report (at least) X-FADU, fairy dust.

8.1286.3 File

Defined in file src/toots.lisp.

8.1287 Tootsville::Wants-Json-P

8.1287.1 Function

Wants-Json-P names a function, with lambda list NIL:

Does the client request Accept JSON format?

Looks for the canonical "Accept: application/json", and also checks the request URI for ".js" (which is, of course, a subseq of ".json" as well.)

8.1287.2 File

Defined in file src/web.lisp.

8.1288 Tootsville::Weakly-Remember-Record

8.1288.1 Function

Weakly-Remember-Record names a function, with lambda list (RECORD):

Add RECORD to Section 8.70 [TOOTSVILLE *WEAK-RECORD-CACHE*], page 326,

8.1288.2 File

Defined in file src/db/generic-db.lisp.

8.1289 Tootsville::Wear-Slot

8.1289.1 Class

Wear-Slot names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1289.2 Slots

Class Wear-Slot has no direct slots defined.

8.1290 Tootsville::Wear-Slot-Alternate

8.1290.1 Function

Wear-Slot-Alternate names an undocumented function, with lambda list (OBJECT).

8.1290.2 SetF Function

(SETF Wear-Slot-Alternate) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1291 Tootsville::Wear-Slot-Avatar-Point

8.1291.1 Function

Wear-Slot-Avatar-Point names an undocumented function, with lambda list (OBJECT).

8.1291.2 SetF Function

(SETF Wear-Slot-Avatar-Point) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1292 Tootsville::Wear-Slot-Id

8.1292.1 Function

Wear-Slot-Id names an undocumented function, with lambda list (OBJECT).

8.1292.2 SetF Function

(SETF Wear-Slot-Id) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1293 Tootsville::Wear-Slot-Info

8.1293.1 Function

Wear-Slot-Info names a function, with lambda list (WEAR-SLOT):

Provides a JSON-style Plist describing WEAR-SLOT.

id	The unique ID of this wear-slot.
name	The (potentially user-visible) name of this wear-slot.
alternate	If this wear-slot has an alternate slot associated with it, this will be the wear-slot-ID of the alternate slot.
avatarPoint	The moniker of the point on the avatar to which an item in this slot is mounted.
valence	The valence level of this wear-slot on that avatarPoint. Multiple items mounted on one wear-slot can exist in valence levels.
obstruct	If wearing an item in this slot obstructs the character from also wearing items in certain other slots:
point	The avatarPoint which is obstructed,
min	The minimum valence level obstructed,
max	and the maximum valence level obstructed.

8.1293.2 File

Defined in file src/items.lisp.

8.1294 Tootsville::Wear-Slot-Name

8.1294.1 Function

Wear-Slot-Name names an undocumented function, with lambda list (OBJECT).

8.1294.2 SetF Function

(SETF Wear-Slot-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1295 Tootsville::Wear-Slot-Obstruct-Max

8.1295.1 Function

Wear-Slot-Obstruct-Max names an undocumented function, with lambda list (OBJECT).

8.1295.2 SetF Function

(SETF Wear-Slot-Obstruct-Max) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1296 Tootsville::Wear-Slot-Obstruct-Min

8.1296.1 Function

Wear-Slot-Obstruct-Min names an undocumented function, with lambda list (OBJECT).

8.1296.2 SetF Function

(SETF Wear-Slot-Obstruct-Min) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1297 Tootsville::Wear-Slot-Obstruct-Point

8.1297.1 Function

Wear-Slot-Obstruct-Point names an undocumented function, with lambda list (OBJECT).

8.1297.2 SetF Function

(SETF Wear-Slot-Obstruct-Point) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1298 Tootsville::Wear-Slot-Valence

8.1298.1 Function

Wear-Slot-Valence names an undocumented function, with lambda list (OBJECT).

8.1298.2 SetF Function

(SETF Wear-Slot-Valence) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1299 Tootsville::Websocket-Acceptor

8.1299.1 Class

Websocket-Acceptor names a class, with one superclass: HUNCHENSOCKET::WEBSOCKET-ACCEPTOR (not in this manual).

8.1299.2 Slots

Class Websocket-Acceptor has no direct slots defined.

8.1300 Tootsville::Websocket-Authenticate

8.1300.1 Function

Websocket-Authenticate names a function, with lambda list (CLIENT AUTH\$):

CLIENT wishes to authenticate using AUTH\$, a string containing JSON data.

AUTH\$ must be a packet in one of the following forms:

- It may be a direct login using a known authentication provider, in which case it will contain a key `Auth/∞/ℕ` (that is, auth infinity alef-null) and be passed to Section 8.559 [TOOTSVILLE FIND-USER-FOR-JSON], page 818, for processing.
- It may be a Toot-based login (now for children only) and send a `getApple` request followed by a `login` request. These are handled by Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932, (qv for details of this mechanism) and Section 8.683 [TOOTSVILLE INFINITY-LOGIN], page 960.
- For compatibility, a few other packet types may be ignored by this function but are no longer processed. See Section 8.689 [TOOTSVILLE INFINITY-PRE-LOGIN], page 967, for details.

The client is required to sign in within a few seconds and can issue no more than a few commands before being dropped. See Section 8.104 [TOOTSVILLE +PRE-LOGIN-MAX-TIME+], page 360, and Section 8.103 [TOOTSVILLE +PRE-LOGIN-MAX-COMMANDS+], page 359.

8.1300.2 File

Defined in file `src/websockets.lisp`.

8.1301 Tootsville::Websocket-Ssl-Acceptor

8.1301.1 Class

Websocket-Ssl-Acceptor names a class, with one superclass: HUNCHENSOCKET::WEBSOCKET-SSL-ACCEPTOR (not in this manual).

8.1301.2 Slots

Class Websocket-Ssl-Acceptor has no direct slots defined.

8.1302 Tootsville::Welduh-Personality

8.1302.1 Class

Welduh-Personality names a class, with one superclass: Section 8.1056 [TOOTSVILLE ROBOT-WELDUH], page 1349.

This class defines a character named Welduh

8.1302.2 Slots

Class Welduh-Personality has no direct slots defined.

8.1303 Tootsville::Which-Toot-Is-Not-Yours

8.1303.1 Function

Which-Toot-Is-Not-Yours names an undocumented function, with lambda list (CONDITION).

8.1303.2 SetF Function

(SETF Which-Toot-Is-Not-Yours) names an undocumented function, with lambda list (NEW-VALUE CONDITION).

8.1304 Tootsville::Whitespace-Char-P

8.1304.1 Function

Whitespace-Char-P names an undocumented function, with lambda list (CHARACTER).

8.1304.2 File

Defined in file src/acceptor.lisp.

8.1305 Tootsville::Whitespacep

8.1305.1 Function

Whitespacep names an undocumented function, with lambda list (STRING).

8.1305.2 File

Defined in file src/acceptor.lisp.

8.1306 Tootsville::Who-Is-Connected

8.1306.1 Function

Who-Is-Connected names a function, with lambda list NIL:

All users currently connected via websockets.

Returns person objects, removing nulls for unauthenticated users.

8.1306.2 File

Defined in file src/websockets.lisp.

8.1307 Tootsville::Wind-Vector

8.1307.1 Class

Wind-Vector names a class, with one superclass: COMMON-LISP::STRUCTURE-OBJECT (not in this manual).

8.1307.2 Slots

Class Wind-Vector has 2 direct slot definitions:

X-Magnitude

Y-Magnitude

8.1308 Tootsville::Wind-Vector-P

8.1308.1 Function

Wind-Vector-P names an undocumented function, with lambda list (OBJECT).

8.1308.2 File

Defined in file `src/weather/weather.lisp`.

8.1309 Tootsville::Wind-Vector-X-Magnitude

8.1309.1 Function

Wind-Vector-X-Magnitude names an undocumented function, with lambda list (INSTANCE).

8.1309.2 File

Defined in file src/weather/weather.lisp.

8.1309.3 SetF Function

(SETF Wind-Vector-X-Magnitude) names an undocumented function, with lambda list (VALUE INSTANCE).

8.1309.4 File

Defined in file src/weather/weather.lisp.

8.1310 Tootsville::Wind-Vector-Y-Magnitude

8.1310.1 Function

Wind-Vector-Y-Magnitude names an undocumented function, with lambda list (INSTANCE).

8.1310.2 File

Defined in file src/weather/weather.lisp.

8.1310.3 SetF Function

(SETF Wind-Vector-Y-Magnitude) names an undocumented function, with lambda list (VALUE INSTANCE).

8.1310.4 File

Defined in file src/weather/weather.lisp.

8.1311 Tootsville::Wind-X

8.1311.1 Function

Wind-X names a function, with lambda list (WIND-VECTOR):

The X component of WIND-VECTOR.

8.1311.2 File

Defined in file src/weather/weather.lisp.

8.1312 Tootsville::Wind-Y

8.1312.1 Function

Wind-Y names a function, with lambda list (WIND-VECTOR):

The Y component of WIND-VECTOR.

8.1312.2 File

Defined in file src/weather/weather.lisp.

8.1313 Tootsville::With-Cluster-Wide-Lock-Held

8.1313.1 Macro

With-Cluster-Wide-Lock-Held names a macro, with lambda list ((LOCK-STRING &KEY (TIMEOUT) (IF-NOT-LOCKED)) &BODY BODY):

Execute BODY in a dynamic context owning database lock LOCK-STRING.

LOCK-STRING is passed to the MariaDB server and a global lock by that name is obtained via mySQL function GET_LOCK(STRING), if possible.

If the lock is busy, IF-NOT-LOCKED determines the next action.

:WAIT

Wait for up to TIMEOUT seconds for the lock to be freed. If the lock cannot be obtained within TIMEOUT seconds, signal an error of type CLUSTER-WIDE-LOCK-BUSY-ERROR. If TIMEOUT is NIL, wait indefinitely until the lock can be obtained.

:SKIP

Skip BODY and return NIL.

:WARN

Signal a warning of type CLUSTER-WIDE-LOCK-BUSY-WARNING, then skip BODY and return NIL.

:ERROR

Signal an error of type CLUSTER-WIDE-LOCK-BUSY-ERROR.

Returns the values of BODY.

8.1313.2 File

Defined in file src/db/maria.lisp.

8.1314 Tootsville::With-Continuable-Errors-Skipped

8.1314.1 Macro

With-Continuable-Errors-Skipped names an undocumented macro, with lambda list (&BODY BODY).

8.1314.2 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.1315 Tootsville::With-Dbi

8.1315.1 Macro

With-Dbi names an undocumented macro, with lambda list ((MONIKER) &BODY BODY).

8.1315.2 File

Defined in file src/db/maria.lisp.

8.1316 Tootsville::With-Errors-As-Http

8.1316.1 Macro

With-Errors-As-Http names a macro, with lambda list ((ERROR-CODE &OPTIONAL THING) &BODY BODY):

Execute BODY in a context in which any error results in HTTP ERROR-CODE.

Rather than defaulting to an HTTP 500, ERROR-CODE will be returned as the outcome of any uncaught error signal.

8.1316.2 File

Defined in file src/web.lisp.

8.1317 Tootsville::With-Http-Conditions

8.1317.1 Macro

With-Http-Conditions names an undocumented macro, with lambda list (NIL &BODY BODY).

8.1317.2 File

Defined in file src/acceptor.lisp.

8.1318 Tootsville::With-Http-Errors-As-Infinity-Errors

8.1318.1 Macro

With-Http-Errors-As-Infinity-Errors names an undocumented macro, with lambda list ((COMMAND) &BODY BODY).

8.1318.2 File

Defined in file src/infinity/infinity.lisp.

8.1319 Tootsville::With-Local-Toot

8.1319.1 Macro

With-Local-Toot names a macro, with lambda list ((TOOT) &BODY BODY):

Set **TOOT** to the Toot named TOOT.

8.1319.2 File

Defined in file src/users.lisp.

8.1320 Tootsville::With-Local-User

8.1320.1 Macro

With-Local-User names a macro, with lambda list ((EMAIL) &BODY BODY):

Set `*USER*` to the user with EMAIL locally

8.1320.2 File

Defined in file `src/users.lisp`.

8.1321 Tootsville::With-Maintenance-Times

8.1321.1 Macro

With-Maintenance-Times names an undocumented macro, with lambda list ((TASK-NAME TASK-STRING START-DELAY FINISH-DELAY) &BODY BODY).

8.1321.2 File

Defined in file `src/endpoints/slash-maintenance.lisp`.

8.1322 Tootsville::With-Memcached-Query

8.1322.1 Macro

With-Memcached-Query names a macro, with lambda list ((DB QUERY ARGS &KEY (TIMEOUT)) &BODY BODY):

Execute BODY only if the QUERY's value is not found in MemCacheD.

8.1322.2 File

Defined in file src/db/memcached.lisp.

8.1323 Tootsville::With-Posted-Json

8.1323.1 Macro

With-Posted-Json names a macro, with lambda list `((&REST A-LIST) &BODY BODY)`:

Execute BODY with A-LIST values from JSON body of a POST.

Each variable named in A-LIST will be bound to the JONATHAN::PARSE (not in this manual) contents of the analogous (camel-case) key name in the POSTed parameter object.

For example,

```
(WITH-POSTED-JSON (FOO-BAR)
  (BODY))
```

... will bind FOO-BAR to the value of the key "fooBar" in the POST content, assuming it is a JSON object like

```
{ "fooBar": "value" }
```

In the event of a parse error, an HTTP 400 is returned.

8.1323.2 File

Defined in file `src/web.lisp`.

8.1324 Tootsville::With-Score-In-Range

8.1324.1 Macro

With-Score-In-Range names a macro, with lambda list ((SCORE MIN &OPTIONAL MAX) &BODY BODY):

Assert that SCORE is in range of MIN (to MAX, if any) and run BODY, or return a `score.range` error.

8.1324.2 File

Defined in file `src/quaestor.lisp`.

8.1325 Tootsville::With-Standard-Streams-To-String

8.1325.1 Macro

With-Standard-Streams-To-String names an undocumented macro, with lambda list (&BODY BODY).

8.1325.2 File

Defined in file src/endpoints/slash-maintenance.lisp.

8.1326 Tootsville::With-User

8.1326.1 Macro

With-User names an undocumented macro, with lambda list (NIL &BODY BODY).

8.1326.2 File

Defined in file src/users.lisp.

8.1327 Tootsville::With-Websocket-Disconnections

8.1327.1 Macro

With-Websocket-Disconnections names a macro, with lambda list ((CLIENT) &BODY BODY):

Handle errors caused by surprise disconnections by CLIENT.

8.1327.2 File

Defined in file src/websockets.lisp.

8.1328 Tootsville::Without-Medal

8.1328.1 Macro

Without-Medal names a macro, with lambda list ((MEDAL) &BODY BODY):

Assert that MEDAL is null and run BODY, or return a medal.notFound error.

8.1328.2 File

Defined in file src/quaestor.lisp.

8.1329 Tootsville::Without-Sem

8.1329.1 Function

Without-Sem names a function, with lambda list (STRING):

The subset of STRING up to the first semicolon, if any.

8.1329.2 File

Defined in file src/web.lisp.

8.1330 Tootsville::World

8.1330.1 Function

World names a function, with lambda list (THING):

The keyword name of the world on which THING is.

8.1330.2 File

Defined in file src/world.lisp.

8.1330.3 SetF Function

(SETF World) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1330.4 Class

World names a class, with one superclass: Section 8.284 [TOOTSVILLE DB-RECORD], page 540.

8.1330.5 Slots

Class World has no direct slots defined.

8.1331 Tootsville::World-Mistp

8.1331.1 Function

World-Mistp names an undocumented function, with lambda list (LATITUDE LONGITUDE ALTITUDE WORLD).

8.1331.2 File

Defined in file src/world.lisp.

8.1332 Tootsville::World-Moniker

8.1332.1 Function

World-Moniker names an undocumented function, with lambda list (OBJECT).

8.1332.2 SetF Function

(SETF World-Moniker) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1332.3 Type

World-Moniker names a TYPE:

cv Section 8.832 [TOOTSVILLE MAP-PLACES], page 1125,

8.1333 Tootsville::World-Moniker-P

8.1333.1 Function

World-Moniker-P names a function, with lambda list (MONIKER):

cv. Section 8.832 [TOOTSVILLE MAP-PLACES], page 1125,

The monikers for the worlds are the hard list:

CHOR Choerogryllum (the planet on which Tootsville is found).

MOON The moon.

OTHM The other moon.

PINK The pink moon.

ORBIT In orbit of Choerogryllum, but not on any moon.

8.1333.2 File

Defined in file src/types/world-types.lisp.

8.1334 Tootsville::World-Name

8.1334.1 Function

World-Name names an undocumented function, with lambda list (OBJECT).

8.1334.2 SetF Function

(SETF World-Name) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1335 Tootsville::Write-Class-Docs

8.1335.1 Function

Write-Class-Docs names a function, with lambda list (SYMBOL METAOBJECT S):

Write documentation for class named SYMBOL with metaobject METAOBJECT to stream S

8.1335.2 File

Defined in file src/write-docs-2.lisp.

8.1336 Tootsville::Write-Docs

8.1336.1 Function

Write-Docs names a function, with lambda list NIL:

Write out the documentation in TeXinfo format.

XXX this is a huge function that ought to be broken up more

8.1336.2 File

Defined in file src/write-docs-2.lisp.

8.1337 Tootsville::Write-Docs-Header

8.1337.1 Function

Write-Docs-Header names an undocumented function, with lambda list (DOCS SOURCE-DIR).

8.1337.2 File

Defined in file src/write-docs-2.lisp.

8.1338 Tootsville::Write-Documentation

8.1338.1 Function

Write-Documentation names a function, with lambda list (SYMBOL S):

Writes the TeXinfo documentation for SYMBOL to stream S.

Ignores “private” functions, indicated by a % in the first or last position of the name.

8.1338.2 File

Defined in file src/write-docs-2.lisp.

8.1339 Tootsville::Write-Function-Docs

8.1339.1 Function

Write-Function-Docs names a function, with lambda list (SYMBOL S):

Write documentation for the function (or macro) SYMBOL to S

8.1339.2 File

Defined in file src/write-docs-2.lisp.

8.1340 Tootsville::Write-Setf-Docs

8.1340.1 Function

Write-Setf-Docs names a function, with lambda list (SYMBOL S):

Write documentation for the SetF function (SETF SYMBOL) to S

8.1340.2 File

Defined in file src/write-docs-2.lisp.

8.1341 Tootsville::Write-Staff-Journal-Entry

8.1341.1 Function

Write-Staff-Journal-Entry names a function, with lambda list (ENTRY WHO):

Write ENTRY to the staff journal, timestamped now. Reference WHO in the entry.

WHO may be anything accepted by Section 8.515 [TOOTSVILLE ENSURE-LIST-OF-PEOPLE], page 774.

Journal entries are associated with the person (people) owning the relevant Toot(s)

8.1341.2 File

Defined in file src/staff-journal.lisp.

8.1342 Tootsville::Ws-Approve-Toot

8.1342.1 Function

Ws-Approve-Toot names a function, with lambda list (TOOT REQUEST):

Notify TOOT that REQUEST was approved.

REQUEST is a Section 8.203 [TOOTSVILLE CHILD-REQUEST], page 459,

8.1342.2 File

Defined in file src/websockets.lisp.

8.1343 Tootsville::Ws-Bandwidth-By-Source

8.1343.1 Function

Ws-Bandwidth-By-Source names an undocumented function, with lambda list NIL.

8.1343.2 File

Defined in file `src/websockets.lisp`.

8.1344 Tootsville::Ws-Bandwidth-Record

8.1344.1 Function

Ws-Bandwidth-Record names a function, with lambda list (PACKET &OPTIONAL (MULTIPLIER 1)):

Record bandwidth used by this PACKET.

For broadcasts, multiply by MULTIPLIER.

8.1344.2 File

Defined in file src/websockets.lisp.

8.1345 Tootsville::Ws-Broadcast

8.1345.1 Function

Ws-Broadcast names a function, with lambda list (RES MESSAGE &KEY NEAR EXCEPT):

Low-level broadcast MESSAGE to all WebSocket clients of resource RES near NEAR except EXCEPT.

You almost certainly don't want to call this — you want Section 8.169 [TOOTSVILLE BROADCAST], page 425.

8.1345.2 File

Defined in file src/websockets.lisp.

8.1346 Tootsville::Ws-Client

8.1346.1 Class

Ws-Client names a class, with one superclass: HUNCHENSOCKET::WEBSOCKET-CLIENT (not in this manual).

8.1346.2 Slots

Class Ws-Client has no direct slots defined.

8.1347 Tootsville::Ws-Deny-Toot

8.1347.1 Function

Ws-Deny-Toot names a function, with lambda list (TOOT REQUEST):

Notify TOOT that REQUEST was denied

REQUEST is a Section 8.203 [TOOTSVILLE CHILD-REQUEST], page 459,

8.1347.2 File

Defined in file src/websockets.lisp.

8.1348 Tootsville::Ws-Evacuate-All

8.1348.1 Function

Ws-Evacuate-All names a function, with lambda list (&OPTIONAL (RESOURCE *INFINITY-WEB_SOCKET-RESOURCE*)):

Evacuate all connected players to other servers.

Broadcasts a **from: "migrate"** packet to all users connected to RESOURCE.

8.1348.2 File

Defined in file src/websockets.lisp.

8.1349 Tootsville::Ws-Kick

8.1349.1 Function

Ws-Kick names a function, with lambda list (CLIENT):

Kick a WebSocket connected user off-line

8.1349.2 File

Defined in file src/websockets.lisp.

8.1350 Tootsville::Ws-Kick-Other-Streams-For-User

8.1350.1 Function

Ws-Kick-Other-Streams-For-User names a function, with lambda list (&OPTIONAL (USER *USER*)):

Section 8.1349 [TOOTSVILLE WS-KICK], page 1644, any stream on which USER is signed in.

8.1350.2 File

Defined in file src/websockets.lisp.

8.1351 Tootsville::Ws-Perform-Sign-In

8.1351.1 Function

Ws-Perform-Sign-In names a function, with lambda list (CLIENT &OPTIONAL (USER *USER*)):

Perform signing in USER on CLIENT and side-effects.

Calls Section 8.1353 [TOOTSVILLE WS-SIGN-IN-USER], page 1648, and Section 8.1350 [TOOTSVILLE WS-KICK-OTHER-STREAMS-FOR-USER], page 1645,

Sends logOK message, and Toots List

8.1351.2 File

Defined in file src/websockets.lisp.

8.1352 Tootsville::Ws-Reply

8.1352.1 Function

Ws-Reply names a function, with lambda list (MESSAGE WS-CLIENT):

Send a reply MESSAGE to a WebSocket WS-CLIENT from an Infinity handler.

8.1352.2 File

Defined in file src/websockets.lisp.

8.1353 Tootsville::Ws-Sign-In-User

8.1353.1 Function

Ws-Sign-In-User names a function, with lambda list (CLIENT &OPTIONAL (USER *USER*)):

Sign in USER on CLIENT connection.

The full procedure comes about from Section 8.1351 [TOOTSVILLE WS-PERFORM-SIGN-IN], page 1646. This function only handles the low-level bookkeeping.

8.1353.2 File

Defined in file src/websockets.lisp.

8.1354 Tootsville::Ws-Stats

8.1354.1 Function

Ws-Stats names a function, with lambda list NIL:

Returns a string with some nifty statistics about WebSockets

8.1354.2 File

Defined in file src/websockets.lisp.

8.1355 Tootsville::Ws-Stats-Reset-All

8.1355.1 Function

Ws-Stats-Reset-All names an undocumented function, with lambda list NIL.

8.1355.2 File

Defined in file src/websockets.lisp.

8.1356 Tootsville::Ws-To-Infinity

8.1356.1 Function

Ws-To-Infinity names an undocumented function, with lambda list (CLIENT MESSAGE).

8.1356.2 File

Defined in file src/websockets.lisp.

8.1357 Tootsville::Ws-Unicast

8.1357.1 Function

Ws-Unicast names a function, with lambda list (MESSAGE USER):

Low-level unicast MESSAGE to USER over WebSockets

8.1357.2 File

Defined in file src/websockets.lisp.

8.1358 Tootsville::Ws-Without-Login

8.1358.1 Function

Ws-Without-Login names an undocumented function, with lambda list (CLIENT MESSAGE).

8.1358.2 File

Defined in file src/websockets.lisp.

8.1359 Tootsville::Wtl-Course

8.1359.1 Function

Wtl-Course names a function, with lambda list (THING):

The course of THING's current movement in WTL form.

See Section 8.715 [TOOTSVILLE INFINITY-WTL], page 1006, for a discussion of this format.

8.1359.2 File

Defined in file src/characters/robots.lisp.

8.1359.3 SetF Function

(SETF Wtl-Course) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1359.4 Class

Wtl-Course names a class, with one superclass: COMMON-LISP::STANDARD-OBJECT (not in this manual).

8.1359.5 Slots

Class Wtl-Course has no direct slots defined.

8.1360 Tootsville::Wtl-Course-End-Point

8.1360.1 Function

Wtl-Course-End-Point names an undocumented function, with lambda list (OBJECT).

8.1360.2 SetF Function

(SETF Wtl-Course-End-Point) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1361 Tootsville::Wtl-Course-End-Time

8.1361.1 Function

Wtl-Course-End-Time names an undocumented function, with lambda list (OBJECT).

8.1361.2 SetF Function

(SETF Wtl-Course-End-Time) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1362 Tootsville::Wtl-Course-Speed

8.1362.1 Function

Wtl-Course-Speed names an undocumented function, with lambda list (OBJECT).

8.1362.2 SetF Function

(SETF Wtl-Course-Speed) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1363 Tootsville::Wtl-Course-Start-Point

8.1363.1 Function

Wtl-Course-Start-Point names an undocumented function, with lambda list (OBJECT).

8.1363.2 SetF Function

(SETF Wtl-Course-Start-Point) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1364 Tootsville::Wtl-Course-Start-Time

8.1364.1 Function

Wtl-Course-Start-Time names an undocumented function, with lambda list (OBJECT).

8.1364.2 SetF Function

(SETF Wtl-Course-Start-Time) names an undocumented function, with lambda list (NEW-VALUE OBJECT).

8.1365 Tootsville::Wtl-Find-End-Time-If-Blank

8.1365.1 Function

Wtl-Find-End-Time-If-Blank names an undocumented function, with lambda list (COURSE).

8.1365.2 File

Defined in file src/world.lisp.

8.1366 Tootsville::Www-Uri

8.1366.1 Type

Www-Uri names a TYPE:

A string that could be a WWW URI

See Section 8.1367 [TOOTSVILLE WWW-URI-LIKE-P], page 1662.

8.1367 Tootsville::Www-Uri-Like-P

8.1367.1 Function

Www-Uri-Like-P names a function, with lambda list (URI):

Does URI look like a WWW (HTTP/HTTPS) URI?

8.1367.2 File

Defined in file src/types/uri-types.lisp.

8.1368 Tootsville::Yesterday

8.1368.1 Function

Yesterday names a function, with lambda list NIL:

Get a timestamp for yesterday.

8.1368.2 File

Defined in file src/types/date+time.lisp.

8.1369 Tootsville::Yield-Mariadb-Lock

8.1369.1 Function

Yield-Mariadb-Lock names a function, with lambda list (LOCK-NAME):

Release the lock identified by LOCK-NAME.

LOCK-NAME is case-insensitive.

8.1369.2 File

Defined in file src/db/maria.lisp.

8.1370 Tootsville::Zap-Personality

8.1370.1 Class

Zap-Personality names a class, with one superclass: Section 8.1057 [TOOTSVILLE ROBOT-ZAP], page 1350.

This class defines a character named Zap

8.1370.2 Slots

Class Zap-Personality has no direct slots defined.

8.1371 Tootsville::⊕Post-Accept-Type-Does-Not-Match-/ *-When-Not-Allow-Wildcards-P

8.1371.1 Function

⊕Post-Accept-Type-Does-Not-Match- / *-When-Not-Allow-Wildcards-P names a function, with lambda list NIL:

The Accept: type with :ALLOW-WILDCARD-P NIL does not match a wildcard

8.1371.2 File

Defined in file src/acceptor.lisp.

8.1372 Tootsville::⊕Post-Accept-Type-Matches-*/ ***8.1372.1 Function**

⊕Post-Accept-Type-Matches-*/ * names a function, with lambda list NIL:

The Accept: type must match */*

8.1372.2 File

Defined in file src/acceptor.lisp.

8.1373 Tootsville::⊕Post-Accept-Type-Matches-/ *

8.1373.1 Function

⊕Post-Accept-Type-Matches-/ * names a function, with lambda list NIL:

The Accept: type must match a wildcard like text/*

8.1373.2 File

Defined in file src/acceptor.lisp.

8.1374 Tootsville::⊕Post-Accept-Type-Matches-/ *-With-Charset=Utf-8

8.1374.1 Function

⊕Post-Accept-Type-Matches-/ *-With-Charset=Utf-8 names a function, with lambda list NIL:

The Accept: type must match a wildcard like text/* with ;charset=utf-8

8.1374.2 File

Defined in file src/acceptor.lisp.

8.1375 Tootsville::⊕Post-Accept-Type-Matches-Identically

8.1375.1 Function

⊕Post-Accept-Type-Matches-Identically names a function, with lambda list NIL:

The Accept: type must match with exact matching.

8.1375.2 File

Defined in file src/acceptor.lisp.

8.1376 Tootsville::⊕Post-Accept-Type-Matches-With-Charset=Utf-8

8.1376.1 Function

⊕Post-Accept-Type-Matches-With-Charset=Utf-8 names a function, with lambda list NIL:

The Accept: type must match with trailing ;charset=utf-8

8.1376.2 File

Defined in file src/acceptor.lisp.

8.1377 Tootsville::⊕Post-Acceptor-Template-Matches-Constants

8.1377.1 Function

⊕Post-Acceptor-Template-Matches-Constants names a function, with lambda list NIL:

An acceptor template list must match constants.

8.1377.2 File

Defined in file src/acceptor.lisp.

8.1378 Tootsville::⊕Post-Acceptor-Template-Unifies-Variables

8.1378.1 Function

⊕Post-Acceptor-Template-Unifies-Variables names a function, with lambda list NIL:

An acceptor template list must match variables and return their bindings.

8.1378.2 File

Defined in file src/acceptor.lisp.

8.1379 Tootsville::⊕Post-Certificate-Extraction

8.1379.1 Function

⊕Post-Certificate-Extraction names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Certificate-Extraction.

8.1379.2 File

Defined in file src/auth/auth-firebase.lisp.

8.1380 Tootsville::⊕Post-Check-Map-Heights

8.1380.1 Function

⊕Post-Check-Map-Heights names a function, with lambda list NIL:

Ensure that both maps are 600px high.

8.1380.2 File

Defined in file src/terrain.lisp.

8.1381 Tootsville::⊕Post-Check-Map-Widths

8.1381.1 Function

⊕Post-Check-Map-Widths names a function, with lambda list NIL:

Ensure that both maps are 800px wide.

8.1381.2 File

Defined in file src/terrain.lisp.

8.1382 Tootsville::⊕Post-Ensure-Package-Imports-From-Oliphant-Are-Available

8.1382.1 Function

⊕Post-Ensure-Package-Imports-From-Oliphant-Are-Available names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Ensure-Package-Imports-From-Oliphant-Are-Available.

8.1382.2 File

Defined in file src/package-post.lisp.

8.1383 Tootsville::⊕Post-Extract-Plist-Path-1

8.1383.1 Function

⊕Post-Extract-Plist-Path-1 names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Extract-Plist-Path-1.

8.1383.2 File

Defined in file src/version.lisp.

8.1384 Tootsville::⊕Post-Extract-Plist-Path-2

8.1384.1 Function

⊕Post-Extract-Plist-Path-2 names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Extract-Plist-Path-2.

8.1384.2 File

Defined in file src/version.lisp.

8.1385 Tootsville::⊕Post-Extract-Plist-Path-3

8.1385.1 Function

⊕Post-Extract-Plist-Path-3 names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Extract-Plist-Path-3.

8.1385.2 File

Defined in file src/version.lisp.

8.1386 Tootsville::⊕Post-Extract-Plist-Path-4

8.1386.1 Function

⊕Post-Extract-Plist-Path-4 names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Extract-Plist-Path-4.

8.1386.2 File

Defined in file src/version.lisp.

8.1387 Tootsville::⊕Post-Good-Uri-Amazon-S3

8.1387.1 Function

⊕Post-Good-Uri-Amazon-S3 names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Good-Uri-Amazon-S3.

8.1387.2 File

Defined in file src/types/uri-types.lisp.

8.1388 Tootsville::⊕Post-Good-Uri-Tootsville.Org

8.1388.1 Function

⊕Post-Good-Uri-Tootsville.Org names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Good-Uri-Tootsville.Org.

8.1388.2 File

Defined in file src/types/uri-types.lisp.

8.1389 Tootsville::⊕Post-Good-Uri-With-Query-String

8.1389.1 Function

⊕Post-Good-Uri-With-Query-String names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Good-Uri-With-Query-String.

8.1389.2 File

Defined in file `src/types/uri-types.lisp`.

8.1390 Tootsville::⊕Post-Group-Plists

8.1390.1 Function

⊕Post-Group-Plists names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Group-Plists.

8.1390.2 File

Defined in file src/endpoints/slash-meta-game.lisp.

8.1391 Tootsville::⊕Post-Host-Name-Like-S3.Amazonaws.Com

8.1391.1 Function

⊕Post-Host-Name-Like-S3.Amazonaws.Com names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Host-Name-Like-S3.Amazonaws.Com.

8.1391.2 File

Defined in file src/types/uri-types.lisp.

8.1392 Tootsville::⊕Post-Host-Name-Like-Star-Hope.Org

8.1392.1 Function

⊕Post-Host-Name-Like-Star-Hope.Org names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Host-Name-Like-Star-Hope.Org.

8.1392.2 File

Defined in file src/types/uri-types.lisp.

8.1393 Tootsville::⊕Post-Host-Name-Like-Tootsville.Org

8.1393.1 Function

⊕Post-Host-Name-Like-Tootsville.Org names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Host-Name-Like-Tootsville.Org.

8.1393.2 File

Defined in file src/types/uri-types.lisp.

8.1394 Tootsville::⊕Post-Host-Name-Like-Www.Gov.Uk

8.1394.1 Function

⊕Post-Host-Name-Like-Www.Gov.Uk names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Host-Name-Like-Www.Gov.Uk.

8.1394.2 File

Defined in file src/types/uri-types.lisp.

8.1395 Tootsville::⊕Post-Host-Name-Like- Www.Tootsville.Org

8.1395.1 Function

⊕Post-Host-Name-Like-Www.Tootsville.Org names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Host-Name-Like-Www.Tootsville.Org.

8.1395.2 File

Defined in file src/types/uri-types.lisp.

8.1396 Tootsville::⊕Post-Memcached-Quick-Test

8.1396.1 Function

⊕Post-Memcached-Quick-Test names a function, with lambda list NIL:

Quick test provided by CL-MemCacheD library

8.1396.2 File

Defined in file src/db/memcached.lisp.

8.1397 Tootsville::⊕Post-Memcached-Random-Number-Test

8.1397.1 Function

⊕Post-Memcached-Random-Number-Test names a function, with lambda list NIL:

Store and fetch a random number

8.1397.2 File

Defined in file src/db/memcached.lisp.

8.1398 Tootsville::⊕Post-Normalize-Url-Collapse-/ ./ -To-/

8.1398.1 Function

⊕Post-Normalize-Url-Collapse-/ ./ -To-/ names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Collapse-/./-To-./.

8.1398.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.1399 Tootsville::⊕Post-Normalize-Url-Collapse- / / -To- /

8.1399.1 Function

⊕Post-Normalize-Url-Collapse- / / -To- / names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Collapse-// -To- /.

8.1399.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.1400 Tootsville::⊕Post-Normalize-Url-Handle-../ -Chains

8.1400.1 Function

⊕Post-Normalize-Url-Handle-../ -Chains names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Handle-../-Chains.

8.1400.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.1401 Tootsville::⊕Post-Normalize-Url-Hostname-Downcased

8.1401.1 Function

⊕Post-Normalize-Url-Hostname-Downcased names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Hostname-Downcased.

8.1401.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.1402 Tootsville::⊕Post-Normalize-Url-Include-Unusual-Http-Port

8.1402.1 Function

⊕Post-Normalize-Url-Include-Unusual-Http-Port names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Include-Unusual-Http-Port.

8.1402.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.1403 Tootsville::⊕Post-Normalize-Url-Include-Unusual- Https-Port

8.1403.1 Function

⊕Post-Normalize-Url-Include-Unusual-Https-Port names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Include-Unusual-Https-Port.

8.1403.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.1404 Tootsville::⊕Post-Normalize-Url-Leave-%Xx-Encoded-Bytes

8.1404.1 Function

⊕Post-Normalize-Url-Leave-%Xx-Encoded-Bytes names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Leave-%Xx-Encoded-Bytes.

8.1404.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.1405 Tootsville::⊕Post-Normalize-Url-Omit-Default-Https-Port

8.1405.1 Function

⊕Post-Normalize-Url-Omit-Default-Https-Port names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Omit-Default-Https-Port.

8.1405.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.1406 Tootsville::⊕Post-Normalize-Url-Omit-Default-Http-Port

8.1406.1 Function

⊕Post-Normalize-Url-Omit-Default-Http-Port names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Omit-Default-Http-Port.

8.1406.2 File

Defined in file `src/endpoints/gossip/alexa/alexa.lisp`.

8.1407 Tootsville::⊕Post-Normalize-Url-Protocol-Downcased

8.1407.1 Function

⊕Post-Normalize-Url-Protocol-Downcased names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Protocol-Downcased.

8.1407.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.1408 Tootsville::⊕Post-Normalize-Url-Treat-../ -As-Up

8.1408.1 Function

⊕Post-Normalize-Url-Treat-../ -As-Up names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Treat-../-As-Up.

8.1408.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.1409 Tootsville::⊕Post-Normalize-Url-Un%Xx-Escape-Basic-Ascii

8.1409.1 Function

⊕Post-Normalize-Url-Un%Xx-Escape-Basic-Ascii names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Un%Xx-Escape-Basic-Ascii.

8.1409.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.1410 Tootsville::⊕Post-Normalize-Url-Use-%20Not-+-For-Space

8.1410.1 Function

⊕Post-Normalize-Url-Use-%20Not-+-For-Space names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Normalize-Url-Use-%20Not-+-For-Space.

8.1410.2 File

Defined in file src/endpoints/gossip/alexa/alexa.lisp.

8.1411 Tootsville::⊕Post-Not-Host-Name-Like–Foo.Com

8.1411.1 Function

⊕Post-Not-Host-Name-Like–Foo.Com names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like–Foo.Com.

8.1411.2 File

Defined in file src/types/uri-types.lisp.

8.1412 Tootsville::⊕Post-Not-Host-Name-Like-10.0.0.10

8.1412.1 Function

⊕Post-Not-Host-Name-Like-10.0.0.10 names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-10.0.0.10.

8.1412.2 File

Defined in file src/types/uri-types.lisp.

8.1413 Tootsville::⊕Post-Not-Host-Name-Like-9foo.Com

8.1413.1 Function

⊕Post-Not-Host-Name-Like-9foo.Com names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-9foo.Com.

8.1413.2 File

Defined in file src/types/uri-types.lisp.

8.1414 Tootsville::⊕Post-Not-Host-Name-Like-Bar.-Foo.Com

8.1414.1 Function

⊕Post-Not-Host-Name-Like-Bar.-Foo.Com names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-Bar.-Foo.Com.

8.1414.2 File

Defined in file src/types/uri-types.lisp.

8.1415 Tootsville::⊕Post-Not-Host-Name-Like-Bar.9foo.Com

8.1415.1 Function

⊕Post-Not-Host-Name-Like-Bar.9foo.Com names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-Bar.9foo.Com.

8.1415.2 File

Defined in file src/types/uri-types.lisp.

8.1416 Tootsville::⊕Post-Not-Host-Name-Like-Foo

8.1416.1 Function

⊕Post-Not-Host-Name-Like-Foo names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-Foo.

8.1416.2 File

Defined in file `src/types/uri-types.lisp`.

8.1417 Tootsville::⊕Post-Not-Host-Name-Like-Foo–Foo.Com

8.1417.1 Function

⊕Post-Not-Host-Name-Like-Foo–Foo.Com names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-Foo–Foo.Com.

8.1417.2 File

Defined in file src/types/uri-types.lisp.

8.1418 Tootsville::⊕Post-Not-Host-Name-Like-Foo-.Com

8.1418.1 Function

⊕Post-Not-Host-Name-Like-Foo-.Com names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-Foo-.Com.

8.1418.2 File

Defined in file `src/types/uri-types.lisp`.

8.1419 Tootsville::⊕Post-Not-Host-Name-Like-Foo.12

8.1419.1 Function

⊕Post-Not-Host-Name-Like-Foo.12 names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-Foo.12.

8.1419.2 File

Defined in file `src/types/uri-types.lisp`.

8.1420 Tootsville::⊕Post-Not-Host-Name-Like-Foo.X

8.1420.1 Function

⊕Post-Not-Host-Name-Like-Foo.X names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-Foo.X.

8.1420.2 File

Defined in file `src/types/uri-types.lisp`.

8.1421 Tootsville::⊕Post-Not-Host-Name-Like-.Ko

8.1421.1 Function

⊕Post-Not-Host-Name-Like-.Ko names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Not-Host-Name-Like-.Ko.

8.1421.2 File

Defined in file `src/types/uri-types.lisp`.

8.1422 Tootsville::⊕Post-Refind-Record

8.1422.1 Function

⊕Post-Refind-Record names a function, with lambda list NIL:

Prove that loading the same record twice gives an EQL object.

8.1422.2 File

Defined in file src/db/generic-db.lisp.

8.1423 Tootsville::⊕Post-Subheader-Field-Parses

8.1423.1 Function

⊕Post-Subheader-Field-Parses names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Subheader-Field-Parses.

8.1423.2 File

Defined in file src/auth/auth-firebase.lisp.

8.1424 Tootsville::⊕Post-Unit-Test-Flatten-Plist-Tree

8.1424.1 Function

⊕Post-Unit-Test-Flatten-Plist-Tree names a function, with lambda list NIL:

This is an undocumented Power-On Self-Test, named Unit-Test-Flatten-Plist-Tree.

8.1424.2 File

Defined in file src/http-error.lisp.

9 Package Twilio

9.1 Twilio::As-Response

9.1.1 Macro

As-Response names an undocumented macro, with lambda list (&BODY BODY).

9.1.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.2 Twilio::Dial

9.2.1 Function

Dial names an undocumented function, with lambda list (DESTINATION-NUMBER &KEY ACTION ANSWER-ON-BRIDGE CALLER-ID HANGUP-ON-STAR METHOD RECORD RECORDING-STATUS-CALLBACK RECORDING-STATUS-CALLBACK-METHOD RECORDING-STATUS-CALLBACK-EVENT RING-TONE TIME-LIMIT TIMEOUT TRIM CLIENT CONFERENCE NUMBER QUEUE SIM SIP).

9.2.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.3 Twilio::Enqueue

9.3.1 Function

Enqueue names an undocumented function, with lambda list (&KEY ACTION METHOD WAIT-URL WAIT-URL-METHOD WORKFLOW-SID NAME TASK).

9.3.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.4 Twilio::Format-Language

9.4.1 Function

Format-Language names an undocumented function, with lambda list (SYMBOL).

9.4.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.5 Twilio::Hangup

9.5.1 Function

Hangup names an undocumented function, with lambda list NIL.

9.5.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.6 Twilio::Leave

9.6.1 Function

Leave names an undocumented function, with lambda list NIL.

9.6.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.7 Twilio::Message

9.7.1 Function

Message names an undocumented function, with lambda list (BODY-TEXT &KEY TO FROM ACTION METHOD MEDIA).

9.7.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.8 Twilio::Pause

9.8.1 Function

Pause names an undocumented function, with lambda list (&OPTIONAL (DURATION 1)).

9.8.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.9 Twilio::Play

9.9.1 Function

Play names an undocumented function, with lambda list (URI &KEY LOOP).

9.9.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.10 Twilio::Play-Digits

9.10.1 Function

Play-Digits names an undocumented function, with lambda list (DIGITS &KEY LOOP).

9.10.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.11 Twilio::Record

9.11.1 Function

Record names an undocumented function, with lambda list (&REST _).

9.11.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.12 Twilio::Redirect

9.12.1 Function

Redirect names an undocumented function, with lambda list (URI &KEY METHOD).

9.12.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.13 Twilio::Reject

9.13.1 Function

Reject names an undocumented function, with lambda list (&KEY REASON).

9.13.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.14 Twilio::Say

9.14.1 Function

Say names an undocumented function, with lambda list (TEXT &KEY VOICE LOOP LANGUAGE).

9.14.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.15 Twilio::With-Gather

9.15.1 Macro

With-Gather names an undocumented macro, with lambda list `((&REST KEYS &KEY ACTION (FINISH-ON-KEY) HINTS INPUT LANGUAGE METHOD NUM-DIGITS PARTIAL-RESULTS-CALLBACK PARTIAL-RESULTS-CALLBACK-METHOD (PROFANITY-FILTER) SPEECH-TIMEOUT TIMEOUT) &BODY BODY)`.

9.15.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

9.16 Twilio::With-Twilio-Params

9.16.1 Macro

With-Twilio-Params names an undocumented macro, with lambda list (NIL &BODY BODY).

9.16.2 File

Defined in file `src/lib/twilio/twilio-simple.lisp`.

10 Javascript

This chapter enumerates the client-side Javascript components of Tootsville.

This front-end is broken down into a number of modules, each of which is in its own namespace; often, a namespace is defined entirely by one source file, but not always.

10.1 Tootsville.AvatarBuilder.addNameTag

10.1.1 Function

Tootsville.AvatarBuilder.addNameTag is a function with lambda list: (avatar, model, scene)

Adds a nametag to an avatar. (Only in the main scene, for now.)

10.2 Tootsville.AvatarBuilder.afterLoading

10.2.1 Function

Tootsville.AvatarBuilder.afterLoading is a function with lambda list: (task, avatar, scene, finish)

After loading the avatar in “task”, set it up and colorize it.

10.3 Tootsville.AvatarBuilder.assetProgress

10.3.1 Function

Tootsville.AvatarBuilder.assetProgress is a function with lambda list: (left, total, last)

10.4 Tootsville.AvatarBuilder.assignPatternToMaterial

10.4.1 Function

Tootsville.AvatarBuilder.assignPatternToMaterial is a function with lambda list: (material, avatar)

Assign a Toot pattern to a material

XXX keep a cache for identical textures on different avatars, with a reference count for manual garbage collection.

10.5 Tootsville.AvatarBuilder.build

10.5.1 Function

Tootsville.AvatarBuilder.build is a function with lambda list: (avatar, scene=null, finish=null)

Build an avatar based upon the description passed in.

The structure of the avatar description is as explained at Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497.

A duplicate of an existing avatar will not be created, but it may be updated.

10.6 Tootsville.AvatarBuilder.buildNew

10.6.1 Function

Tootsville.AvatarBuilder.buildNew is a function with lambda list: (avatar, scene=null, finish=null)

10.7 Tootsville.AvatarBuilder.colorize

10.7.1 Function

Tootsville.AvatarBuilder.colorize is a function with lambda list: (avatar, model, scene, finish)

Colorize an Avatar and apply their pattern

10.8 Tootsville.AvatarBuilder.enableShadows

10.8.1 Function

Tootsville.AvatarBuilder.enableShadows is a function with lambda list: (object, scene)

Enable the object to cast shadows in the scene

10.9 Tootsville.AvatarBuilder.getPathForPattern

10.9.1 Function

Tootsville.AvatarBuilder.getPathForPattern is a function with lambda list: (pattern)

10.10 Tootsville.AvatarBuilder.loadAvatarBase

10.10.1 Function

Tootsville.AvatarBuilder.loadAvatarBase is a function with lambda list: (avatar, scene, finish)

Load the base avatar model from Jumbo.

10.11 Tootsville.AvatarBuilder.makeAvatarColorizeMaterial

10.11.1 Function

Tootsville.AvatarBuilder.makeAvatarColorizeMaterial is a function with lambda list:
(avatar, scene)

Make a colorizer function for a material for “avatar”.

10.12 Tootsville.AvatarBuilder.makeAvatarColorizer

10.12.1 Function

Tootsville.AvatarBuilder.makeAvatarColorizer is a function with lambda list: (avatar, scene)

Make a colorizer function for “avatar” for Section 10.325 [Tootsville.ModelLoader.loadAndColorize].
page 2064,

10.13 Tootsville.AvatarBuilder.patterns

10.13.1 Variable

Patterns for Avatar Builder.

XXX Some day we might extract these from SVG files.

For now, these are manually extracted from the "d" attribute of an SVG shape.

These are used by the AvatarBuilder to draw patterns into the texture map on a Toot.

10.14 Tootsville.AvatarBuilder.postBuild

10.14.1 Function

Tootsville.AvatarBuilder.postBuild is a function with lambda list: (avatar, model, scene)

Actually build the avatar.

Don't call this directly, call Section 10.5 [Tootsville.AvatarBuilder.build], page 1744.

10.15 Tootsville.AvatarBuilder.rainbowColor

10.15.1 Function

Tootsville.AvatarBuilder.rainbowColor is a function with lambda list: (baseColor)

Pick a random color that does not match the avatar's skin

10.16 Tootsville.AvatarBuilder.rememberAvatar

10.16.1 Function

Tootsville.AvatarBuilder.rememberAvatar is a function with lambda list: (avatar, object, scene)

Add the avatar to the global list of avatars in the scene

10.17 Tootsville.AvatarBuilder.update

10.17.1 Function

Tootsville.AvatarBuilder.update is a function with lambda list: (avatar, model, scene, finish)

10.18 Tootsville.AvatarViewer.createCamera

10.18.1 Function

Tootsville.AvatarViewer.createCamera is a function with lambda list: (canvas, name)

Create a camera through which to observe the Avatar Viewer

10.19 Tootsville.AvatarViewer.createLight

10.19.1 Function

Tootsville.AvatarViewer.createLight is a function with lambda list: (canvas)

Create a light source for the AvatarViewer.

10.20 Tootsville.AvatarViewer.createScene

10.20.1 Function

Tootsville.AvatarViewer.createScene is a function with lambda list: (canvas)

Create a scene to contain the Avatar Viewer

10.21 Tootsville.AvatarViewer.createViewerInCanvas

10.21.1 Function

Tootsville.AvatarViewer.createViewerInCanvas is a function with lambda list: (toot, canvas, container)

Create a stand-alone Avatar Viewer in a CANVAS.

Create a 3D viewer with a single avatar in it, out of an arbitrary CANVAS element. Creates a Babylon 3D scene with just the avatar.

This is useful for paperdolls, character selection, &c.

The Toot info (avatar info) passed in must be in the form described at Section 8.1204 [TOOTSVILLE TOOT-INFO], page 1497, and will be ultimately passed to Section 10.5 [Tootsville.AvatarBuilder.build], page 1744, qv.

10.22 Tootsville.AvatarViewer.createViewerReally

10.22.1 Function

Tootsville.AvatarViewer.createViewerReally is a function with lambda list: (toot, canvas, container)

Render the AvatarViewer scene only once.

Then, grab a screenshot of it and put that into the canvas instead to free up the WebGL context.

10.23 Tootsville.AvatarViewer.getAvatar

10.23.1 Function

Tootsville.AvatarViewer.getAvatar is a function with lambda list: (character)

Get the avatar for the given character name.

Returns a promise which resolves into character information.

If character is falsey, returns a promise to an empty object.

10.24 Tootsville.FurnitureBuilder.build

10.24.1 Function

Tootsville.FurnitureBuilder.build is a function with lambda list: (item, scene=undefined, finish=undefined)

Given an item's description, load, colorize, and position its model.

Furniture items are described differently than avatars; the canonical description is at Section 8.744 [TOOTSVILLE ITEM-INFO], page 1036, qv., and Section 8.764 [TOOTSVILLE ITEM-TEMPLATE-INFO], page 1057.

10.25 Tootsville.FurnitureBuilder.build2

10.25.1 Function

Tootsville.FurnitureBuilder.build2 is a function with lambda list: (item, model, scene, finish)

Finish construction of the object after it has been loaded by the asset manager.

Called from Section 10.32 [Tootsville.FurnitureBuilder.onLoadedTemplate], page 1771,

10.26 Tootsville.FurnitureBuilder.buildNew

10.26.1 Function

Tootsville.FurnitureBuilder.buildNew is a function with lambda list: (furniture, scene=null, finish=null)

10.27 Tootsville.FurnitureBuilder.colorize

10.27.1 Function

Tootsville.FurnitureBuilder.colorize is a function with lambda list: (item, model, scene, finish)

Colorize a furniture item

10.28 Tootsville.FurnitureBuilder.enableShadows

10.28.1 Function

Tootsville.FurnitureBuilder.enableShadows is a function with lambda list: (object, scene)

Enable the object to cast shadows in the scene

10.29 Tootsville.FurnitureBuilder.loadItemTemplate

10.29.1 Function

Tootsville.FurnitureBuilder.loadItemTemplate is a function with lambda list: (item, scene, finish)

Load an item template avatar from the assets server.

Passes it off to Section 10.32 [Tootsville.FurnitureBuilder.onLoadedTemplate], page 1771,

10.30 Tootsville.FurnitureBuilder.makeFurnitureColorizeMaterial■

10.30.1 Function

Tootsville.FurnitureBuilder.makeFurnitureColorizeMaterial is a function with lambda list: (furniture, scene)

Make a colorizer function for a material for “furniture”.

Materials in an item’s model can be recolored on a per-item basis when they have specific (case-insensitive) names for those materials.

Color names are specific names understood by Section 8.892 [TOOTSVILLE PARSE-COLOR24], page 1185, or the HTML #RGB or #RRGGBB forms. Other formats understood by Section 8.892 [TOOTSVILLE PARSE-COLOR24], page 1185, are not understood by Section 10.534 [Tootsville.UI.interpretTootColor], page 2273, and are not supported. The game server will only send colors in these formats.

Any material named **base** will have its diffuse color set to the **baseColor** of the item, with its specular color set to a lighter version of that same color.

Any material named **alt** will likewise have its diffuse color set to the **altColor** of that item, with its specular color set to a lighter version of that same color.

Finally, any material named **map** will have the diffuse color set to a texture map based on the file named in **specialTexture** of that item, if any. The specific file will be loaded by Section 10.35 [Tootsville.FurnitureBuilder.setMaterialTexture], page 1774, from a file whose path is <https://jumbo.tootsville.org/Assets/Textures/5/> and whose name on that path is given by **specialTexture**. It can be a PNG, JPEG, or SVG file. See **setMaterialTexture** for details.

10.31 Tootsville.FurnitureBuilder.makeFurnitureColorizer

10.31.1 Function

Tootsville.FurnitureBuilder.makeFurnitureColorizer is a function with lambda list: (furniture, scene)

Make a colorizer function for “furniture” for Section 10.325 [Tootsville.ModelLoader.loadAndColorize];
page 2064, ■

10.32 Tootsville.FurnitureBuilder.onLoadedTemplate

10.32.1 Function

Tootsville.FurnitureBuilder.onLoadedTemplate is a function with lambda list: (task, item, scene, finish)

Move the loaded template meshes and skeletons into the scene and call build2

See Section 10.25 [Tootsville.FurnitureBuilder.build2], page 1764, Section 10.29 [Tootsville.FurnitureBuilder.loadItemTemplate], page 1768,

10.33 Tootsville.FurnitureBuilder.rememberItem

10.33.1 Function

Tootsville.FurnitureBuilder.rememberItem is a function with lambda list: (item, model, scene)

Stash a reference to the item in the scene.items object.

10.34 Tootsville.FurnitureBuilder.setMaterialPixmapTexture

10.34.1 Function

Tootsville.FurnitureBuilder.setMaterialPixmapTexture is a function with lambda list: (material, texture, scene)

Set “material” to a pixmap (PNG or JPEG) image

10.35 Tootsville.FurnitureBuilder.setMaterialTexture

10.35.1 Function

Tootsville.FurnitureBuilder.setMaterialTexture is a function with lambda list: (material, texture, scene)

Items may have a material texture applied on a per-item basis. The material must be named (case-insensitive) `map` and the texture filename is given by the item's `specialTexture` field.

10.35.2 Kinds of Special Textures

Ordinarily, this will be a PNG or JPEG file located at <https://jumbo.tootsville.org/Assets/Textures/5/> whose name is given in `specialTexture` ending in `.png` or `.jpg` or `.jpeg`.

However, the special texture may also be an SVG image which will be drawn onto a texture (probably at 1024×1024 px), if its name ends in `.svg`.

The special texture may also be a video stream, which will be played on a silent loop, when its name ends in `.mp4`, `.webm`, or `.ogv`. Note that we will attempt to load *all* of the MPEG 4, WebM, and OGG Vorbis forms of the video simultaneously in different browsers, so it is not defined which of the two will be loaded by any particular user (due to CODEC issues in browsers). A third file, in JPEG format and named ending in `.jpg` will be used as the “poster” image texture until the video has loaded.

10.35.3 Very Special Special Textures

Other special cases can be specified with names that begin with the character `#`, since that is forbidden in URLs (and used in the operator command language in Tootsville as well). Currently, only one such extension is defined, which is `#theater-west`.

10.35.3.1 #theater-west

The special code `#theater-west` is used only for the movie screen in the theater located in Toot Square West, which has some special behaviors.

First, the theater's current film is selected by a server-side setting from the `Assets/Movies/5/` path.

Second, the film plays at the same time offset for all users, modulo the running length of the film.

Third, the film plays with sound enabled.

10.36 Tootsville.FurnitureBuilder.setMaterialVectorTexture

10.36.1 Function

Tootsville.FurnitureBuilder.setMaterialVectorTexture is a function with lambda list: (material, texture, scene)

Set “material” to an SVG image

10.37 Tootsville.FurnitureBuilder.setMaterialVideoTexture

10.37.1 Function

Tootsville.FurnitureBuilder.setMaterialVideoTexture is a function with lambda list: (material, texture, scene)

Set “material” to a video texture.

Four files will be used:

- The base filename ending in `mp4`,
- The base filename ending in `webm`,
- The base filename ending in `ogv`,
- and a “loading poster” image with the base filename ending in `jpg`.

10.38 Tootsville.FurnitureBuilder.theaterWestVideoTexture

10.38.1 Function

Tootsville.FurnitureBuilder.theaterWestVideoTexture is a function with lambda list: (material, scene)

UNIMPLEMENTED special handling for Theater in Toot Square West screen

10.39 Tootsville.FurnitureBuilder.update

10.39.1 Function

Tootsville.FurnitureBuilder.update is a function with lambda list: (item, model, scene, finish=undefined)

WRITEME . . . TODO update furniture . . .

10.40 Tootsville.Game.BallSystem.fastForward

10.40.1 Function

Tootsville.Game.BallSystem.fastForward is a function with lambda list: (δT)

Simulate the passage of Δt time (in seconds)

10.41 Tootsville.Game.BallSystem.register

10.41.1 Function

Tootsville.Game.BallSystem.register is a function with lambda list: (entity, course)

10.42 Tootsville.Game.BallSystem.remove

10.42.1 Function

Tootsville.Game.BallSystem.remove is a function with lambda list: (entity)

10.43 Tootsville.Game.BallSystem.updateBalls

10.43.1 Function

Tootsville.Game.BallSystem.updateBalls is nullary function.

Update the position of all balls

10.44 Tootsville.Game.Commands.addFurniture

10.44.1 Function

Tootsville.Game.Commands.addFurniture is a function with lambda list: (d, u, r)

Alias for Section 10.85 [Tootsville.Game.Commands.setFurniture], page 1824, q.v.

10.45 Tootsville.Game.Commands.addToList

10.45.1 Function

Tootsville.Game.Commands.addToList is a function with lambda list: (d, u, r)

No longer used

10.46 Tootsville.Game.Commands.click

10.46.1 Function

Tootsville.Game.Commands.click is a function with lambda list: (d, u, r)

See Section 8.653 [TOOTSVILLE INFINITY-CLICK], page 913,

10.47 Tootsville.Game.Commands.createUserHouse

10.47.1 Function

Tootsville.Game.Commands.createUserHouse is a function with lambda list: (d, u, r)

Either claim the user's house and lot, or add a room to their house.

See Section 8.655 [TOOTSVILLE INFINITY-CREATE-USER-HOUSE], page 916,

10.48 Tootsville.Game.Commands.doff

10.48.1 Function

Tootsville.Game.Commands.doff is a function with lambda list: (d, u, r)

Doff an item

See [\[TOOTSVILLE INFINITY-DOFF\]](#), page [\[TOOTSVILLE INFINITY-DOFF\]](#), and Section 8.656 [\[TOOTSVILLE INFINITY-DOFFF\]](#), page 921,

10.49 Tootsville.Game.Commands.don

10.49.1 Function

Tootsville.Game.Commands.don is a function with lambda list: (d, u, r)

Don an item

See Section 8.657 [TOOTSVILLE INFINITY-DON], page 922,

10.50 Tootsville.Game.Commands.echo

10.50.1 Function

Tootsville.Game.Commands.echo is a function with lambda list: (d, u, r)

Echoes back the supplied JSON (or ActionScript) object to the client.

This method exists solely for testing purposes.

See Section 8.658 [TOOTSVILLE INFINITY-ECHO], page 924,

10.51 Tootsville.Game.Commands.endEvent

10.51.1 Function

Tootsville.Game.Commands.endEvent is a function with lambda list: (d, u, r)

See Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925, (and Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997)

10.52 Tootsville.Game.Commands.endevent

10.52.1 Function

Tootsville.Game.Commands.endevent is a function with lambda list: (d, u, r)

This method terminates an event (probably a minigame, but possibly a fountain) which was initiated by startEvent.

See Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925, (and Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997, for context)

10.53 Tootsville.Game.Commands.finger

10.53.1 Function

Tootsville.Game.Commands.finger is a function with lambda list: (d, u, r)

Get public info for a list of (other) users.

See Section 8.661 [TOOTSVILLE INFINITY-FINGER], page 929,

10.54 Tootsville.Game.Commands.gameAction

10.54.1 Function

Tootsville.Game.Commands.gameAction is a function with lambda list: (d, u, r)

See Section 8.662 [TOOTSVILLE INFINITY-GAME-ACTION], page 930,

10.55 Tootsville.Game.Commands.getApple

10.55.1 Function

Tootsville.Game.Commands.getApple is a function with lambda list: (d, u, r)

Get the apple to get into, or out of, \$Eden

No longer needed

See Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932,

10.56 Tootsville.Game.Commands.getAvatars

10.56.1 Function

Tootsville.Game.Commands.getAvatars is a function with lambda list: (d, u, r)

Get avatar data for a list of (other) users. cv. finger

See Section 8.664 [TOOTSVILLE INFINITY-GET-AVATARS], page 935, and Section 8.661 [TOOTSVILLE INFINITY-FINGER], page 929,

10.57 Tootsville.Game.Commands.getColorPalettes

10.57.1 Function

Tootsville.Game.Commands.getColorPalettes is a function with lambda list: (d, u, r)

See Section 8.665 [TOOTSVILLE INFINITY-GET-COLOR-PALETTES], page 936,

10.57.2 410 Gone

Removed.. This routine appeared to be unused by anyone in Romance 1.1 and was removed in 1.2.

10.57.3 Note

Not used in Tootsville any more. The analogous palettes in Li'l Vampies and Empires of the Air are being replaced with algorithmic checks, so this routine was removed in Appius 1.2.0.

10.58 Tootsville.Game.Commands.getInventory

10.58.1 Function

Tootsville.Game.Commands.getInventory is a function with lambda list: (d, u, r)

get all inventory for an user — both active and inactive

See Section 8.666 [TOOTSVILLE INFINITY-GET-INVENTORY], page 937,

10.59 Tootsville.Game.Commands.getInventoryByType

10.59.1 Function

Tootsville.Game.Commands.getInventoryByType is a function with lambda list: (d, u, r)

Get a subset of items from your own inventory

See Section 8.667 [TOOTSVILLE INFINITY-GET-INVENTORY-BY-TYPE], page 938,

10.60 Tootsville.Game.Commands.getOnlineUsers

10.60.1 Function

Tootsville.Game.Commands.getOnlineUsers is a function with lambda list: (d, u, r)

Get a list of users in a Zone, or in a Room.

This is an administrative function, only available to staff members.

See Section 8.669 [TOOTSVILLE INFINITY-GET-ONLINE-USERS], page 942,

10.61 Tootsville.Game.Commands.getRoomList

10.61.1 Function

Tootsville.Game.Commands.getRoomList is a function with lambda list: (d, u, r)

Get a list of all “well known” Rooms currently active/visible.

“Rooms” no longer exist. The “rooms” are now known as “planes.”

See Section 8.671 [TOOTSVILLE INFINITY-GET-ROOM-LIST], page 944,

10.62 Tootsville.Game.Commands.getServerTime

10.62.1 Function

Tootsville.Game.Commands.getServerTime is a function with lambda list: (d, u, r)

Send the server time to the client requesting it

Sends a JSON object with a single property, serverTime, with the current time in milliseconds (give or take transit time). This is the Unix time, not the Universal time.

See Section 8.673 [TOOTSVILLE INFINITY-GET-SERVER-TIME], page 949,

10.63 Tootsville.Game.Commands.getSessionApple

10.63.1 Function

Tootsville.Game.Commands.getSessionApple is a function with lambda list: (d, u, r)

Initialise a session key for stream or batch mode operations

Replies with { from: initSession, key: (OPAQUE-STRING) }

See Section 8.674 [TOOTSVILLE INFINITY-GET-SESSION-APPLE], page 950,

10.64 Tootsville.Game.Commands.getStoreItemInfo

10.64.1 Function

Tootsville.Game.Commands.getStoreItemInfo is a function with lambda list: (d, u, r)

See Section 8.675 [TOOTSVILLE INFINITY-GET-STORE-ITEM-INFO], page 951,

10.65 Tootsville.Game.Commands.getUserLists

10.65.1 Function

Tootsville.Game.Commands.getUserLists is a function with lambda list: (d, u, r)

Get the user's buddy list and ignore list.

See Section 8.676 [TOOTSVILLE INFINITY-GET-USER-LISTS], page 952,

10.66 Tootsville.Game.Commands.getWallet

10.66.1 Function

Tootsville.Game.Commands.getWallet is a function with lambda list: (d, u, r)

See Section 8.677 [TOOTSVILLE INFINITY-GET-WALLET], page 953,

10.67 Tootsville.Game.Commands.getZoneList

10.67.1 Function

Tootsville.Game.Commands.getZoneList is a function with lambda list: (d, u, r)

Get a list of all Zones currently active/visible.

See Section 8.678 [TOOTSVILLE INFINITY-GET-ZONE-LIST], page 954,

10.68 Tootsville.Game.Commands.give

10.68.1 Function

Tootsville.Game.Commands.give is a function with lambda list: (d, u, r)

Give an item to another user

See Section 8.679 [TOOTSVILLE INFINITY-GIVE], page 955,

10.69 Tootsville.Game.Commands.go

10.69.1 Function

Tootsville.Game.Commands.go is a function with lambda list: (d, u, r)

go to a place and/or perform a gesture

See Section 8.680 [TOOTSVILLE INFINITY-GO], page 956,

10.70 Tootsville.Game.Commands.initUserRoom

10.70.1 Function

Tootsville.Game.Commands.initUserRoom is a function with lambda list: (d, u, r)

Creates room named user/user's name/room ...

See Section 8.681 [TOOTSVILLE INFINITY-INIT-USER-ROOM], page 957,

10.71 Tootsville.Game.Commands.join

10.71.1 Function

Tootsville.Game.Commands.join is a function with lambda list: (d, u, r)

Join a room.

See Section 8.682 [TOOTSVILLE INFINITY-JOIN], page 958,

10.72 Tootsville.Game.Commands.login

10.72.1 Function

Tootsville.Game.Commands.login is a function with lambda list: (d, u, r)

Handle a login request

See Section 8.683 [TOOTSVILLE INFINITY-LOGIN], page 960,

10.73 Tootsville.Game.Commands.logout

10.73.1 Function

Tootsville.Game.Commands.logout is a function with lambda list: (d, u, r)

Log out of this game session (or zone)

See Section 8.684 [TOOTSVILLE INFINITY-LOGOUT], page 962,

10.74 Tootsville.Game.Commands.mailCustomerService

10.74.1 Function

Tootsville.Game.Commands.mailCustomerService is a function with lambda list: (d, u, r)
send an eMail to customer service (feedback)

See Section 8.685 [TOOTSVILLE INFINITY-MAIL-CUSTOMER-SERVICE], page 963,

10.75 Tootsville.Game.Commands.peekAtInventory

10.75.1 Function

Tootsville.Game.Commands.peekAtInventory is a function with lambda list: (d, u, r)

Handle looking at other user's inventories

See Section 8.686 [TOOTSVILLE INFINITY-PEEK-AT-INVENTORY], page 964,

10.76 Tootsville.Game.Commands.ping

10.76.1 Function

Tootsville.Game.Commands.ping is a function with lambda list: (d, u, r)

Send a ping to the server to get back a pong.

See Section 8.687 [TOOTSVILLE INFINITY-PING], page 965,

10.77 Tootsville.Game.Commands.promptReply

10.77.1 Function

Tootsville.Game.Commands.promptReply is a function with lambda list: (d, u, r)

See Section 8.690 [TOOTSVILLE INFINITY-PROMPT-REPLY], page 968,

10.78 Tootsville.Game.Commands.removeFromList

10.78.1 Function

Tootsville.Game.Commands.removeFromList is a function with lambda list: (d, u, r)

Remove someone from a buddy list or ignore list.

See Section 8.693 [TOOTSVILLE INFINITY-REMOVE-FROM-LIST], page 973,

10.79 Tootsville.Game.Commands.reportBug

10.79.1 Function

Tootsville.Game.Commands.reportBug is a function with lambda list: (d, u, r)

This method allows the client to “phone home” to report a bug.

See Section 8.694 [TOOTSVILLE INFINITY-REPORT-BUG], page 974,

10.80 Tootsville.Game.Commands.reportUser

10.80.1 Function

Tootsville.Game.Commands.reportUser is a function with lambda list: (d, u, r)

Report an user to the moderator(s) on duty for breaking a rule

See Section 8.695 [TOOTSVILLE INFINITY-REPORT-USER], page 979,

10.81 Tootsville.Game.Commands.requestBuddy

10.81.1 Function

Tootsville.Game.Commands.requestBuddy is a function with lambda list: (d, u, r)

Request adding a user to your buddy list (mutual-add) using the notification-based system

See Section 8.696 [TOOTSVILLE INFINITY-REQUEST-BUDDY], page 980,

10.82 Tootsville.Game.Commands.sendOutOfBandMessage

10.82.1 Function

Tootsville.Game.Commands.sendOutOfBandMessage is a function with lambda list: (d, u, r)

Send an arbitrary JSON packet to another user, or all of the users in a room, out of the band of communications.

See Section 8.698 [TOOTSVILLE INFINITY-SEND-OUT-OF-BAND-MESSAGE], page 983,

10.83 Tootsville.Game.Commands.serverTime

10.83.1 Function

Tootsville.Game.Commands.serverTime is a function with lambda list: (d, u, r)

This is used to synchronize universal time.

See Section 8.699 [TOOTSVILLE INFINITY-SERVER-TIME], page 984,

10.84 Tootsville.Game.Commands.setAvatarColor

10.84.1 Function

Tootsville.Game.Commands.setAvatarColor is a function with lambda list: (d, u, r)

No longer used

See Section 8.700 [TOOTSVILLE INFINITY-SET-AVATAR-COLOR], page 985,

10.85 Tootsville.Game.Commands.setFurniture

10.85.1 Function

Tootsville.Game.Commands.setFurniture is a function with lambda list: (d, u, r)

See Section 8.701 [TOOTSVILLE INFINITY-SET-FURNITURE], page 986,

10.86 Tootsville.Game.Commands.spawnZone

10.86.1 Function

Tootsville.Game.Commands.spawnZone is a function with lambda list: (d, u, r)

No longer used

See Section 8.705 [TOOTSVILLE INFINITY-SPAWN-ZONE], page 992,

10.87 Tootsville.Game.Commands.speak

10.87.1 Function

Tootsville.Game.Commands.speak is a function with lambda list: (d, u, r)

speak

See Section 8.706 [TOOTSVILLE INFINITY-SPEAK], page 993,

10.88 Tootsville.Game.Commands.startEvent

10.88.1 Function

Tootsville.Game.Commands.startEvent is a function with lambda list: (d, u, r)

See Section 8.708 [TOOTSVILLE INFINITY-START-EVENT], page 997, (and Section 8.659 [TOOTSVILLE INFINITY-END-EVENT], page 925)

10.89 Tootsville.Game.Commands.useEquipment

10.89.1 Function

Tootsville.Game.Commands.useEquipment is a function with lambda list: (d, u, r)

See Section 8.711 [TOOTSVILLE INFINITY-USE-EQUIPMENT], page 1002,

10.90 Tootsville.Game.Commands.walk

10.90.1 Function

Tootsville.Game.Commands.walk is a function with lambda list: (d, u, r)

Begin walking along a straight path. Path specification:

The path is specified as a series of values joined by “~” (tilde) characters. Note that the coördinate triplets in particular are comma-delimited segments within a tilde-delimited segment.

o	object (person) walking UUID
sT	start time (Universal)
eT	end time (Universal)
sX, sY, sZ	start x, y, z
eX, eY, eZ	end x, y, z

Example:

```
2A2FA700-FF51-11E8-A63B-94DE802CBFC4~3820353198~3820353298~0,0,0~0,100,0
```

This indicates that the Toot with UUID “2A2FA700-FF51-11E8-A63B-94DE802CBFC4” (which happens to be “Superstar”) began walking from 0,0,0 at Universal time 3820353198 (about 20:13 Eastern time on 22 January, 2021) and will finish walking in 100 seconds after that at 0,100,0.

cv: Section 8.715 [TOOTSVILLE INFINITY-WTL], page 1006, is the replacement command which uses a JSON equivalent for the “d” structure defined here.

10.90.2 Added in Romance 1.2

This replaced the “d” notation from Romance 1.1 with 1.2.0. In particular, the “z” coördinates are now required, and the sense of the “y” and “z” coördinates are different now.

10.90.3 Gossipnet only

This command is valid on the Gossipnet, but does not have a REST equivalent.

10.91 Tootsville.Game.Gatekeeper.admin

10.91.1 Function

Tootsville.Game.Gatekeeper.admin is a function with lambda list: (gram)

An administrative message

This message is presented by the Gossip Parrots in the UI.

title	The title of the message.
message	The body of the message.
label	The label of the message.

10.92 Tootsville.Game.Gatekeeper.avatars

10.92.1 Function

Tootsville.Game.Gatekeeper.avatars is a function with lambda list: (gram)

Receive a list of avatar info that describes an area of the world.

This is one observer's set of nearby avatars or objects.

10.93 Tootsville.Game.Gatekeeper.ayt

10.93.1 Function

Tootsville.Game.Gatekeeper.ayt is a function with lambda list: (gram)

Respond to AYT (Are You There) inquiry

If the server sees no activity for a long time, it'll send an Are You There (ayt) packet to verify that the client isn't just a zombie connection. We reply with a ping to show some activity.

10.94 Tootsville.Game.Gatekeeper.badgeUpdate

10.94.1 Function

Tootsville.Game.Gatekeeper.badgeUpdate is a function with lambda list: (gram)

We no longer have badges

10.95 Tootsville.Game.Gatekeeper.beam

10.95.1 Function

Tootsville.Game.Gatekeeper.beam is a function with lambda list: (gram)

The player has been teleported to the given coördinates and should now explore the surroundings (discover what objects are nearby, et al.).

The author must have the privilege to beam this player, or the signal should be discarded.

TODO UNIMPLEMENTED

10.95.2 Packet Format

WRITE ME

10.96 Tootsville.Game.Gatekeeper.bots

10.96.1 Function

Tootsville.Game.Gatekeeper.bots is a function with lambda list: (gram)

No longer used.

10.97 Tootsville.Game.Gatekeeper.buddyList

10.97.1 Function

Tootsville.Game.Gatekeeper.buddyList is a function with lambda list: (gram)

WRITEME — this function is not yet documented.

10.98 Tootsville.Game.Gatekeeper.buddyRequest

10.98.1 Function

Tootsville.Game.Gatekeeper.buddyRequest is a function with lambda list: (gram)

You have been requested to be someone's buddy.

See Section 8.696 [TOOTSVILLE INFINITY-REQUEST-BUDDY], page 980,

10.98.2 Example

```
{ from: "buddyRequest",  
  status: true,  
  sender: "Pil",  
  signature: "xyzzzyfoo"
```

10.99 Tootsville.Game.Gatekeeper.burgeon

10.99.1 Function

Tootsville.Game.Gatekeeper.burgeon is a function with lambda list: (gram)

Burgeon the Toot on logging back in.

TODO extended attributes are ignored

XXX d3 objects are ignored. `wt1` is the only supported course type for now.

10.100 Tootsville.Game.Gatekeeper.bye

10.100.1 Function

Tootsville.Game.Gatekeeper.bye is a function with lambda list: (gram)

The user has left the game.

The user named **n** with UUID **u** has left the game.

This destroys their avatar.

10.101 Tootsville.Game.Gatekeeper.c

10.101.1 Function

Tootsville.Game.Gatekeeper.c is a function with lambda list: (gram)

WRITEME — this function is not yet documented.

10.102 Tootsville.Game.Gatekeeper.earning

10.102.1 Function

Tootsville.Game.Gatekeeper.earning is a function with lambda list: (gram)

Player has received money (peanuts) or fairy dust.

TODO: update wallet displays with an animation.

10.103 Tootsville.Game.Gatekeeper.endEvent

10.103.1 Function

Tootsville.Game.Gatekeeper.endEvent is a function with lambda list: (gram)

End an event begun by startEvent.

Earn peanuts for event participation.

UNIMPLEMENTED. See also Section 10.102 [Tootsville.Game.Gatekeeper.earning], page 1841,

10.104 Tootsville.Game.Gatekeeper.forceMove

10.104.1 Function

Tootsville.Game.Gatekeeper.forceMove is a function with lambda list: (gram)

Force the character to move to (x,y,z) local.

status Must be **true**

x,y,z Local coördinates

10.105 Tootsville.Game.Gatekeeper.gameAction

10.105.1 Function

Tootsville.Game.Gatekeeper.gameAction is a function with lambda list: (gram)

Not currently in use. UNIMPLEMENTED.

10.106 Tootsville.Game.Gatekeeper.getApple

10.106.1 Function

Tootsville.Game.Gatekeeper.getApple is a function with lambda list: (gram)

Get an apple from the server for a child's login.

Upon receipt, create the SHA1-digest-hex password code and submit an Section 8.683 [TOOTSVILLE INFINITY-LOGIN], page 960, packet.

See Section 8.663 [TOOTSVILLE INFINITY-GET-APPLE], page 932, for an overview of the login process for children.

If status = false, retries to call **getApple** again.

10.107 Tootsville.Game.Gatekeeper.getAvailableHouses

10.107.1 Function

Tootsville.Game.Gatekeeper.getAvailableHouses is a function with lambda list: (gram)

Get a list of lots and house types which are available for starter houses to build on a lot.

status This packet is ignored unless **status** is **true**

lots The list of available lots in the given neighborhood. FIXME: format?

houses The list of available houses in the given neighborhood. FIXME: format?

neighborhood
The selected neighborhood.

10.108 Tootsville.Game.Gatekeeper.getAwardRankings

10.108.1 Function

Tootsville.Game.Gatekeeper.getAwardRankings is a function with lambda list: (gram)

No longer used. Ignored.

10.109 Tootsville.Game.Gatekeeper.getColorPalettes

10.109.1 Function

Tootsville.Game.Gatekeeper.getColorPalettes is a function with lambda list: (gram)

No longer used.

10.110 Tootsville.Game.Gatekeeper.getMailInBox

10.110.1 Function

Tootsville.Game.Gatekeeper.getMailInBox is a function with lambda list: (gram)

Get an enumeration of messages in the player's SMS "inbox"

status If **true**, there are messages. If **false**, there are no messages and the **mail** object is not present.

mail An enumeration of message objects. Each message object has FIXME format.

UNIMPLEMENTED.

See Section 8.668 [TOOTSVILLE INFINITY-GET-MAIL-IN-BOX], page 940,

10.111 Tootsville.Game.Gatekeeper.getMailMessage

10.111.1 Function

Tootsville.Game.Gatekeeper.getMailMessage is a function with lambda list: (gram)

Fetch one SMS message by UUID.

status If **true**, a message was found.

message The message object. This contains the message uuid, sender, and body in FIXME format.

See Section 8.668 [TOOTSVILLE INFINITY-GET-MAIL-IN-BOX], page 940,

10.112 Tootsville.Game.Gatekeeper.getStoreItems

10.112.1 Function

Tootsville.Game.Gatekeeper.getStoreItems is a function with lambda list: (gram)

No longer used.

10.113 Tootsville.Game.Gatekeeper.getUserLists

10.113.1 Function

Tootsville.Game.Gatekeeper.getUserLists is a function with lambda list: (gram)

The user's buddy list and ignore list.

buddyList

Buddy list

ignoreList

Ignore List

10.114 Tootsville.Game.Gatekeeper.goToWeb

10.114.1 Function

Tootsville.Game.Gatekeeper.goToWeb is a function with lambda list: (gram)

This packet instructs the user to leave the game and go to a different web site.

The packet's `url` is immediately loaded, kicking them out of Tootsville.

10.115 Tootsville.Game.Gatekeeper.initUserRoom

10.115.1 Function

Tootsville.Game.Gatekeeper.initUserRoom is a function with lambda list: (gram)

Add a room (including a first room) to a user's house/lot.

UNIMPLEMENTED. it's unclear if this is actually needed on the client side regardless.

10.116 Tootsville.Game.Gatekeeper.inventory

10.116.1 Function

Tootsville.Game.Gatekeeper.inventory is a function with lambda list: (gram)

No longer handled by ∞ mode protocols; now, fetched directly from the game server over REST API. FIXME not necessarily true

10.117 Tootsville.Game.Gatekeeper.joinOK

10.117.1 Function

Tootsville.Game.Gatekeeper.joinOK is a function with lambda list: (gram)

WRITEME — this function is not yet documented.

10.118 Tootsville.Game.Gatekeeper.kick

10.118.1 Function

Tootsville.Game.Gatekeeper.kick is a function with lambda list: (gram)

The user has been kicked out. Quit the game.

TODO kick reason display

10.119 Tootsville.Game.Gatekeeper.logOK

10.119.1 Function

Tootsville.Game.Gatekeeper.logOK is a function with lambda list: (gram)

Acknowledge a new player's login

neighbor: next-hop neighbor's UUID for peer-to-peer connections

Note that this message (only) uses `_cmd` as its attribute rather than `c` or `from` for historical reasons.

This message is usually unicast.

Hides Toots view, if it was present. Displays any `motd` on server connection.

UNIMPLEMENTED TODO peer connections.

10.120 Tootsville.Game.Gatekeeper.login

10.120.1 Function

Tootsville.Game.Gatekeeper.login is a function with lambda list: (gram)

Response to a login attempt (for a child).

On success, displays the **child-wait** overlay, awaiting parental approval.

On failure, the gossip parrots reveal the error message and detailed error code.

10.121 Tootsville.Game.Gatekeeper.migrate

10.121.1 Function

Tootsville.Game.Gatekeeper.migrate is a function with lambda list: (gram)

Migrate from the current websockets server to another one.

Optional parameter ‘newConnection’ can be used to provide a new ‘[<undefined>](#) [Tootsville.host], page [<undefined>](#)’ **game** URL. Normally, though, this will be **#same**, indicating no change — the load balancers should take care of things.

10.122 Tootsville.Game.Gatekeeper.newScript

10.122.1 Function

Tootsville.Game.Gatekeeper.newScript is a function with lambda list: (gram)

Load a new Javascript file pushed from the server.

This is potentially useful for patching the game on-the-fly.

The expected syntax is something like:

```
{ from: "newScript",  
  status: true,  
  script: "/path/to/script.js" }
```

See Section 7.64 [TOOTSVILLE-USER PUSH-SCRIPT], page 195, for one way to generate these packets.

10.123 Tootsville.Game.Gatekeeper.outOfBand

10.123.1 Function

Tootsville.Game.Gatekeeper.outOfBand is a function with lambda list: (gram)

General out-of-band messaging between users. Typically used for invitation to a location.

type The type of out-of-band message
body The body of that message
status Must be **true** or the message will be ignored.

The contents of the **body** vary by **type**

10.123.2 Invitation

An invitation has type **invite**.

The body contains **FIXME**.

10.123.3 Response

WRITEME

10.123.4 To Room

WRITEME

10.124 Tootsville.Game.Gatekeeper.parentApproval

10.124.1 Function

Tootsville.Game.Gatekeeper.parentApproval is a function with lambda list: (gram)

Receive parent approval for a child's Toot to log in.

```
{ from: "parentApproval",  
  status: true,  
  until: 1611945540 }
```

```
{ from: "parentApproval",  
  status: false }
```

If **status** is **true**, the parent has approved; if **status** is **false**, then the parent has denied permission.

The time until which the player is allowed to play is passed in **until** as a Unix time

10.125 Tootsville.Game.Gatekeeper.passport

10.125.1 Function

Tootsville.Game.Gatekeeper.passport is a function with lambda list: (gram)

Not currently used. UNIMPLEMENTED.

XXX bring back passports

10.126 Tootsville.Game.Gatekeeper.playWith

10.126.1 Function

Tootsville.Game.Gatekeeper.playWith is a function with lambda list: (gram)

The server has given us “permission” to play as the Toot we asked for — i.e. the second step of signing in is complete.

10.127 Tootsville.Game.Gatekeeper.postman

10.127.1 Function

Tootsville.Game.Gatekeeper.postman is a function with lambda list: (gram)

Notification of new SMS message(s)

10.128 Tootsville.Game.Gatekeeper.prompt

10.128.1 Function

Tootsville.Game.Gatekeeper.prompt is a function with lambda list: (gram)

Display a server-pushed prompt and prepare to reply.

See Section 8.690 [TOOTSVILLE INFINITY-PROMPT-REPLY], page 968, for a discussion of the prompt system and the format of this datagram.

See Section 10.539 [Tootsville.UI.makePrompt], page 2278, for the implementation of the prompt dialog builder.

10.129 Tootsville.Game.Gatekeeper.pub

10.129.1 Function

Tootsville.Game.Gatekeeper.pub is a function with lambda list: (gram)

Public message (speech)

See Section 8.706 [TOOTSVILLE INFINITY-SPEAK], page 993, for how speech is generated, or Section 8.1242 [TOOTSVILLE TOOT-SPEAK], page 1537.

The **pub** packet contains the speaker's name and UUID, the text spoken, and (optionally) whether it was whispered or shouted.

10.129.2 Example

```
{ from: "pub",  
  status: true,  
  u: "Toot-name",  
  t: "This is what I say",  
  x: "whisper",  
  id: "2259E5F5-CDED-4A6A-AE68-1C4BA481CB7C" }
```

10.130 Tootsville.Game.Gatekeeper.purchase

10.130.1 Function

Tootsville.Game.Gatekeeper.purchase is a function with lambda list: (gram)

Not currently used.

10.131 Tootsville.Game.Gatekeeper.quiesce

10.131.1 Function

Tootsville.Game.Gatekeeper.quiesce is a function with lambda list: (gram)

Respond to a request to quiesce.

See Section 8.691 [TOOTSVILLE INFINITY-QUIESCE], page 971, Section 10.205 [Tootsville.Game.Nav.quiesce], page 1944,

10.132 Tootsville.Game.Gatekeeper.reportBug

10.132.1 Function

Tootsville.Game.Gatekeeper.reportBug is a function with lambda list: (gram)

Acknowledgment of a bug report

10.133 Tootsville.Game.Gatekeeper.roomJoin

10.133.1 Function

Tootsville.Game.Gatekeeper.roomJoin is a function with lambda list: (gram)
roomJoin WRITE ME

10.134 Tootsville.Game.Gatekeeper.rv

10.134.1 Function

Tootsville.Game.Gatekeeper.rv is a function with lambda list: (gram)

React to “room variables”.

See Section 8.796 [TOOTSVILLE LOCAL-ROOM-VARS], page 1089, for a discussion. Room variables are a general communication channel of miscellaneous information about the game world. When received, they are interpreted to change or update information about the player’s surroundings.

Currently, the client supports the following room variable types:

`sky`, `weather`, `floor` (ignored), `item`, `itm2`, `furniture`, `text`, `zone` (place).

Destruction of objects is UNIMPLEMENTED in the client currently (TODO)

10.134.2 See Also

Section 8.672 [TOOTSVILLE INFINITY-GET-ROOM-VARS], page 945,
 Section 10.338 [Tootsville.SkyBuilder.buildMatchingSky], page 2077, Section 10.339
 [Tootsville.SkyBuilder.buildMatchingWeather], page 2078, Section 10.331
 [Tootsville.SceneBuilder.addItem1], page 2070, Section 10.332 [Tootsville.SceneBuilder.addItem2],
 page 2071, Section 10.330 [Tootsville.SceneBuilder.addFurn], page 2069,
 Section 10.334 [Tootsville.SceneBuilder.addText], page 2073, Section 10.333
 [Tootsville.SceneBuilder.addPlace], page 2072,

10.135 Tootsville.Game.Gatekeeper.scoreUpdate

10.135.1 Function

Tootsville.Game.Gatekeeper.scoreUpdate is a function with lambda list: (gram)

Used to be used for minigame scores; not currently used.

UNIMPLEMENTED. Display the rank and score in an overlay.

10.136 Tootsville.Game.Gatekeeper.sendMessage

10.136.1 Function

Tootsville.Game.Gatekeeper.sendMessage is a function with lambda list: (gram)

Confirmation that a message were sent.

10.137 Tootsville.Game.Gatekeeper.serverTime

10.137.1 Function

Tootsville.Game.Gatekeeper.serverTime is a function with lambda list: (gram)

Received acknowledgement of the server's time.

status should be **true**

serverTime

In milliseconds since Unix epoch

gameTime In milliseconds since Unix epoch

UNIMPLEMENTED. Should show the game timer, if present.

UNIMPLEMENTED. Should update estimated server lag?

10.138 Tootsville.Game.Gatekeeper.startEvent

10.138.1 Function

Tootsville.Game.Gatekeeper.startEvent is a function with lambda list: (gram)

Mostly just for fountains, now

UNIMPLEMENTED

10.139 Tootsville.Game.Gatekeeper.tootList

10.139.1 Function

Tootsville.Game.Gatekeeper.tootList is a function with lambda list: (gram)

Receive a list of Toots from the server.

When “status” is false, the user has no Toots.

10.140 Tootsville.Game.Gatekeeper.wardrobe

10.140.1 Function

Tootsville.Game.Gatekeeper.wardrobe is a function with lambda list: (gram)

Obtains visible information about one avatar at a time; not only clothing, but any equipped object.

10.141 Tootsville.Game.Gatekeeper.wtl

10.141.1 Function

Tootsville.Game.Gatekeeper.wtl is a function with lambda list: (gram)

Walk The Line

This is the method that Romance 2.0 uses for moving avatars in the game world.

See also: Section 8.715 [TOOTSVILLE INFINITY-WTL], page 1006,

There are some bookkeeping side-effects here:

- If the avatar named is not already known, we'll try to look them up with **finger**, but we'll also try to remember their WTL course.
- If the name and UUID for a character mismatch, we'll discard the packet.
- If the avatar is known, but has no associated model, we'll try to build the model.

These are basically part of the attempt to synchronize the client in the presence of missing information, which should not happen often.

10.142 Tootsville.Game.GravitySystem.fastForward

10.142.1 Function

Tootsville.Game.GravitySystem.fastForward is a function with lambda list: (δT)

Simulate the passage of Δt time (in seconds)

10.143 Tootsville.Game.GravitySystem.register

10.143.1 Function

Tootsville.Game.GravitySystem.register is a function with lambda list: (entity)

Makes an entity's model subject to gravity.

10.144 Tootsville.Game.GravitySystem.updateEntityGravity

10.144.1 Function

Tootsville.Game.GravitySystem.updateEntityGravity is a function with lambda list: (entity)

10.145 Tootsville.Game.GravitySystem.updateGravity

10.145.1 Function

Tootsville.Game.GravitySystem.updateGravity is nullary function.

10.146 Tootsville.Game.GrowthSystem.evolve

10.146.1 Function

Tootsville.Game.GrowthSystem.evolve is a function with lambda list: (entity)

10.147 Tootsville.Game.GrowthSystem.fastForward

10.147.1 Function

Tootsville.Game.GrowthSystem.fastForward is a function with lambda list: (δT)

Simulate the passage of Δt time (in seconds)

10.148 Tootsville.Game.GrowthSystem.grow

10.148.1 Function

Tootsville.Game.GrowthSystem.grow is a function with lambda list: (entity)

10.149 Tootsville.Game.GrowthSystem.register

10.149.1 Function

Tootsville.Game.GrowthSystem.register is a function with lambda list: (entity)

Register an entity that can grow.

10.150 Tootsville.Game.GrowthSystem.remove

10.150.1 Function

Tootsville.Game.GrowthSystem.remove is a function with lambda list: (entity)

10.151 Tootsville.Game.GrowthSystem.updateGrowth

10.151.1 Function

Tootsville.Game.GrowthSystem.updateGrowth is nullary function.

Update the growth of all eligible entities

10.152 Tootsville.Game.MissileSystem.fastForward

10.152.1 Function

Tootsville.Game.MissileSystem.fastForward is a function with lambda list: (δT)

Simulate the passage of Δt time (in seconds)

10.153 Tootsville.Game.MissileSystem.register

10.153.1 Function

Tootsville.Game.MissileSystem.register is a function with lambda list: (entity, course)

10.154 Tootsville.Game.MissileSystem.remove

10.154.1 Function

Tootsville.Game.MissileSystem.remove is a function with lambda list: (entity)

10.155 Tootsville.Game.MissileSystem.updateMissiles

10.155.1 Function

Tootsville.Game.MissileSystem.updateMissiles is nullary function.

Update the position of all missiles

10.156 Tootsville.Game.NPC.Collector.fastForward

10.156.1 Function

Tootsville.Game.NPC.Collector.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.157 Tootsville.Game.NPC.Collector.register

10.157.1 Function

Tootsville.Game.NPC.Collector.register is a function with lambda list: (npc)

Register an NPC as a Collector

10.158 Tootsville.Game.NPC.Collector.updateNPC

10.158.1 Function

Tootsville.Game.NPC.Collector.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.159 Tootsville.Game.NPC.Cook.fastForward

10.159.1 Function

Tootsville.Game.NPC.Cook.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.160 Tootsville.Game.NPC.Cook.register

10.160.1 Function

Tootsville.Game.NPC.Cook.register is a function with lambda list: (npc)

Register an NPC as a Cook

10.161 Tootsville.Game.NPC.Cook.updateNPC

10.161.1 Function

Tootsville.Game.NPC.Cook.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.162 Tootsville.Game.NPC.CroquetPlayer.fastForward

10.162.1 Function

Tootsville.Game.NPC.CroquetPlayer.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.163 Tootsville.Game.NPC.CroquetPlayer.register

10.163.1 Function

Tootsville.Game.NPC.CroquetPlayer.register is a function with lambda list: (npc)

Register an NPC as a Croquet Player

10.164 Tootsville.Game.NPC.CroquetPlayer.updateNPC

10.164.1 Function

Tootsville.Game.NPC.CroquetPlayer.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.165 Tootsville.Game.NPC.Doodle.fastForward

10.165.1 Function

Tootsville.Game.NPC.Doodle.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.166 Tootsville.Game.NPC.Doodle.register

10.166.1 Function

Tootsville.Game.NPC.Doodle.register is a function with lambda list: (npc)

Register an NPC as Doodle

10.167 Tootsville.Game.NPC.Doodle.updateNPC

10.167.1 Function

Tootsville.Game.NPC.Doodle.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.168 Tootsville.Game.NPC.Fetcher.fastForward

10.168.1 Function

Tootsville.Game.NPC.Fetcher.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.169 Tootsville.Game.NPC.Fetcher.register

10.169.1 Function

Tootsville.Game.NPC.Fetcher.register is a function with lambda list: (npc)

Register an NPC as a Fetcher

10.170 Tootsville.Game.NPC.Fetcher.updateNPC

10.170.1 Function

Tootsville.Game.NPC.Fetcher.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.171 Tootsville.Game.NPC.JobWorker.fastForward

10.171.1 Function

Tootsville.Game.NPC.JobWorker.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.172 Tootsville.Game.NPC.JobWorker.register

10.172.1 Function

Tootsville.Game.NPC.JobWorker.register is a function with lambda list: (npc)

Register an NPC as a Job Worker

10.173 Tootsville.Game.NPC.JobWorker.updateNPC

10.173.1 Function

Tootsville.Game.NPC.JobWorker.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.174 Tootsville.Game.NPC.MazeBuilder.fastForward

10.174.1 Function

Tootsville.Game.NPC.MazeBuilder.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.175 Tootsville.Game.NPC.MazeBuilder.register

10.175.1 Function

Tootsville.Game.NPC.MazeBuilder.register is a function with lambda list: (npc)

Register an NPC as a Maze Builder

10.176 Tootsville.Game.NPC.MazeBuilder.updateNPC

10.176.1 Function

Tootsville.Game.NPC.MazeBuilder.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.177 Tootsville.Game.NPC.Sleeper.fastForward

10.177.1 Function

Tootsville.Game.NPC.Sleeper.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.178 Tootsville.Game.NPC.Sleeper.register

10.178.1 Function

Tootsville.Game.NPC.Sleeper.register is a function with lambda list: (npc)

Register an NPC as a Sleeper.

Attributes: The time range during which the character wants to sleep. For most characters

10.179 Tootsville.Game.NPC.Sleeper.updateNPC

10.179.1 Function

Tootsville.Game.NPC.Sleeper.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.180 Tootsville.Game.NPC.TrolleyDriver.fastForward

10.180.1 Function

Tootsville.Game.NPC.TrolleyDriver.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.181 Tootsville.Game.NPC.TrolleyDriver.register

10.181.1 Function

Tootsville.Game.NPC.TrolleyDriver.register is a function with lambda list: (npc)

Register an NPC as a Trolley Driver

10.182 Tootsville.Game.NPC.TrolleyDriver.updateNPC

10.182.1 Function

Tootsville.Game.NPC.TrolleyDriver.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.183 Tootsville.Game.NPC.Waiter.fastForward

10.183.1 Function

Tootsville.Game.NPC.Waiter.fastForward is a function with lambda list: (npc)

Fast-forward the NPC for Δt seconds.

10.184 Tootsville.Game.NPC.Waiter.register

10.184.1 Function

Tootsville.Game.NPC.Waiter.register is a function with lambda list: (npc)

Register an NPC as a Waiter

10.185 Tootsville.Game.NPC.Waiter.updateNPC

10.185.1 Function

Tootsville.Game.NPC.Waiter.updateNPC is a function with lambda list: (npc)

Update an NPC on the 50Hz game clock, if necessary.

10.186 Tootsville.Game.NPCSystem.burgeonNPC

10.186.1 Function

Tootsville.Game.NPCSystem.burgeonNPC is a function with lambda list: (npc)

10.187 Tootsville.Game.NPCSystem.fastForward

10.187.1 Function

Tootsville.Game.NPCSystem.fastForward is a function with lambda list: (δT)

Simulate the passage of Δt time (in seconds)

10.188 Tootsville.Game.NPCSystem.initNPCs

10.188.1 Function

Tootsville.Game.NPCSystem.initNPCs is nullary function.

NPCSystem initializer.

10.188.2 NPC System Overview

The NPC system operates in one of two modes, burgeoning and operating. When burgeoning, NPC data is fetched from the server and NPCs are fast-forwarded to the present time. When operating, each NPC should behave deterministically and the simulation should be equivalent on every observer's system, however, one system will act as the master and others will merely cross-check their observations.

10.189 Tootsville.Game.NPCSystem.nextBehavior

10.189.1 Function

Tootsville.Game.NPCSystem.nextBehavior is a function with lambda list: (npc)

10.190 Tootsville.Game.NPCSystem.register

10.190.1 Function

Tootsville.Game.NPCSystem.register is a function with lambda list: (avatar)

Register an NPC

10.191 Tootsville.Game.NPCSystem.updateNPC

10.191.1 Function

Tootsville.Game.NPCSystem.updateNPC is a function with lambda list: (npc)

10.192 Tootsville.Game.NPCSystem.updateNPCs

10.192.1 Function

Tootsville.Game.NPCSystem.updateNPCs is nullary function.

10.193 Tootsville.Game.Nav.RUN_SPEED**10.193.1 Variable**

The run speed of a Toot. Currently a constant.

10.194 Tootsville.Game.Nav.WALK_SPEED

10.194.1 Variable

The walk speed of a Toot. Currently a constant.

10.195 Tootsville.Game.Nav.buildWTL

10.195.1 Function

Tootsville.Game.Nav.buildWTL is nullary function.

Build a Walk The Line packet for the player's avatar

10.196 Tootsville.Game.Nav.collisionP

10.196.1 Function

Tootsville.Game.Nav.collisionP is a function with lambda list: (model, end)

Detect a collision between “model” on the line from “start” to “end”

10.197 Tootsville.Game.Nav.enterArea

10.197.1 Variable

Enter a new sector of the game world

...at latitude, longitude, altitude at local x, y, z in world world

10.198 Tootsville.Game.Nav.finishMovingAvatar

10.198.1 Function

Tootsville.Game.Nav.finishMovingAvatar is a function with lambda list: (avatar)

Finish moving

10.199 Tootsville.Game.Nav.invalidCoordsP

10.199.1 Function

Tootsville.Game.Nav.invalidCoordsP is a function with lambda list: (goalPosition)

Detect whether the coördinates passed are invalid

Currently just checks for NaN axes

10.200 Tootsville.Game.Nav.leftSectorP

10.200.1 Function

Tootsville.Game.Nav.leftSectorP is a function with lambda list: (goalPosition)

Has the entity left the sector?

10.201 Tootsville.Game.Nav.mergeObjects

10.201.1 Function

Tootsville.Game.Nav.mergeObjects is a function with lambda list: (into, from)

Merge keys of an object safely

This really belongs in a utility namespace and may not even be as correct as it could be under extreme conditions.

XXX unclear if this is even used any more?

10.202 Tootsville.Game.Nav.moveEntityOnCourse

10.202.1 Function

Tootsville.Game.Nav.moveEntityOnCourse is a function with lambda list: (entity, course)

Move an entity along a course

Stop if its movement is interrupted by colliding with something else.

returns true when the course has been completed

10.203 Tootsville.Game.Nav.moveToNextSector

10.203.1 Function

Tootsville.Game.Nav.moveToNextSector is a function with lambda list: (position)

The player has entered a new sector.

Update the lat & long and call Section 10.197 [Tootsville.Game.Nav.enterArea], page 1936, to get the new room vars.

10.204 Tootsville.Game.Nav.positionTootAt

10.204.1 Function

Tootsville.Game.Nav.positionTootAt is a function with lambda list: (x, y, z)

Make the character position be precisely x, y, z local

Eliminates movement and sends a WTL packet

10.205 Tootsville.Game.Nav.quiesce

10.205.1 Function

Tootsville.Game.Nav.quiesce is nullary function.

10.206 Tootsville.Game.Nav.runTo

10.206.1 Function

Tootsville.Game.Nav.runTo is a function with lambda list: (avatar, destinationPoint)

Run to “destinationPoint”

10.207 Tootsville.Game.Nav.sendWTL

10.207.1 Function

Tootsville.Game.Nav.sendWTL is nullary function.

Send a 'wt1' packet for the current player

10.208 Tootsville.Game.Nav.takeAStep

10.208.1 Function

Tootsville.Game.Nav.takeAStep is a function with lambda list: (course)

Compute one step along the movement line of the course

10.209 Tootsville.Game.Nav.updateAvatar

10.209.1 Function

Tootsville.Game.Nav.updateAvatar is a function with lambda list: (avatar)

Update avatar's rotation & position.

10.210 Tootsville.Game.Nav.updateAvatars

10.210.1 Function

Tootsville.Game.Nav.updateAvatars is nullary function.

Update the position & rotation of every avatar

10.211 Tootsville.Game.Nav.updateFacing

10.211.1 Function

Tootsville.Game.Nav.updateFacing is a function with lambda list: (avatar)

Update the avatar's facing direction to match desired direction.

10.212 Tootsville.Game.Nav.validateCourse

10.212.1 Function

Tootsville.Game.Nav.validateCourse is a function with lambda list: (course, entity)

Ensure that the course data seems sane.

Calculate missing bits.

10.213 Tootsville.Game.Nav.walkTheLine

10.213.1 Function

Tootsville.Game.Nav.walkTheLine is a function with lambda list: (avatar, destinationPoint, speed=0.1)

Set the course for the given avatar to lead toward the given destinationPoint.

TODO Allow directing a vehicle when mounted as its driver.

TODO Restrict movement when riding a vehicle.

10.214 Tootsville.Game.Speech.createBalloon

10.214.1 Function

Tootsville.Game.Speech.createBalloon is a function with lambda list: (words, extraClass)

Create a speech balloon containing “words” with CSS class “extraClass”.

Handles inserting the logo graphic as well.

10.215 Tootsville.Game.Speech.dispatchCommand

10.215.1 Function

Tootsville.Game.Speech.dispatchCommand is a function with lambda list: (commandLine)

Dispatch local ~ commands.

- ~ua Displays the user agent information.
- ~lag Provides the user's estimated lag in msec.
- ~ping Send an Section 8.687 [TOOTSVILLE INFINITY-PING], page 965, message to the server.
- ~d20 Simulate rolling a d20 and speak aloud the results.
- ~credits Display the client's credits.
- ~inspect3d Inspect the 3D scene with the BabylonJS utilities
- ~version Display the version of the client

10.216 Tootsville.Game.Speech.removeSpeech

10.216.1 Function

Tootsville.Game.Speech.removeSpeech is a function with lambda list: (balloon)

The time has passed; remove a speech balloon.

10.217 Tootsville.Game.Speech.say

10.217.1 Function

Tootsville.Game.Speech.say is a function with lambda list: (words, extraClass, speaker=null)

Someone (maybe us) has spoken, so put up a speech balloon and play wawa.

If the speaker was not known already, finger the user.

Builds wawa with Section 10.521 [Tootsville.UI.WaWa.build], page 2260.

10.218 Tootsville.Game.Speech.updateSpeech

10.218.1 Function

Tootsville.Game.Speech.updateSpeech is nullary function.

Update speech balloons, expiring any that have aged out.

10.219 Tootsville.Game.Tools.axe

10.219.1 Function

Tootsville.Game.Tools.axe is a function with lambda list: (item, x, y, z)

Use an axe on the given item.

Cut a branch or tree trunk.

10.220 Tootsville.Game.Tools.butterflyNet

10.220.1 Function

Tootsville.Game.Tools.butterflyNet is a function with lambda list: (item, x, y, z)

Use a butterfly net on the given item.

Attempt to capture a bug.

10.221 Tootsville.Game.Tools.fishingRod

10.221.1 Function

Tootsville.Game.Tools.fishingRod is a function with lambda list: (item, x, y, z)

Use a fishing rod on the given item.

Attempt to catch a fish.

10.222 Tootsville.Game.Tools.pickaxe

10.222.1 Function

Tootsville.Game.Tools.pickaxe is a function with lambda list: (item, x, y, z)

Use a pickaxe on the given item.

Break apart a rock into smaller stones.

10.223 Tootsville.Game.Tools.sewingKit

10.223.1 Function

Tootsville.Game.Tools.sewingKit is a function with lambda list: (item, x, y, z)

Use a sewing kit on the given item.

Used to create clothing from cloth.

10.224 Tootsville.Game.Tools.shovel

10.224.1 Function

Tootsville.Game.Tools.shovel is a function with lambda list: (item, x, y, z)

Use a shovel on the given item.

A shovel creates a hole, and may reveal any hidden object buried there.

Using a shovel can also fill a hole, hiding any objects in the hole.

10.225 Tootsville.Game.Tools.wrench

10.225.1 Function

Tootsville.Game.Tools.wrench is a function with lambda list: (item, x, y, z)

Use a wrench on the given item.

Given some building materials, combine them into a constructed object.

10.226 Tootsville.Game.Wardrobe.doff

10.226.1 Function

Tootsville.Game.Wardrobe.doff is a function with lambda list: (item)

10.227 Tootsville.Game.Wardrobe.don

10.227.1 Function

Tootsville.Game.Wardrobe.don is a function with lambda list: (item, slot=null)

Don an article of clothing on a wear slot.

10.228 Tootsville.Game.Wardrobe.drop

10.228.1 Function

Tootsville.Game.Wardrobe.drop is a function with lambda list: (item)

10.229 Tootsville.Game.Wardrobe.finalizeExchange

10.229.1 Function

Tootsville.Game.Wardrobe.finalizeExchange is a function with lambda list: (exchangePacket)

10.230 Tootsville.Game.Wardrobe.findBaseSlot

10.230.1 Function

Tootsville.Game.Wardrobe.findBaseSlot is a function with lambda list: (slot)

Find a base slot in the 3D model for clothing to mount.

10.231 Tootsville.Game.Wardrobe.inventory

10.231.1 Function

Tootsville.Game.Wardrobe.inventory is nullary function.

10.232 Tootsville.Game.Wardrobe.inventoryByKind

10.232.1 Function

Tootsville.Game.Wardrobe.inventoryByKind is a function with lambda list: (kind)

10.233 Tootsville.Game.Wardrobe.proposeExchange

10.233.1 Function

Tootsville.Game.Wardrobe.proposeExchange is a function with lambda list: (tradePartner, offerItems, demandItems)

Propose to exchange an item with a partner.

Offer `offerItems` to `tradePartner`, in return for `demandItems`.

10.234 Tootsville.Game.Wardrobe.readied

10.234.1 Function

Tootsville.Game.Wardrobe.readied is nullary function.

10.235 Tootsville.Game.Wardrobe.readiedP

10.235.1 Function

Tootsville.Game.Wardrobe.readiedP is a function with lambda list: (item)

10.236 Tootsville.Game.Wardrobe.ready

10.236.1 Function

Tootsville.Game.Wardrobe.ready is a function with lambda list: (item)

10.237 Tootsville.Game.Wardrobe.refresh

10.237.1 Function

Tootsville.Game.Wardrobe.refresh is nullary function.

10.238 Tootsville.Game.Wardrobe.signExchange

10.238.1 Function

Tootsville.Game.Wardrobe.signExchange is a function with lambda list: (exchangePacket)

Sign an exchange packet

10.239 Tootsville.Game.Wardrobe.take

10.239.1 Function

Tootsville.Game.Wardrobe.take is a function with lambda list: (item)

10.240 Tootsville.Game.Wardrobe.valences

10.240.1 Variable

Clothing valences and conflicts, encoded for Javascript form. Compare to Section 8.1289 [TOOTSVILLE WEAR-SLOT], page 1584, which should be the canonical representation and used to populate this.

10.241 Tootsville.Game.Wardrobe.wearing

10.241.1 Function

Tootsville.Game.Wardrobe.wearing is nullary function.

10.242 Tootsville.Game.Wardrobe.wearingP

10.242.1 Function

Tootsville.Game.Wardrobe.wearingP is a function with lambda list: (item)

10.243 Tootsville.Game.bootstrap

10.243.1 Function

Tootsville.Game.bootstrap is nullary function.

Start up the game systems, end the loader phase, and start up the login process. This is the main "entry point" for the game.

10.244 Tootsville.Game.clickedOnItem

10.244.1 Function

Tootsville.Game.clickedOnItem is a function with lambda list: (itemNameString, pickedEvent)

Respond to a click on an item (furniture)

10.245 Tootsville.Game.credits

10.245.1 Function

Tootsville.Game.credits is nullary function.

Display the client credits and offer to fetch the server credits

10.246 Tootsville.Game.fastForward

10.246.1 Function

Tootsville.Game.fastForward is a function with lambda list: (sinceTime)

When burgeoning a region, fast-forward system effects to the present.

10.247 Tootsville.Game.hideWhenGameReady

10.247.1 Function

Tootsville.Game.hideWhenGameReady is nullary function.

Hide the loading overlay once the game is ready.

Call this function when the game is ready.

10.248 Tootsville.Game.interestingPoint

10.248.1 Function

Tootsville.Game.interestingPoint is a function with lambda list: (point)

Use a paint brush on the given item.

Is the ‘point’ near to the center of current activity Tootsville.activity to be of interest to us? If the point is too far away, we may not care about it.

10.249 Tootsville.Game.lag

10.249.1 Variable

How much lag are we accommodating?

10.250 Tootsville.Game.pivotItemTemplate

10.250.1 Function

Tootsville.Game.pivotItemTemplate is a function with lambda list: (entity)

10.251 Tootsville.Game.stopSlowLoadingWatchdogs

10.251.1 Function

Tootsville.Game.stopSlowLoadingWatchdogs is nullary function.

Stop the watchdogs for slow loading.

Call this function once the loading has been completed enough.

10.252 Tootsville.Game.update

10.252.1 Function

Tootsville.Game.update is nullary function.

Update everything that operates on the 50Hz Game Tick clock.

10.253 Tootsville.Gossip.Parrot.ask

10.253.1 Function

Tootsville.Gossip.Parrot.ask is a function with lambda list: (title, message, replies)

Ask a question from the Gossip Parrot with multiple replies possible.

WRITEME: Document the format in which replies are submitted to this function.

10.254 Tootsville.Gossip.Parrot.done

10.254.1 Function

Tootsville.Gossip.Parrot.done is nullary function.

10.255 Tootsville.Gossip.Parrot.parrotErrorText

10.255.1 Function

Tootsville.Gossip.Parrot.parrotErrorText is a function with lambda list: (body)

Get the text which the Gossip Parrot should use to present an HTTP error.

TODO: document the input format.

10.256 Tootsville.Gossip.Parrot.say

10.256.1 Function

Tootsville.Gossip.Parrot.say is a function with lambda list: (title, message)

Give a message from the Gossip Parrot with an OK button.

10.257 Tootsville.Gossip.Parrot.show

10.257.1 Function

Tootsville.Gossip.Parrot.show is a function with lambda list: (reallyp)

Show or hide the parrot (based on reallyp flag).

10.258 Tootsville.Gossip.Parrot.ynP

10.258.1 Function

Tootsville.Gossip.Parrot.ynP is a function with lambda list: (title, message)

Ask a yes-or-no question from the Gossip Parrot.

10.259 Tootsville.Gossip.acceptOffer

10.259.1 Function

Tootsville.Gossip.acceptOffer is a function with lambda list: (offer)

Accept an offer which was exchanged

10.260 Tootsville.Gossip.closeInfinityMode

10.260.1 Function

Tootsville.Gossip.closeInfinityMode is a function with lambda list: (peer, event)

Remove a gossip PEER connection

10.261 Tootsville.Gossip.closeStreams

10.261.1 Function

Tootsville.Gossip.closeStreams is nullary function.

Close peer-to-peer and server (WebSocket) stream connections.

10.262 Tootsville.Gossip.connect

10.262.1 Function

Tootsville.Gossip.connect is a function with lambda list: (success)

Connect to the global gossip network.

Calls next function **success** on success.

10.263 Tootsville.Gossip.connectedP

10.263.1 Function

Tootsville.Gossip.connectedP is nullary function.

Are we connected to the global gossip network (at all)?

10.264 Tootsville.Gossip.createConnection

10.264.1 Function

Tootsville.Gossip.createConnection is nullary function.

Create and advertise an offer for connection.

WRITEME This deserves better documentation

10.265 Tootsville.Gossip.createPacket

10.265.1 Function

Tootsville.Gossip.createPacket is a function with lambda list: (c, d={}, r='\$World')

Create and sign a packet.

- c** Command to broadcast. This can be the string `logOK`, which is handled as a `_cmd` (in fact, it's the only remaining `_cmd` command); a string beginning with `:`, in which case the command will be a reply packet with `from`; or any other string, in which case it's treated as a `c` command.
- d** Data for the command.
- r** Optional recipient UUID (or default `$World`)

Automatically adds `a` for author, `u` for user, and `s` signature.

Returns a JSON string of the signed packet.

10.266 Tootsville.Gossip.eavesdrop

10.266.1 Function

Tootsville.Gossip.eavesdrop is a function with lambda list: (fromType, callback)

10.267 Tootsville.Gossip.eavesdroppers

10.267.1 Variable

10.268 Tootsville.Gossip.ensureConnected

10.268.1 Function

Tootsville.Gossip.ensureConnected is a function with lambda list: (success)

Ensure that we have at least 5 gossip network connections.

10.269 Tootsville.Gossip.ensureKeyPair

10.269.1 Function

Tootsville.Gossip.ensureKeyPair is nullary function.

Ensure that we have an unique public/private key pair for this session

10.270 Tootsville.Gossip.gatekeeperAccept

10.270.1 Function

Tootsville.Gossip.gatekeeperAccept is a function with lambda list: (peer, event)

Accept an inbound datagram from a peer for an event.

See the server documentation of Section 8.306 [TOOTSVILLE DEFINFINITY], page 562, for a description of the Infinity Mode protocols.

Commands are handled via the Tootsville.Game.Gatekeeper handlers.

10.271 Tootsville.Gossip.getICE

10.271.1 Function

Tootsville.Gossip.getICE is nullary function.

Obtain ICE server info from the game server.

10.272 Tootsville.Gossip.getOffer

10.272.1 Function

Tootsville.Gossip.getOffer is a function with lambda list: (success)

Accept an offer from the central switchboard

10.273 Tootsville.Gossip.openInfinityMode

10.273.1 Function

Tootsville.Gossip.openInfinityMode is a function with lambda list: (peer, event)

Initiate Infinity mode communications; send a login packet out to \$Eden

10.274 Tootsville.Gossip.send

10.274.1 Function

Tootsville.Gossip.send is a function with lambda list: (c, d=null, r=null, a=null, v=null)

Broadcast a packet.

The constructed packet will be signed and broadcast to each of the mesh partners in the gossipnet.

- c** is the command;
- d** is the command's data (if any);
- r** is the target Recipient (originally Room), which defaults to '\$World',
- a** is the author (default self), and
- v** (via), if present, prevents rebroadcasting the packet to the original sender. **V** (via) is expected to be null, or an array of UUIDs.

10.275 Tootsville.Gossip.sendLogOK

10.275.1 Function

Tootsville.Gossip.sendLogOK is nullary function.

Send a logOK message to the gossip net.

10.276 Tootsville.Gossip.signPacket

10.276.1 Function

Tootsville.Gossip.signPacket is a function with lambda list: (c, d, r)

Sign a packet with our private key

10.277 Tootsville.Gossip.waitForAnswer

10.277.1 Function

Tootsville.Gossip.waitForAnswer is a function with lambda list: (peer, offer, retries, next)

Wait for an answer to an offer which was posted. Comet-type long poll.

10.278 Tootsville.GroundBuilder.build

10.278.1 Function

Tootsville.GroundBuilder.build is a function with lambda list: (lat, long, alt)

Build the ground plane (terrain map) for the scene at lat, long, alt.

Affects Tootsville.Tank.scene.

10.279 Tootsville.GroundBuilder.colorForPlace

10.279.1 Function

Tootsville.GroundBuilder.colorForPlace is a function with lambda list: (kind)

10.280 Tootsville.GroundBuilder.initGroundPlane

10.280.1 Function

Tootsville.GroundBuilder.initGroundPlane is nullary function.

Initialize the ground plane.

TODO: have a height map across the groundplane.

10.281 Tootsville.GroundBuilder.kinds

10.281.1 Variable

10.282 Tootsville.GroundBuilder.paintPlaces

10.282.1 Function

Tootsville.GroundBuilder.paintPlaces is a function with lambda list: (lat, long, alt)

10.283 Tootsville.Login.acceptSignedIn

10.283.1 Function

Tootsville.Login.acceptSignedIn is a function with lambda list: (result)

 Callback for Firebase completing authentication

10.284 Tootsville.Login.addChildFlag

10.284.1 Function

Tootsville.Login.addChildFlag is a function with lambda list: (li)

Add to LI the child settings flag.

Takes into account if we're in child settings mode or just displaying it.

10.285 Tootsville.Login.addChildRequest

10.285.1 Function

Tootsville.Login.addChildRequest is a function with lambda list: (li, request)

Add information to a Toot List item about a Child Request.

When the child Toot has an outstanding request, this shows whether it has been granted or denied, and if granted, for how long, and how much of that time remains.

Includes the ability to answer (or change the answer of) the request by triggering a server prompt.

10.286 Tootsville.Login.changeSensitivePlayer

10.286.1 Function

Tootsville.Login.changeSensitivePlayer is a function with lambda list: (button)

Toggle whether the player is marked as Sensitive or not.

10.287 Tootsville.Login.childRequestTimeLeft

10.287.1 Function

Tootsville.Login.childRequestTimeLeft is a function with lambda list: (request)

Pretty-print the time remaining for a child request

10.288 Tootsville.Login.childSettings

10.288.1 Function

Tootsville.Login.childSettings is nullary function.

Enter the child settings mode.

10.289 Tootsville.Login.clearTootsList

10.289.1 Function

Tootsville.Login.clearTootsList is nullary function.

Clear the login Toots list

10.290 Tootsville.Login.considerChildApproval

10.290.1 Function

Tootsville.Login.considerChildApproval is a function with lambda list: (uuid)

Ask the server to re-prompt us for the Child Request with “UUID”.

The server will send a "prompt" packet down immediately.

10.291 Tootsville.Login.createTootListItem

10.291.1 Function

Tootsville.Login.createTootListItem is a function with lambda list: (toot)

The set of Toot characters available to the player.

Create a Toot List item for the given Toot JSON object.

10.292 Tootsville.Login.dimUnpickedCharacters

10.292.1 Function

Tootsville.Login.dimUnpickedCharacters is a function with lambda list: (picked)

Dim all the Toot characters other than the one who was “picked”.

10.293 Tootsville.Login.disableChildMode

10.293.1 Function

Tootsville.Login.disableChildMode is a function with lambda list: (name)

Set “name” to no longer be a Child Toot.

10.294 Tootsville.Login.doRealLogin

10.294.1 Function

Tootsville.Login.doRealLogin is a function with lambda list: (name)

Link the character “name” to the player and start playing the game

10.295 Tootsville.Login.doneEditingSettings

10.295.1 Function

Tootsville.Login.doneEditingSettings is nullary function.

Leave the Child Settings mode; return to login selection

10.296 Tootsville.Login.enableChildMode

10.296.1 Function

Tootsville.Login.enableChildMode is a function with lambda list: (name)

Set “name” to be a Child Toot.

10.297 Tootsville.Login.endLoginMusic

10.297.1 Function

Tootsville.Login.endLoginMusic is nullary function.

Stop playing the login music and start playing game background music.

10.298 Tootsville.Login.fillGoogleUserInfo

10.298.1 Function

Tootsville.Login.fillGoogleUserInfo is nullary function.

Accept information from Google to fill in the display

10.299 Tootsville.Login.findLIForToot

10.299.1 Function

Tootsville.Login.findLIForToot is a function with lambda list: (name)

Finds the list item representing a Toot named NAME in the login selection list.

10.300 Tootsville.Login.finishSignIn

10.300.1 Function

Tootsville.Login.finishSignIn is a function with lambda list: (idToken)

After signing in, begin choosing a Toot and connect networking.

10.301 Tootsville.Login.firebaseLogin

10.301.1 Function

Tootsville.Login.firebaseLogin is a function with lambda list: (loginPanel)

Start the Firebase login system

10.302 Tootsville.Login.generateNewToot

10.302.1 Function

Tootsville.Login.generateNewToot is nullary function.

Launch the New Toot panel.

To get the Gossip Parrot prompt first, call Section 10.318 [Tootsville.Login.startCharacterCreation],
page 2057, instead.

10.303 Tootsville.Login.loadTootsList

10.303.1 Function

Tootsville.Login.loadTootsList is nullary function.

Query the server for my characters after user has signed in.

See Section 8.710 [TOOTSVILLE INFINITY-TOOT-LIST], page 1001,

10.304 Tootsville.Login.loginDone

10.304.1 Function

Tootsville.Login.loginDone is nullary function.

Login has completed; clean up and set up for the game.

10.305 Tootsville.Login.loginKidDirty

10.305.1 Function

Tootsville.Login.loginKidDirty is a function with lambda list: (item)

10.306 Tootsville.Login.loginKidDone

10.306.1 Function

Tootsville.Login.loginKidDone is a function with lambda list: (button)

10.307 Tootsville.Login.overlay

10.307.1 Function

Tootsville.Login.overlay is nullary function.

Open the Login HUD panel

10.308 Tootsville.Login.pickCharacter

10.308.1 Function

Tootsville.Login.pickCharacter is a function with lambda list: (picked)

Pick “picked” as your Toot to play with today

10.309 Tootsville.Login.playWithCharacter

10.309.1 Function

Tootsville.Login.playWithCharacter is a function with lambda list: (name)

10.310 Tootsville.Login.populateTootsList

10.310.1 Function

Tootsville.Login.populateTootsList is nullary function.

Build the Toots List display from the Toots List in memory.

10.311 Tootsville.Login.quit

10.311.1 Function

Tootsville.Login.quit is a function with lambda list: (event=null)

Quit the game

10.312 Tootsville.Login.removeChildFlag

10.312.1 Function

Tootsville.Login.removeChildFlag is a function with lambda list: (li)

Remove the Child flag from a LI

10.313 Tootsville.Login.saveTootsList

10.313.1 Function

Tootsville.Login.saveTootsList is a function with lambda list: (list)

Save LIST as the Toots List, then rebuild the display.

10.314 Tootsville.Login.serverLinkTokenToCharacter

10.314.1 Function

Tootsville.Login.serverLinkTokenToCharacter is a function with lambda list: (character)

Inform the server that we want to play with “character”

See Section 8.688 [TOOTSVILLE INFINITY-PLAY-WITH], page 966,

10.315 Tootsville.Login.setSensitiveP

10.315.1 Function

Tootsville.Login.setSensitiveP is nullary function.

Set the sensitive player flag in the UI based upon the settings

10.316 Tootsville.Login.settingsP

10.316.1 Variable

Is the login panel currently presenting account settings mode?

10.317 Tootsville.Login.start

10.317.1 Function

Tootsville.Login.start is nullary function.

Start the login process

10.318 Tootsville.Login.startCharacterCreation

10.318.1 Function

Tootsville.Login.startCharacterCreation is nullary function.

Start the New Toot creation process.

10.319 Tootsville.Login.startSignIn

10.319.1 Function

Tootsville.Login.startSignIn is nullary function.

Start the login/sign-in process

10.320 Tootsville.Login.storeCredentialInfo

10.320.1 Function

Tootsville.Login.storeCredentialInfo is a function with lambda list: (result)

Get credential information back from Firebase

10.321 Tootsville.Login.switchTootsView

10.321.1 Function

Tootsville.Login.switchTootsView is nullary function.

Show the view for switching Toot characters

10.322 Tootsville.Login.toots

10.322.1 Variable

The Toots List in memory.

10.323 Tootsville.Login.updateNote

10.323.1 Function

Tootsville.Login.updateNote is a function with lambda list: (tootName, event)

Update the note attached to tootName

An event handler to be connected to the TEXTAREA control.

10.324 Tootsville.Login.validChildCode

10.324.1 Function

Tootsville.Login.validChildCode is a function with lambda list: (string)

Determines whether “string” might be a valid Child Code.

10.325 Tootsville.ModelLoader.loadAndColorize

10.325.1 Variable

Load the “file” from /Assets/“kind”/5/ and apply “colorizer”.

Returns the asset collection loaded into “scene”.

10.326 Tootsville.ModelLoader.loadModelOnce

10.326.1 Variable

Load the model “kind”/5/“file”.glb only once, using a cache

10.327 Tootsville.ModelLoader.loadPromise

10.327.1 Variable

Create a loading promise for an asset

10.328 Tootsville.ModelLoader.recursiveColorize

10.328.1 Function

Tootsville.ModelLoader.recursiveColorize is a function with lambda list: (node, colorizer)

Recursive function used to apply “colorizer” to material children of “node”

10.329 Tootsville.ModelLoader.setMaterialColor

10.329.1 Function

Tootsville.ModelLoader.setMaterialColor is a function with lambda list: (material, color-Name)

Set the color of “material” to the Tootsville color “colorName”

This is used by eg. the AvatarBuilder or FurnitureBuilder as a shared convenience function in the implementation of their own colorizers.

10.330 Tootsville.SceneBuilder.addFurn

10.330.1 Function

Tootsville.SceneBuilder.addFurn is a function with lambda list: (item)

10.331 Tootsville.SceneBuilder.addItem1

10.331.1 Function

Tootsville.SceneBuilder.addItem1 is a function with lambda list: (item)

10.332 Tootsville.SceneBuilder.addItem2

10.332.1 Function

Tootsville.SceneBuilder.addItem2 is a function with lambda list: (item)

Adds a furniture item in the “itm2” format

See Section 8.744 [TOOTSVILLE ITEM-INFO], page 1036,

```
{ uuid:
position: { x: y: z: },
facing: radians,
baseColor: color,
altColor: color,
energy: number,
scale: { x: y: z: },
world: { world: lat: long: alt: },
template:
{ id:
name:
description:
trade: [ Y N X ],
avatar:
energyKind:
energyMax:
onZero:
wearSlot:
weight: } }
```

10.333 Tootsville.SceneBuilder.addPlace

10.333.1 Function

Tootsville.SceneBuilder.addPlace is a function with lambda list: (key, info)

10.334 Tootsville.SceneBuilder.addText

10.334.1 Function

Tootsville.SceneBuilder.addText is a function with lambda list: (item)

10.335 Tootsville.SceneBuilder.build

10.335.1 Function

Tootsville.SceneBuilder.build is a function with lambda list: (x, y, z)

Place furniture as found in the current scene.

Affects Tootsville.Tank.scene

10.336 Tootsville.SceneBuilder.makeBallPit

10.336.1 Function

Tootsville.SceneBuilder.makeBallPit is a function with lambda list: (scene)

10.337 Tootsville.SkyBuilder.build

10.337.1 Function

Tootsville.SkyBuilder.build is a function with lambda list: (world)

Build the sky for the current environment. Reads the sky values at Tootsville.SkyBuilder.sky and affects the scene at Tootsville.Tank.scene.

Depending on the world in question, the sky may have these layers:

1. The first layer is the base color of the sky. On Choerogryllum, this varies from a blue bordering on white at noon (09:00) to pitch black at midnight (00:00) and should have redness applied at sunset. The ambient color lighting of the scene is likewise affected. In space, it is always black.
2. The second layer is a starfield, which fades with the sun's altitude.
3. The third layer has the sun.
4. The fourth layer has The Moon, The Other Moon, and the Pink Moon, as appropriate, and Choerogryllum, when in space.
5. The fifth layer is cloud cover (when on the planet).
6. Finally, the sixth layer is any precipitation effect.

10.338 Tootsville.SkyBuilder.buildMatchingSky

10.338.1 Function

Tootsville.SkyBuilder.buildMatchingSky is a function with lambda list: (sky)

10.339 Tootsville.SkyBuilder.buildMatchingWeather

10.339.1 Function

Tootsville.SkyBuilder.buildMatchingWeather is a function with lambda list: (weather)

10.340 Tootsville.SkyBuilder.setCloudCover

10.340.1 Function

Tootsville.SkyBuilder.setCloudCover is nullary function.

Set up clouds above the terrain based on the map from the server. Only used on Chærogyryllum.

10.341 Tootsville.SkyBuilder.setFirstSkyLayer

10.341.1 Function

Tootsville.SkyBuilder.setFirstSkyLayer is a function with lambda list: (atmosphereP)

The first layer of the sky is the ambient light of the scene, and the color of the sky itself. This is based entirely upon the sun position.

This is always black in space (when atmosphereP is false).

The sky data is taken from Tootsville.SkyBuilder.sky and the scene is Tootsville.Tank.scene.

XXX Some day, using a GLSL shader for the background would be awesome, but that's more work than is valuable at this stage (for BRP). If some volunteer is excited about the notion, it would be a very nice touch. Keep in mind that the 18 hour day and 360 day year will require certain alterations to any stock routines based upon a 24 hour day and 365.2489 day year.

10.342 Tootsville.SkyBuilder.setMoon

10.342.1 Function

Tootsville.SkyBuilder.setMoon is a function with lambda list: (whichMoon)

Position one of the moons relative to the viewer. The moon in question's identity is passed in.

10.343 Tootsville.SkyBuilder.setPlanet

10.343.1 Function

Tootsville.SkyBuilder.setPlanet is nullary function.

Position the planet Choerogryllum relative to the viewer. Used when the player is in orbit or on one of the moons.

10.344 Tootsville.SkyBuilder.setPrecipitation

10.344.1 Function

Tootsville.SkyBuilder.setPrecipitation is nullary function.

Set precipitation, if any. Only used on Choerogryllum.

10.345 Tootsville.SkyBuilder.setStarfield

10.345.1 Function

Tootsville.SkyBuilder.setStarfield is a function with lambda list: (atmosphereP)

The second layer of the sky are the stars, which are faded with the relative brightness of the background layer. ie: We actually reduce the opacity of the stars when the sun is up.
FIXME

10.346 Tootsville.SkyBuilder.setSun

10.346.1 Function

Tootsville.SkyBuilder.setSun is nullary function.

Position the sun relative to the viewer

10.347 Tootsville.SkyBuilder.setTheMoon

10.347.1 Function

Tootsville.SkyBuilder.setTheMoon is nullary function.

Position The Moon relative to the viewer. See Section 10.342 [Tootsville.SkyBuilder.setMoon],
page 2081.

10.348 Tootsville.SkyBuilder.setTheOtherMoon

10.348.1 Function

Tootsville.SkyBuilder.setTheOtherMoon is nullary function.

Position The Other Moon relative to the viewer. See Section 10.342 [Tootsville.SkyBuilder.setMoon], page 2081.

10.349 Tootsville.SkyBuilder.setThePinkMoon

10.349.1 Function

Tootsville.SkyBuilder.setThePinkMoon is nullary function.

Position The Pink Moon relative to the viewer. See Section 10.342 [Tootsville.SkyBuilder.setMoon], page 2081.

10.350 Tootsville.SkyBuilder.sunX

10.350.1 Function

Tootsville.SkyBuilder.sunX is nullary function.

Get the instantaneous position of the sun in X

Accurate to ± 1 min (of time)

10.351 Tootsville.SkyBuilder.sunY

10.351.1 Function

Tootsville.SkyBuilder.sunY is nullary function.

Get the instantaneous position of the sun in Y

Accurate to ± 1 min (of time)

10.352 Tootsville.SkyBuilder.update

10.352.1 Function

Tootsville.SkyBuilder.update is a function with lambda list: (world=Tootsville.activity.world)■

Update sky positions and the like.

XXX Some things aren't able to be updated yet.

10.353 Tootsville.SkyBuilder.updateSkyData

10.353.1 Function

Tootsville.SkyBuilder.updateSkyData is nullary function.

Fetch sky data from the game server

Updates Tootsville.SkyBuilder.sky

10.354 Tootsville.Tank.CameraManager.CAMERA_MOVE_SPEED■

10.354.1 Variable

The speed at which the camera moves

10.355 Tootsville.Tank.CameraManager.positionCameraForAvatarCloseUp

10.355.1 Function

Tootsville.Tank.CameraManager.positionCameraForAvatarCloseUp is a function with
lambda list: (camera, avatar)

Position the camera to have the avatar about $\frac{1}{4}$ the screen width.

10.356 Tootsville.Tank.CameraManager.positionCameraForAvatarViewer

10.356.1 Function

Tootsville.Tank.CameraManager.positionCameraForAvatarViewer is a function with lambda list: (camera, avatar)

Position the camera to enclose the avatar completely.

10.357 Tootsville.Tank.CameraManager.positionCameraForGameBoard

10.357.1 Function

Tootsville.Tank.CameraManager.positionCameraForGameBoard is a function with lambda list: (camera, avatar)

Position the camera to have the avatar about 120 the screen width.

10.358 Tootsville.Tank.CameraManager.updateCamera

10.358.1 Function

Tootsville.Tank.CameraManager.updateCamera is nullary function.

Update the camera's position

10.359 Tootsville.Tank.CameraManager.updateCameraDolly

10.359.1 Function

Tootsville.Tank.CameraManager.updateCameraDolly is a function with lambda list:
(model, cameraPosition)

Update the camera's dolly position (foreward/back)

10.360 Tootsville.Tank.CameraManager.updateCameraTruck

10.360.1 Function

Tootsville.Tank.CameraManager.updateCameraTruck is a function with lambda list:
(model, cameraPosition)

Update the camera's truck position (left/right)

10.361 Tootsville.Tank.afterRender

10.361.1 Function

Tootsville.Tank.afterRender is nullary function.

This event handler is called whenever a frame in the 3D scene has been rendered.

10.362 Tootsville.Tank.attachmentOverlaysNeedUpdateP

10.362.1 Variable

Indicates whether the 2D overlay attachments need updating.

When true, the scene has changed in some way that may invalidate the positions of things like speech balloons.

XXX This is currently ignored, and we always update the attachments on every frame.

10.363 Tootsville.Tank.clearSceneExceptPlayer

10.363.1 Function

Tootsville.Tank.clearSceneExceptPlayer is nullary function.

10.364 Tootsville.Tank.createScene

10.364.1 Function

Tootsville.Tank.createScene is nullary function.

Create the text scene with ground plane and the player's Toot with a static light.

10.365 Tootsville.Tank.destroyAvatar

10.365.1 Function

Tootsville.Tank.destroyAvatar is a function with lambda list: (avatar)

Destroy avatar and attachments.

10.366 Tootsville.Tank.findAvatar

10.366.1 Function

Tootsville.Tank.findAvatar is a function with lambda list: (avatarName)

Find an avatar by name; may return null if we don't know about that avatar yet.

10.367 Tootsville.Tank.getCanvas

10.367.1 Function

Tootsville.Tank.getCanvas is nullary function.

Find or create the CANVAS object onto which the 3D scene is rendered.

10.368 Tootsville.Tank.getLargestChildMesh

10.368.1 Function

Tootsville.Tank.getLargestChildMesh is a function with lambda list: (object)

Find the child mesh with the greatest volume.

If there are no children, returns the parent mesh. Otherwise. always returns a child.
Uses the radius of the bounding sphere as a proxy for volume computations.

10.369 Tootsville.Tank.init3DEngine

10.369.1 Function

Tootsville.Tank.init3DEngine is nullary function.

Initialize the 3D engine, including Babylon 3D.

The main entry point is Section 10.378 [Tootsville.Tank.start3D], page 2117, which eventually invokes this. This function actually connects the 3D engine to the CANVAS object and 2D event system.

10.370 Tootsville.Tank.initArcCamera

10.370.1 Function

Tootsville.Tank.initArcCamera is nullary function.

10.371 Tootsville.Tank.initOTSCamera

10.371.1 Function

Tootsville.Tank.initOTSCamera is nullary function.

Initialize the Over-The-Shoulder camera.

This is the main follow camera for the game. This camera follows the player's Toot through the scene.

10.372 Tootsville.Tank.initPlayerToot

10.372.1 Function

Tootsville.Tank.initPlayerToot is nullary function.

Initialize our local player's Toot object.

We know that it, at least, will always exist.

10.373 Tootsville.Tank.initScene

10.373.1 Function

Tootsville.Tank.initScene is nullary function.

Initialize the Babylon 3D scene object.

10.374 Tootsville.Tank.loadUISounds

10.374.1 Function

Tootsville.Tank.loadUISounds is nullary function.

Enqueue some foley sound effects that will be used in the scene.

10.375 Tootsville.Tank.playerAvatar

10.375.1 Function

Tootsville.Tank.playerAvatar is nullary function.

The avatar for the active local player

10.376 Tootsville.Tank.prepareFor3D

10.376.1 Function

Tootsville.Tank.prepareFor3D is nullary function.

Prepare the libraries needed for the 3D scene (Babylon.js).

We can load these hefty libraries asynchronously whilst the player is busy signing in.

10.377 Tootsville.Tank.shutDown

10.377.1 Function

Tootsville.Tank.shutDown is nullary function.

Shut down the 3D environment cleanly.

10.378 Tootsville.Tank.start3D

10.378.1 Function

Tootsville.Tank.start3D is nullary function.

Start the 3D engine, after doing any necessary preparatory work. This is the main entry point for the 3D simulation engine.

10.379 Tootsville.Tank.start3DReal

10.379.1 Function

Tootsville.Tank.start3DReal is nullary function.

Ensure that all libraries are loaded and actually start the 3D engine. Called by Section 10.378 [Tootsville.Tank.start3D], page 2117,

10.380 Tootsville.Tank.startRenderLoop

10.380.1 Function

Tootsville.Tank.startRenderLoop is nullary function.

Start the 3D render loop running.

10.381 Tootsville.Tank.updateAvatarFor

10.381.1 Function

Tootsville.Tank.updateAvatarFor is a function with lambda list: (avatarName)

Update the avatar model for avatarName, by looking up its description Tootsville.Tank.avatars.

10.382 Tootsville.Tank.updateCamera

10.382.1 Function

Tootsville.Tank.updateCamera is nullary function.

Reposition the camera as needed to track the player

10.383 Tootsville.UI.Audio.context**10.383.1 Variable**

10.384 Tootsville.UI.Audio.gainNode

10.384.1 Variable

10.385 Tootsville.UI.Audio.setVolume

10.385.1 Function

Tootsville.UI.Audio.setVolume is a function with lambda list: (newVolume)

Set the volume to “newVolume”%

10.386 Tootsville.UI.Audio.updateVolumeMuteIcon

10.386.1 Function

Tootsville.UI.Audio.updateVolumeMuteIcon is nullary function.

Update the volume Mute indicator in the control panel

10.387 Tootsville.UI.Audio.updateVolumeSlider

10.387.1 Function

Tootsville.UI.Audio.updateVolumeSlider is nullary function.

Update the volume slider in the control panel.

10.388 Tootsville.UI.Audio.updateVolumeUI

10.388.1 Function

Tootsville.UI.Audio.updateVolumeUI is nullary function.

Update the volume controls UI in the control panel menu

10.389 Tootsville.UI.Audio.volumeDown

10.389.1 Function

Tootsville.UI.Audio.volumeDown is nullary function.

Lower the volume by 10%, down to a minumum of 0.

10.390 Tootsville.UI.Audio.volumeMute

10.390.1 Function

Tootsville.UI.Audio.volumeMute is nullary function.

Temporarily mute or unmute the volume.

10.391 Tootsville.UI.Audio.volumeUp

10.391.1 Function

Tootsville.UI.Audio.volumeUp is nullary function.

Raise the volume by 10%, up to a maximum of 100%.

10.392 Tootsville.UI.FurnitureMover.addDecorations

10.392.1 Function

Tootsville.UI.FurnitureMover.addDecorations is a function with lambda list: (item)

Add the move and rotate decorations to “item”

10.393 Tootsville.UI.FurnitureMover.beginArranging

10.393.1 Function

Tootsville.UI.FurnitureMover.beginArranging is a function with lambda list: (item)

Begin arranging the position and facing of “item”

Adds UI buttons to translate or rotate the item

10.394 Tootsville.UI.FurnitureMover.captureMouseDown

10.394.1 Function

Tootsville.UI.FurnitureMover.captureMouseDown is a function with lambda list: (pointerId)

Begin capturing the mouse movement

10.395 Tootsville.UI.FurnitureMover.destroyDecorations

10.395.1 Function

Tootsville.UI.FurnitureMover.destroyDecorations is nullary function.

Destroy the move and rotate decorations

10.396 Tootsville.UI.FurnitureMover.dragHelper

10.396.1 Function

Tootsville.UI.FurnitureMover.dragHelper is a function with lambda list: (event)

Capture mouse events and translate based on mouseMode

10.397 Tootsville.UI.FurnitureMover.endArranging

10.397.1 Function

Tootsville.UI.FurnitureMover.endArranging is a function with lambda list: (keepChangesP)

Close the furniture moving interface and commit or abandon changes

10.398 Tootsville.UI.FurnitureMover.positionItem

10.398.1 Function

Tootsville.UI.FurnitureMover.positionItem is a function with lambda list: (event)

Start positioning the active item

10.399 Tootsville.UI.FurnitureMover.releaseMouseDown

10.399.1 Function

Tootsville.UI.FurnitureMover.releaseMouseDown is a function with lambda list: (pointerId)

Stop capturing the mouse movement

10.400 Tootsville.UI.FurnitureMover.rotateItem

10.400.1 Function

Tootsville.UI.FurnitureMover.rotateItem is a function with lambda list: (event)

Start rotating the active item

10.401 Tootsville.UI.Gamepad.ROTATION_SPEED**10.401.1 Variable**

10.402 Tootsville.UI.Gamepad.addGamepad

10.402.1 Function

Tootsville.UI.Gamepad.addGamepad is a function with lambda list: (gamepad)

Add a gamepad and initialize state data.

10.403 Tootsville.UI.Gamepad.axisUpdate

10.403.1 Function

Tootsville.UI.Gamepad.axisUpdate is a function with lambda list: (controllerIndex)

10.404 Tootsville.UI.Gamepad.buttonEvent

10.404.1 Function

Tootsville.UI.Gamepad.buttonEvent is a function with lambda list: (controllerIndex, buttonIndex, value)

10.405 Tootsville.UI.Gamepad.connectHandler

10.405.1 Function

Tootsville.UI.Gamepad.connectHandler is a function with lambda list: (ev)

Event handler for gamepad connections

10.406 Tootsville.UI.Gamepad.controllerState

10.406.1 Variable

Gamepad controller state data.

TODO, document format

10.407 Tootsville.UI.Gamepad.controllers

10.407.1 Variable

All connected gamepad controllers.

10.408 Tootsville.UI.Gamepad.disconnectHandler

10.408.1 Function

Tootsville.UI.Gamepad.disconnectHandler is a function with lambda list: (e)

Event handler for gamepad disconnections.

10.409 Tootsville.UI.Gamepad.removeGamepad

10.409.1 Function

Tootsville.UI.Gamepad.removeGamepad is a function with lambda list: (gamepad)

Remove a gamepad from the active state.

10.410 Tootsville.UI.Gamepad.scanGamepads

10.410.1 Function

Tootsville.UI.Gamepad.scanGamepads is nullary function.

Scan gamepads for updates

10.411 Tootsville.UI.Gamepad.updateStatus

10.411.1 Function

Tootsville.UI.Gamepad.updateStatus is nullary function.

Update gamepad status.

10.412 Tootsville.UI.HUD.arrangeSpeechBalloons

10.412.1 Function

Tootsville.UI.HUD.arrangeSpeechBalloons is a function with lambda list: (avatars)

Try to move speech balloons so they don't overlap

10.413 Tootsville.UI.HUD.beginWatchingPaperdollWindowForClose■

10.413.1 Function

Tootsville.UI.HUD.beginWatchingPaperdollWindowForClose is nullary function.

Watch the paperdoll (large) window for Close events (ie, layer is made invisible or hidden in the DOM).

10.414 Tootsville.UI.HUD.bumpSpeech

10.414.1 Function

Tootsville.UI.HUD.bumpSpeech is a function with lambda list: (bumped, keeper)

Try to move bumped out of the way of keeper

It's a given that the two overlap currently

10.415 Tootsville.UI.HUD.clickedOnMesh

10.415.1 Function

Tootsville.UI.HUD.clickedOnMesh is a function with lambda list: (mesh, picked)

Respond to a user click (tap) on a mesh in the tank

10.416 Tootsville.UI.HUD.closePanel

10.416.1 Function

Tootsville.UI.HUD.closePanel is nullary function.

Close (hide) the active HUD panel.

10.417 Tootsville.UI.HUD.closeTalkBox

10.417.1 Function

Tootsville.UI.HUD.closeTalkBox is a function with lambda list: (event=null)

Close (hide) the Talk Box

10.418 Tootsville.UI.HUD.connectTalkBox

10.418.1 Function

Tootsville.UI.HUD.connectTalkBox is nullary function.

Connect events for the Talk box widgets at the bottom of the display.

10.419 Tootsville.UI.HUD.convertCanvasEventTo3D

10.419.1 Function

Tootsville.UI.HUD.convertCanvasEventTo3D is a function with lambda list: (event)

Convert an event on the HUD or CANVAS object into a 3D event as appropriate.

10.420 Tootsville.UI.HUD.createHUDLoaderPanel

10.420.1 Function

Tootsville.UI.HUD.createHUDLoaderPanel is a function with lambda list: (panel)

Create a placeholder “loading” pop-up for a HUD panel.

10.421 Tootsville.UI.HUD.createPaperdollCanvas

10.421.1 Function

Tootsville.UI.HUD.createPaperdollCanvas is a function with lambda list: (paperdoll)

Create the canvas for paperdoll display

10.422 Tootsville.UI.HUD.destroyHUD

10.422.1 Function

Tootsville.UI.HUD.destroyHUD is nullary function.

Destroy the HUD layer.

10.423 Tootsville.UI.HUD.dropHUDPanels

10.423.1 Function

Tootsville.UI.HUD.dropHUDPanels is nullary function.

Drop all HUD panels to force reloading them. May not always work due to caching.

10.424 Tootsville.UI.HUD.getOpenPanel

10.424.1 Function

Tootsville.UI.HUD.getOpenPanel is nullary function.

Get the name of the currently-visible HUD panel.

10.425 Tootsville.UI.HUD.initHUD

10.425.1 Function

Tootsville.UI.HUD.initHUD is nullary function.

Set up the HUD layer and start housekeeping.

10.426 Tootsville.UI.HUD.loadHTML

10.426.1 Function

Tootsville.UI.HUD.loadHTML is a function with lambda list: (src)

Load an HTML layer into a container.

10.427 Tootsville.UI.HUD.loadHUDPanel

10.427.1 Function

Tootsville.UI.HUD.loadHUDPanel is a function with lambda list: (panelName, finish)

Load a HUD Panel from /play/UI/panels/. Each panel has an HTML and a Javascript component associated with it.

10.428 Tootsville.UI.HUD.loadScriptIntoDiv

10.428.1 Function

Tootsville.UI.HUD.loadScriptIntoDiv is a function with lambda list: (src, div)

Load a SCRIPT into a given DIV container.

10.429 Tootsville.UI.HUD.nameTagClicked

10.429.1 Function

Tootsville.UI.HUD.nameTagClicked is a function with lambda list: (event)

Respond to a user click (tap) on a name tag

10.430 Tootsville.UI.HUD.openPaperdoll

10.430.1 Function

Tootsville.UI.HUD.openPaperdoll is a function with lambda list: (event=null)

Open the Paperdoll display from the paperdoll-mini widget.

10.431 Tootsville.UI.HUD.openTalkBox

10.431.1 Function

Tootsville.UI.HUD.openTalkBox is a function with lambda list: (event=null)

Open (reveal) the Talk Box.

10.432 Tootsville.UI.HUD.overlappingP

10.432.1 Function

Tootsville.UI.HUD.overlappingP is a function with lambda list: (a, b)

A generalized boolean as to whether a overlaps b

a and b are HTML elements

10.433 Tootsville.UI.HUD.paperdollCurrentP

10.433.1 Function

Tootsville.UI.HUD.paperdollCurrentP is nullary function.

Is the paperdoll mini up-to-date?

10.434 Tootsville.UI.HUD.positionPaperdollMini

10.434.1 Function

Tootsville.UI.HUD.positionPaperdollMini is nullary function.

Position the paperdoll appropriately for the stage box in the large paperdoll display, or the mini box (widget) in the lower-right corner.

10.435 Tootsville.UI.HUD.refreshAttachmentOverlays

10.435.1 Function

Tootsville.UI.HUD.refreshAttachmentOverlays is nullary function.

Refresh all 2D attachment overlays to follow the 3D scene.

10.436 Tootsville.UI.HUD.refreshAttachmentsForAvatar

10.436.1 Function

Tootsville.UI.HUD.refreshAttachmentsForAvatar is a function with lambda list: (avatar)

Refresh the 2D attachments for one avatar.

10.437 Tootsville.UI.HUD.refreshEquipment

10.437.1 Function

Tootsville.UI.HUD.refreshEquipment is nullary function.

Refresh the display of the active equipment item.

10.438 Tootsville.UI.HUD.refreshHUD

10.438.1 Function

Tootsville.UI.HUD.refreshHUD is nullary function.

Refresh HUD elements that are set by server events (other than the clock), such as equipment, talk status, and wallet readouts.

These elements are refreshed about every 333 ms, but occur in a 4msec (the minimum allowed setTimeout value for HTML5) timeout handlers so as to be more effectively asynchronous (and because browsers bitch if you run too long in one setInterval handler).

10.439 Tootsville.UI.HUD.refreshNameTagAttachment

10.439.1 Function

Tootsville.UI.HUD.refreshNameTagAttachment is a function with lambda list: (model, nameTag)

Refresh one 2D name tag attachment object.

These attachments need to be refreshed to keep in sync with the underlying 3D scene from time to time.

10.440 Tootsville.UI.HUD.refreshPaperdoll

10.440.1 Function

Tootsville.UI.HUD.refreshPaperdoll is nullary function.

Ensure that the paperdoll is up-to-date, updating it if needed.

10.441 Tootsville.UI.HUD.refreshSpeechAttachment

10.441.1 Function

Tootsville.UI.HUD.refreshSpeechAttachment is a function with lambda list: (model, speech-Bubble)

Refresh one 2D speech attachment object.

These attachments need to be refreshed to keep in sync with the underlying 3D scene from time to time.

10.442 Tootsville.UI.HUD.refreshTalkStatus

10.442.1 Function

Tootsville.UI.HUD.refreshTalkStatus is nullary function.

Refresh the status of the Talk Box (disconnected, sensitive, or regular).

10.443 Tootsville.UI.HUD.refreshTimeLeft

10.443.1 Function

Tootsville.UI.HUD.refreshTimeLeft is nullary function.

Refresh the time remaining indicator for a child player

10.444 Tootsville.UI.HUD.refreshWallet

10.444.1 Function

Tootsville.UI.HUD.refreshWallet is nullary function.

Refresh the wallet display, both in the HUD and (if loaded) the Wallet app in Tootnix.

10.445 Tootsville.UI.HUD.returnPaperdollMini

10.445.1 Function

Tootsville.UI.HUD.returnPaperdollMini is nullary function.

Return the paperdoll from the large window to the icon widget.

10.446 Tootsville.UI.HUD.setPaperdollForPlayerAvatar

10.446.1 Function

Tootsville.UI.HUD.setPaperdollForPlayerAvatar is a function with lambda list: (paperdoll)

Set the paperdoll avatar values to the current avatar values, and also remember its current height.

If any of these changes, the paperdoll will need to be redrawn. See Section 10.433 [Tootsville.UI.HUD.paperdollCurrentP], page 2172.

10.447 Tootsville.UI.HUD.showCamera

10.447.1 Function

Tootsville.UI.HUD.showCamera is a function with lambda list: (event)

Show the camera widget

10.448 Tootsville.UI.HUD.showControlPanel

10.448.1 Function

Tootsville.UI.HUD.showControlPanel is a function with lambda list: (event)

Show the control panel menu

10.449 Tootsville.UI.HUD.showHUDPanel

10.449.1 Function

Tootsville.UI.HUD.showHUDPanel is a function with lambda list: (panel, div=null)

Show the HUD panel named in the given DIV container.

10.450 Tootsville.UI.HUD.showMobile

10.450.1 Function

Tootsville.UI.HUD.showMobile is a function with lambda list: (event)

Show the player's mobile device

10.451 Tootsville.UI.HUD.showPlayerCard

10.451.1 Function

Tootsville.UI.HUD.showPlayerCard is a function with lambda list: (name)

Show the Player Card pop-up for another player

10.452 Tootsville.UI.HUD.sortSpeechByCTime

10.452.1 Function

Tootsville.UI.HUD.sortSpeechByCTime is a function with lambda list: (avatars)

Sort speech by the creation time of speech balloons

10.453 Tootsville.UI.HUD.speechOverlaps

10.453.1 Function

Tootsville.UI.HUD.speechOverlaps is a function with lambda list: (array, index)

If array[index] overlaps array[0..index-1], return the offending overlapper.

index must be >0.

10.454 Tootsville.UI.HUD.switchActiveItem

10.454.1 Function

Tootsville.UI.HUD.switchActiveItem is nullary function.

Switch the active item with the secondary item.

10.455 Tootsville.UI.HUD.talkBoxOpenP**10.455.1 Variable**

If true, the Talk Box is open (visible).

10.456 Tootsville.UI.HUD.toggleElement

10.456.1 Function

Tootsville.UI.HUD.toggleElement is a function with lambda list: (element)

Toggle whether ELEMENT is displayed or not (with a transition fade).

10.457 Tootsville.UI.HUD.toggleHUDPanel

10.457.1 Function

Tootsville.UI.HUD.toggleHUDPanel is a function with lambda list: (panel)

Toggle the visibility of the named HUD panel.

10.458 Tootsville.UI.HUD.toggleTalkBox

10.458.1 Function

Tootsville.UI.HUD.toggleTalkBox is nullary function.

Toggle visibility of the Talk Box

10.459 Tootsville.UI.HUD.toggleTalkEmoji

10.459.1 Function

Tootsville.UI.HUD.toggleTalkEmoji is a function with lambda list: (event)

Toggle visibility of the Emoji selector for the Talk Box.

10.460 Tootsville.UI.HUD.toggleTalkExpression

10.460.1 Function

Tootsville.UI.HUD.toggleTalkExpression is a function with lambda list: (event)

Toggle visibility of the Expressions selector for the Talk Box.

10.461 Tootsville.UI.HUD.toggleTalkLoud

10.461.1 Function

Tootsville.UI.HUD.toggleTalkLoud is a function with lambda list: (event)

Toggle visibility of the Loudness selector for the Talk Box.

10.462 Tootsville.UI.Keys.arrowDown

10.462.1 Function

Tootsville.UI.Keys.arrowDown is a function with lambda list: (event)

Handle the down arrow key

10.463 Tootsville.UI.Keys.arrowLeft

10.463.1 Function

Tootsville.UI.Keys.arrowLeft is a function with lambda list: (event)

10.464 Tootsville.UI.Keys.arrowRight

10.464.1 Function

Tootsville.UI.Keys.arrowRight is a function with lambda list: (event)

10.465 Tootsville.UI.Keys.arrowUp

10.465.1 Function

Tootsville.UI.Keys.arrowUp is a function with lambda list: (event)

10.466 Tootsville.UI.Keys.backwardChar

10.466.1 Function

Tootsville.UI.Keys.backwardChar is a function with lambda list: (event)

Move the cursor backwards one character in the speaking box.

10.467 Tootsville.UI.Keys.backwardSentence

10.467.1 Function

Tootsville.UI.Keys.backwardSentence is a function with lambda list: (event)

Move the cursor back to the previous sentence start.

Sentences are defined to be delimited by period, exclamation point, or question mark.

10.468 Tootsville.UI.Keys.backwardWord

10.468.1 Function

Tootsville.UI.Keys.backwardWord is a function with lambda list: (event)

Move the cursor back one word.

A word is considered to consist of contiguous letters or digits.

10.469 Tootsville.UI.Keys.beginShouting

10.469.1 Function

Tootsville.UI.Keys.beginShouting is a function with lambda list: (event)

Set the speaking volume to shouting.

10.470 Tootsville.UI.Keys.beginSpeaking

10.470.1 Function

Tootsville.UI.Keys.beginSpeaking is a function with lambda list: (event)

Set the speaking volume to speaking normally (neither shouting nor whispering)

10.471 Tootsville.UI.Keys.beginWhispering

10.471.1 Function

Tootsville.UI.Keys.beginWhispering is a function with lambda list: (event)

Set the speaking volume to whispering.

10.472 Tootsville.UI.Keys.beginningOfLine

10.472.1 Function

Tootsville.UI.Keys.beginningOfLine is a function with lambda list: (event)

Move the cursor to the start of the line.

10.473 Tootsville.UI.Keys.capitalizeWord

10.473.1 Function

Tootsville.UI.Keys.capitalizeWord is a function with lambda list: (event)

Upcase the first letter of the word under the cursor, and downcase the remaining letters.

10.474 Tootsville.UI.Keys.deleteBackwardChar

10.474.1 Function

Tootsville.UI.Keys.deleteBackwardChar is a function with lambda list: (event)

Delete the character to the left of the cursor.

10.475 Tootsville.UI.Keys.deleteChar

10.475.1 Function

Tootsville.UI.Keys.deleteChar is a function with lambda list: (event)

Delete the character to the right of the cursor.

10.476 Tootsville.UI.Keys.downcaseWord

10.476.1 Function

Tootsville.UI.Keys.downcaseWord is a function with lambda list: (event)

Downcase the word under the cursor.

10.477 Tootsville.UI.Keys.endOfLine

10.477.1 Function

Tootsville.UI.Keys.endOfLine is a function with lambda list: (event)

Move the cursor to after the end of the line.

10.478 Tootsville.UI.Keys.executeExtendedCommand

10.478.1 Function

Tootsville.UI.Keys.executeExtendedCommand is a function with lambda list: (event)

Reserved for future use.

Should prompt for an extended command to execute. This is bound to M-x and is analogous to the function in Emacs.

10.479 Tootsville.UI.Keys.forwardChar

10.479.1 Function

Tootsville.UI.Keys.forwardChar is a function with lambda list: (event)

Move the cursor forward one character.

10.480 Tootsville.UI.Keys.forwardSentence

10.480.1 Function

Tootsville.UI.Keys.forwardSentence is a function with lambda list: (event)

10.481 Tootsville.UI.Keys.forwardWord

10.481.1 Function

Tootsville.UI.Keys.forwardWord is a function with lambda list: (event)

10.482 Tootsville.UI.Keys.help

10.482.1 Function

Tootsville.UI.Keys.help is a function with lambda list: (event)

Load the game help panel

10.483 Tootsville.UI.Keys.insertChar

10.483.1 Function

Tootsville.UI.Keys.insertChar is a function with lambda list: (event)

10.484 Tootsville.UI.Keys.isearch

10.484.1 Function

Tootsville.UI.Keys.isearch is a function with lambda list: (event)

10.485 Tootsville.UI.Keys.isearchBackward

10.485.1 Function

Tootsville.UI.Keys.isearchBackward is a function with lambda list: (event)

10.486 Tootsville.UI.Keys.keyboardQuit

10.486.1 Function

Tootsville.UI.Keys.keyboardQuit is a function with lambda list: (event)

Quit keyboard action. Currently only resets the prefix keys.

10.487 Tootsville.UI.Keys.killLine

10.487.1 Function

Tootsville.UI.Keys.killLine is a function with lambda list: (event)

Delete the entire contents of the speaking box.

10.488 Tootsville.UI.Keys.killRegion

10.488.1 Function

Tootsville.UI.Keys.killRegion is a function with lambda list: (event)

Kill (cut) the selected region

10.489 Tootsville.UI.Keys.killRingSave

10.489.1 Function

Tootsville.UI.Keys.killRingSave is a function with lambda list: (event)

10.490 Tootsville.UI.Keys.killSentence

10.490.1 Function

Tootsville.UI.Keys.killSentence is a function with lambda list: (event)

Remove the current or previous sentence

10.491 Tootsville.UI.Keys.killWord

10.491.1 Function

Tootsville.UI.Keys.killWord is a function with lambda list: (event)

Remove the current or previous word

10.492 Tootsville.UI.Keys.nextHistoryLine

10.492.1 Function

Tootsville.UI.Keys.nextHistoryLine is a function with lambda list: (event)

Navigate to the next line in the history of spoken lines.

TODO. Currently just clears the input box.

10.493 Tootsville.UI.Keys.prefixCc

10.493.1 Function

Tootsville.UI.Keys.prefixCc is a function with lambda list: (event)

Sets the C-c prefix

10.494 Tootsville.UI.Keys.prefixCx

10.494.1 Function

Tootsville.UI.Keys.prefixCx is a function with lambda list: (event)

Sets the C-x prefix

10.495 Tootsville.UI.Keys.priorHistoryLine

10.495.1 Function

Tootsville.UI.Keys.priorHistoryLine is a function with lambda list: (event)

Move back through the history of spoken lines.

TODO. Currently only recalls the last submitted text.

10.496 Tootsville.UI.Keys.selectAll

10.496.1 Function

Tootsville.UI.Keys.selectAll is a function with lambda list: (event)

Select the entire buffer

10.497 Tootsville.UI.Keys.speakLine

10.497.1 Function

Tootsville.UI.Keys.speakLine is a function with lambda list: (event)

Speak the line currently in the buffer.

TODO: If a Parrot message is open, instead dismiss it.

10.498 Tootsville.UI.Keys.textEntry

10.498.1 Function

Tootsville.UI.Keys.textEntry is a function with lambda list: (event)

10.499 Tootsville.UI.Keys.transposeChars

10.499.1 Function

Tootsville.UI.Keys.transposeChars is a function with lambda list: (event)

Switch the characters before and after the cursor

10.500 Tootsville.UI.Keys.transposeWords

10.500.1 Function

Tootsville.UI.Keys.transposeWords is a function with lambda list: (event)

Switch the word under the cursor with the prior word.

When on a non-word character, switch the words before and after it.

10.501 Tootsville.UI.Keys.upcaseWord

10.501.1 Function

Tootsville.UI.Keys.upcaseWord is a function with lambda list: (event)

10.502 Tootsville.UI.Keys.yank

10.502.1 Function

Tootsville.UI.Keys.yank is a function with lambda list: (event)

Yank (paste) from the system's clipboard

10.503 Tootsville.UI.Keys.yankPop

10.503.1 Function

Tootsville.UI.Keys.yankPop is a function with lambda list: (event)

10.504 Tootsville.UI.NewToot.afterCreate

10.504.1 Function

Tootsville.UI.NewToot.afterCreate is a function with lambda list: (reply)

10.505 Tootsville.UI.NewToot.applyPatternColor

10.505.1 Function

Tootsville.UI.NewToot.applyPatternColor is nullary function.

10.506 Tootsville.UI.NewToot.avatarViewerUpdate

10.506.1 Function

Tootsville.UI.NewToot.avatarViewerUpdate is nullary function.

10.507 Tootsville.UI.NewToot.changePattern

10.507.1 Function

Tootsville.UI.NewToot.changePattern is a function with lambda list: (button)

Change the pattern selection for the new Toot

10.508 Tootsville.UI.NewToot.checkName

10.508.1 Function

Tootsville.UI.NewToot.checkName is nullary function.

10.509 Tootsville.UI.NewToot.colors**10.509.1 Variable**

Allowed colors from which the player can choose when constructing a new Toot.

10.510 Tootsville.UI.NewToot.createColorPicker

10.510.1 Function

Tootsville.UI.NewToot.createColorPicker is a function with lambda list: (name, button)

10.511 Tootsville.UI.NewToot.createPatternPicker

10.511.1 Function

Tootsville.UI.NewToot.createPatternPicker is a function with lambda list: (button)

10.512 Tootsville.UI.NewToot.patterns

10.512.1 Variable

Allowed patterns from which the player can choose when constructing a new Toot.

10.513 Tootsville.UI.NewToot.pickedPattern

10.513.1 Function

Tootsville.UI.NewToot.pickedPattern is a function with lambda list: (event)

10.514 Tootsville.UI.NewToot.rainbowGradient

10.514.1 Variable

10.515 Tootsville.UI.NewToot.randomPatternColor**10.515.1 Function**

Tootsville.UI.NewToot.randomPatternColor is nullary function.

10.516 Tootsville.UI.NewToot.randomize

10.516.1 Function

Tootsville.UI.NewToot.randomize is nullary function.

Randomize colors for initial values.

10.517 Tootsville.UI.NewToot.ready**10.517.1 Function**

Tootsville.UI.NewToot.ready is nullary function.

10.518 Tootsville.UI.NewToot.setColor

10.518.1 Function

Tootsville.UI.NewToot.setColor is a function with lambda list: (targetColor, value)

10.519 Tootsville.UI.NewToot.setPattern

10.519.1 Function

Tootsville.UI.NewToot.setPattern is a function with lambda list: (value)

10.520 Tootsville.UI.NewToot.updateAvatar

10.520.1 Function

Tootsville.UI.NewToot.updateAvatar is a function with lambda list: (swatch, color)

Update the AvatarViewer for the new Toot

10.521 Tootsville.UI.WaWa.build**10.521.1 Function**

Tootsville.UI.WaWa.build is a function with lambda list: (phrase, finish)

10.522 Tootsville.UI.WaWa.playChained

10.522.1 Function

Tootsville.UI.WaWa.playChained is a function with lambda list: (chain, finish)

10.523 Tootsville.UI.WaWa.playShifted

10.523.1 Function

Tootsville.UI.WaWa.playShifted is a function with lambda list: (file, speed=1, after=undefined)

Play a sound sample pitch-shifted by the speed difference given.

10.524 Tootsville.UI.WaWa.stop

10.524.1 Function

Tootsville.UI.WaWa.stop is a function with lambda list: [\(source\)](#)

10.525 Tootsville.UI.addToHistory

10.525.1 Function

Tootsville.UI.addToHistory is a function with lambda list: (text)

Add the line “text” to the end of the text history buffer

10.526 Tootsville.UI.clickedOnItem

10.526.1 Function

Tootsville.UI.clickedOnItem is a function with lambda list: (meshName, picked)

WRITE ME — this function is not yet documented.

10.527 Tootsville.UI.commands**10.527.1 Variable**

10.528 Tootsville.UI.confirmPretty

10.528.1 Function

Tootsville.UI.confirmPretty is a function with lambda list: (title,text,accept,cancel='Cancel')■

Present a nice UI box to confirm whether to do something or not.

The title and text are displayed. The “accept” text is displayed on one button; the negative button will read “Cancel” unless the “accept” text reads “Yes,” in which case it will read “No.”

10.529 Tootsville.UI.findAdjacentEntity

10.529.1 Function

Tootsville.UI.findAdjacentEntity is nullary function.

Discover the nearest entity within “arms’ reach” of the player’s facing direction.

This is for e.g. game pad or keyboard inputs.

10.530 Tootsville.UI.forceQuit

10.530.1 Function

Tootsville.UI.forceQuit is nullary function.

Quit without prompting

10.531 Tootsville.UI.htmlColorToBabylon

10.531.1 Function

Tootsville.UI.htmlColorToBabylon is a function with lambda list: (htmlColor)

Convert an HTML-type color code into a BABYLON.Color3 object.

Understands #rgb and #rrggbb notations (only).

Signals an error if the format does not match.

10.532 Tootsville.UI.insertEmoji

10.532.1 Function

Tootsville.UI.insertEmoji is a function with lambda list: (event)

10.533 Tootsville.UI.interact

10.533.1 Function

Tootsville.UI.interact is a function with lambda list: (entity)

WRITEME — this function is not yet documented.

10.534 Tootsville.UI.interpretTootColor

10.534.1 Function

Tootsville.UI.interpretTootColor is a function with lambda list: (name)

Translate the color named **name** into HTML-style hex code.

Strings which are not recognized as color names are expected to already be an HTML-style hex code.

10.535 Tootsville.UI.lightenColor

10.535.1 Function

Tootsville.UI.lightenColor is a function with lambda list: (color3)

Return a lighter form of the Color3 passed in

10.536 Tootsville.UI.makeDivOrParagraph

10.536.1 Function

Tootsville.UI.makeDivOrParagraph is a function with lambda list: (text)

Turns a string without HTML into a paragraph, one containing HTML markup into a DIV.

10.537 Tootsville.UI.makeIDFromTitle

10.537.1 Function

Tootsville.UI.makeIDFromTitle is a function with lambda list: (title)

**/*

10.538 Tootsville.UI.makePrettyDialog

10.538.1 Function

Tootsville.UI.makePrettyDialog is a function with lambda list: (title,text,accept,cancel=null,resolve=null)■

Make a basic dialog box with a title, text, accept and cancel buttons, and call resolve function with user input later.

10.539 Tootsville.UI.makePrompt

10.539.1 Function

Tootsville.UI.makePrompt is a function with lambda list: (prompt, resolve)

WRITEME

10.540 Tootsville.UI.onFirstClick

10.540.1 Function

Tootsville.UI.onFirstClick is nullary function.

WRITE ME — this function is not yet documented.

10.541 Tootsville.UI.quit

10.541.1 Function

Tootsville.UI.quit is nullary function.

Request the user's confirmation to quit (or not)

10.542 Tootsville.UI.recallText

10.542.1 Function

Tootsville.UI.recallText is a function with lambda list: (δ)

Recall the text at the next line of the history buffer in the direction indicated by δ
-1 brings up the previous line, +1 the next.

10.543 Tootsville.UI.runCommand

10.543.1 Function

Tootsville.UI.runCommand is a function with lambda list: (command, event)

10.544 Tootsville.UI.say

10.544.1 Function

Tootsville.UI.say is a function with lambda list: (speech)

WRITEME

10.545 Tootsville.UI.setFullscreen

10.545.1 Function

Tootsville.UI.setFullscreen is a function with lambda list: (really)

Sot fullscreen or windowed mode.

10.546 Tootsville.UI.setFullscreenFromNavigator

10.546.1 Function

Tootsville.UI.setFullscreenFromNavigator is nullary function.

Set the Fullscreen control panel toggle based on the current state of the navigator.

10.547 Tootsville.UI.signOut

10.547.1 Function

Tootsville.UI.signOut is nullary function.

Request the user's confirmation to quit (or not)

10.548 Tootsville.UI.slowLoadingWatchdog

10.548.1 Function

Tootsville.UI.slowLoadingWatchdog is nullary function.

Put up a warning about slow loading.

10.549 Tootsville.UI.takeOneStep

10.549.1 Function

Tootsville.UI.takeOneStep is a function with lambda list: $(\delta x, \delta z)$

Walk one step in any direction.

For keyboard or gamepad inputs.

10.550 Tootsville.UI.toggleFullscreen

10.550.1 Function

Tootsville.UI.toggleFullscreen is nullary function.

Toggle between fullscreen and windowed mode

10.551 Tootsville.UI.useActiveItem

10.551.1 Function

Tootsville.UI.useActiveItem is a function with lambda list: (entity)

WRITEME — this function is not yet documented.

10.552 Tootsville.Util.assertValidHostName

10.552.1 Function

Tootsville.Util.assertValidHostName is a function with lambda list: (hostName)

Ensure that `hostName` is a valid hostname for the game cluster we're in.

10.553 Tootsville.Util.checkStream

10.553.1 Function

Tootsville.Util.checkStream is nullary function.

Ensure that a WebSocket stream connection is connected.

May attempt to re-connect if the stream does not seem to be alive.

10.554 Tootsville.Util.closeWebSocket

10.554.1 Function

Tootsville.Util.closeWebSocket is a function with lambda list: (event)

When the WebSocket is closed, warn the user but try also to reconnect.

10.555 Tootsville.Util.connectWebSocket

10.555.1 Function

Tootsville.Util.connectWebSocket is nullary function.

Connect the WebSocket stream to the game host

10.556 Tootsville.Util.ensureServersReachable

10.556.1 Function

Tootsville.Util.ensureServersReachable is nullary function.

Check for the game REST server.

Calls `https://game.tootsville.org/meta-game/ping` and complains to the player if it can't be reached.

10.557 Tootsville.Util.equalP

10.557.1 Function

Tootsville.Util.equalP is a function with lambda list: (x, y)

Check for value equality of two objects

10.558 Tootsville.Util.errorFromWebSocket

10.558.1 Function

Tootsville.Util.errorFromWebSocket is a function with lambda list: (event)

Handle WebSocket errors during connection.

10.559 Tootsville.Util.infinity

10.559.1 Function

Tootsville.Util.infinity is a function with lambda list: (command, params={})

Send an Infinity-mode stream request.

See Section 8.306 [TOOTSVILLE DEFINFINITY], page 562, for a discussion of Infinity Mode.

10.560 Tootsville.Util.infinityAwaits

10.560.1 Function

Tootsville.Util.infinityAwaits is a function with lambda list: (command, fromType, params={})

Submit an Infinity Mode command to the servers or peers, but wait for the next reply of the given type for a Promised call-back. Note that the Gatekeeper still gets a chance to handle any returned values, this just registers a Promise to listen for the reply.

10.561 Tootsville.Util.loadScript

10.561.1 Function

Tootsville.Util.loadScript is a function with lambda list: (src)

Load the Javascript referenced by SRC into the page

10.562 Tootsville.Util.messageFromWebSocket

10.562.1 Function

Tootsville.Util.messageFromWebSocket is a function with lambda list: (event)

Handle incoming WebSocket datagram

10.563 Tootsville.Util.openWebSocket

10.563.1 Function

Tootsville.Util.openWebSocket is a function with lambda list: (event)

Upon connection, log in with Auth/ ∞ / \aleph method or child code

10.564 Tootsville.Util.rest

10.564.1 Function

Tootsville.Util.rest is a function with lambda list: (method, uri, body=undefined, headers=undefined)

The main REST client.

method	GET, PUT, or POST
uri	The URI to access under the game host.
body	A JSON body for a PUT or POST
headers	An object which maps to additional headers to be set on the request. X-Infinity-Auth will be set when logged in; Accept and Content-Type will be defaulted to application/json if not set.

10.565 Tootsville.Util.stream

10.565.1 Function

Tootsville.Util.stream is a function with lambda list: (json)

Send raw “json” data down stream connection.

It’s usually advisable to call Section 10.559 [Tootsville.Util.infinity], page 2298, instead.

10.566 Tootsville.cluster

10.566.1 Variable

The main container object under which nearly all other modules are located, to avoid potential namespace conflicts with other, loaded Javascript modules.

10.567 Tootsville.decodeTime

10.567.1 Function

Tootsville.decodeTime is nullary function.

Decode the current time as a Tootsville year, month, day, hour, &c.

The returned object has the following fields

- year
- month
- day (of month)
- hour
- min
- sec
- julian (day of year)
- weekday
- otherMonthDay
- pinkMonthDay

10.568 Tootsville.gamepadLayouts

10.568.1 Variable

The known layouts and mappings to names of several popular types of controllers.

This provides a name for the type of controller based upon its USB ID string (hex codes), as well as names for its buttons and axes. This will allow the end user to configure their device in a more user-friendly way; eg, by identifying a button as “A” rather than “button 0” they will be more easily able to identify the controls. (Seriously, who can remember if “Start” is button 8 or 7?)

Supported (so far) are all the gamepads I (BRP) use, which is to say:

- Generic NES-style USB gamepad
- Nintendo Switch USB gamepad
- SEGA Saturn style USB gamepad
- XBox 360 USB gamepad

10.569 Tootsville.universalTimeOffset**10.569.1 Variable**

The difference between Universal time and “performance” time.

10.570 Tootsville.updateClock

10.570.1 Function

Tootsville.updateClock is nullary function.

Update the displayed clock on the screen.

10.571 window.onGoogleYoloLoad

10.571.1 Function

window.onGoogleYoloLoad is nullary function.

11 Credits

Tootsville is built upon a plethora of software. This is an attempt to convey at least a partial enumeration of the credits.

First, the most directly responsible:

Tootsville is a production of the Corporation for Inter-World Tourism and Adventuring, a not-for-profit corporation in the State of Florida, United States.

Tootsville V by Bruce-Robert Pocock at the Corporation for Inter-World Tourism and Adventuring.

Special thanks to Chris Brunner, Ali Dolan, Mariaelisa Greenwood, Richard Harnden, Levi Mc Call, Gian Ratnapala, and Zephyr Salz.

In memory of the contributions of Maureen Kenny (RIP).

Tootsville IV by Brandon Booker, Gene Cronk, Robert Dawson, Eric Feiling, Tim Hays, Sean King, Mark Mc Corkle, Cassandra Nichol, Bruce-Robert Pocock, and Ed Winkelman at Res Interactive, LLC.

11.1 Major Support Software

The following support software is used in the development of Tootsville:

- The Linux[®] Kernel
- The Gnu Operating System, by the Free Software Foundation
- The Fedora Distribution
- Emacs text editor and integrated development environment (IDE)
- Firefox web browser
- Chromium web browser
- Gimp graphics editor
- Inkscape graphics editor
- Blender graphics editor
- FFMPEG video and audio transcoder
- Audacity sound editor
- Rosegarden music editor

We'd also like to mention that we test with the following web browsers

- Firefox for macOS and Microsoft Windows
- Epiphany (Gnome Web)
- Google Chrome for Linux, macOS, and Microsoft Windows
- Opera
- Microsoft Edge for macOS and Microsoft Windows
- Apple Safari for macOS

11.2 Systems

The following systems (libraries) are compiled into the Tootsville server

11.2.1 System Tootsville

The server software monolith for REST services of Tootsville.org

Author: Bruce-Robert Pocock <BRPocock@ciwta.org>

License: AGPL v3+

11.2.2 System Twilio

Simple access to some of the Twilio API

Author: Bruce-Robert Pocock <BRPocock@ciwta.org>

License: AGPL v3+

11.2.3 System Thread-Pool-Taskmaster

Use a thread pool for a Taskmaster

Author: Bruce-Robert Pocock <brpocock@ciwta.org>

License: AGPL v3+

11.2.4 System Verbose

A logging framework using the piping library.

Author: Nicolas Hafner <shinmera@tymoon.eu>

License: zlib

11.2.5 System Documentation-Utils

A few simple tools to help you with documenting your library.

Author: Nicolas Hafner <shinmera@tymoon.eu>

Maintainer: Nicolas Hafner <shinmera@tymoon.eu>

License: zlib

11.2.6 System Trivial-Indent

A very simple library to allow indentation hints for SWANK.

Author: Nicolas Hafner <shinmera@tymoon.eu>

Maintainer: Nicolas Hafner <shinmera@tymoon.eu>

License: zlib

11.2.7 System Dissect

A lib for introspecting the call stack and active restarts.

Author: Nicolas Hafner <shinmera@tymoon.eu>

Maintainer: Nicolas Hafner <shinmera@tymoon.eu>

License: zlib

11.2.8 System Local-Time

A library for manipulating dates and times, based on a paper by Erik Naggum

Author: Daniel Lowe <dlowe@dlowe.net>

License: BSD

local-time Copyright (c) 2005-2012 by Daniel Lowe

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Thanks to those of you who have helped me make LOCAL-TIME an engaging and worthwhile project!

- * Matthew Danish <mdanish@andrew.cmu.edu>
- * The #lisp crew on irc.freenode.net
- * Vladimir Sekissov <svg@surnet.ru>
- * Attila Lendvai <attila.lendvai@gmail.com>
- * Tomi Borbely <tomi.borbely@gmail.com>
- * Denys Rtveliashvili <rtvd@mail.ru>
- * Levente Meszaros <levente.meszaros@gmail.com>
- * Arjan Wekking <arjan@streamtech.nl>
- * Nikolai Matushev <egao1980@gmail.com>
- * Thomas Rake <zzzap1957@gmail.com>

Apologies to anyone I didn't mention (please let me know).

Daniel Lowe
<dlowe@dlowe.net>

11.2.9 System Piping

A library to enable simple message pipelines.

Author: Nicolas Hafner <shinmera@tymoon.eu>

License: zlib

11.2.10 System Alexandria

Alexandria is a collection of portable public domain utilities.

Author: Nikodemus Siivola and others.

License: Public Domain / 0-clause MIT

11.2.11 System Rollbar

CL support for reporting to Rollbar

Author: Bruce-Robert Pocock

Maintainer: Bruce-Robert Pocock

License: BSD

11.2.12 System Oliphant

Various utilities that I use in different projects

Author: Bruce-Robert Fenn Pocock

Maintainer: Bruce-Robert Fenn Pocock

License: AGPLv3

11.2.13 System Usocket

Universal socket library for Common Lisp

Author: Erik Enge & Erik Huelsmann

Maintainer: Chun Tian (binghe) & Hans Huebner

License: MIT

11.2.14 System Sb-Bsd-Sockets

11.2.15 System Trivial-Gray-Streams

Compatibility layer for Gray Streams (see <http://www.cliki.net/Gray%20streams>).

Author: David Lichteblau

Maintainer: Anton Vodonosov <avodonosov@yandex.ru>

License: MIT

Copyright (c) 2005 David Lichteblau

Copyright (c) 2013 Anton Vodonosov <avodonosov@yandex.ru>

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge,

publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

11.2.16 System Trivial-Garbage

Portable finalizers, weak hash-tables and weak pointers.

Author: Luis Oliveira <loliveira@common-lisp.net>

License: Public Domain

11.2.17 System St-Json

JSON in- and output

Author: Marijn Haverbeke <marijnh@gmail.com>

License: BSD

11.2.18 System Sqlite

CL-SQLITE package is an interface to the SQLite embedded relational database engine.

Author: Kalyanov Dmitry <Kalyanov.Dmitry@gmail.com>

Maintainer: Jacek Zlydach <cl-sqlite@jacek.zlydach.pl>

License: Public Domain

11.2.19 System Iterate

Jonathan Amsterdam's iterator/ gatherer/ accumulator facility

License: MIT

11.2.20 System Split-Sequence

Splits a sequence into a list of subsequences delimited by objects satisfying a test.

Author: Arthur Lemmens <alemmens@xs4all.nl>

Maintainer: Sharp Lispers <sharplispers@googlegroups.com>

License: MIT

11.2.21 System Prepl

11.2.22 System Named-Readtables

Library that creates a namespace for named readtable akin to the namespace of packages.

Author: Tobias C. Rittweiler <trittweiler@common-lisp.net>

Maintainer: Gábor Melis <mega@retes.hu>

License: BSD, see LICENSE

11.2.23 System Conium

11.2.24 System Closer-Mop

Closer to MOP is a compatibility layer that rectifies many of the absent or incorrect CLOS MOP features across a broad range of Common Lisp implementations.

Author: Pascal Costanza

License: MIT-style license

11.2.25 System Parse-Number

Number parsing library

Author: Matthew Danish <mrd@debian.org>

Maintainer: Sharp Lispers <sharplispers@googlegroups.com>

License: BSD 3-Clause

11.2.26 System Langutils

Language utilities

Author: Ian Eslick

License: BSD

11.2.27 System Stdutils

Standard Utilities

Author: Ian Eslick <eslick@media.mit.edu>

License: BSD

11.2.28 System S-Xml-Rpc

Common Lisp XML-RPC Package

Author: Sven Van Caekenberghe <svc@mac.com>

Maintainer: Sven Van Caekenberghe <>, Brian Mastenbrook <>, Rudi Schlatte <>, Pierre Neidhardt <mail@ambrevar.xyz>

License: Lesser Lisp General Public License (LLGPL)

11.2.29 System S-Xml

Simple Common Lisp XML Parser

Author: Sven Van Caekenberghe <svc@mac.com>

Maintainer: Sven Van Caekenberghe <svc@mac.com>, Brian Mastenbrook <>, Rudi Schlatte <>

License: Lisp Lesser General Public License (LLGPL)

11.2.30 System Cffi

The Common Foreign Function Interface

Author: James Bielman <jamesjb@jamesjb.com>

Maintainer: Luis Oliveira <loliveira@common-lisp.net>

License: MIT

11.2.31 System Babel

Babel, a charset conversion library.

Author: Luis Oliveira <loliveira@common-lisp.net>

License: MIT

11.2.32 System Trivial-Features

Ensures consistent *FEATURES* across multiple CLs.

Author: Luis Oliveira <loliveira@common-lisp.net>

License: MIT

11.2.33 System Cl-Unicode

Portable Unicode Library

License: BSD-2-Clause

11.2.34 System Cl-Unicode/ Base

License: BSD-2-Clause

11.2.35 System Cl-Readline

Common Lisp bindings to GNU Readline library

Author: Mark Karpov

License: GNU GPL, version 3

11.2.36 System Cl-Oauth

Common Lisp OAuth implementation

Maintainer: Leslie P. Polzer <polzer@gnu.org>

License: LLGPL

11.2.37 System Puri

Portable Universal Resource Identifier Library

Maintainer: Kevin M. Rosenberg <kmr@debian.org>

License: GNU Lesser General Public License

11.2.38 System F-Underscore

a tiny library of functional programming utils placed into the public domain.

the idea is to make functional programs shorter and easier to read without resorting to syntax [like arc's square bracket unary function syntax]

Author: Nick Allen <nallen05@gmail.com>

11.2.39 System Anaphora

The Anaphoric Macro Package from Hell

Author: Nikodemus Siivola <nikodemus@random-state.net>

License: Public Domain

11.2.40 System Ironclad

A cryptographic toolkit written in pure Common Lisp

Author: Nathan Froyd <froydnj@gmail.com>

Maintainer: Guillaume LE VAILLANT <glv@posteo.net>

License: BSD 3-Clause

11.2.41 System Sb-Posix

11.2.42 System Sb-Rotate-Byte

11.2.43 System Cl-Fad

Portable pathname library

License: BSD-2-Clause

11.2.44 System Buildapp

Buildapp is an application for SBCL and CCL that configures and saves an executable Common Lisp image or non-executable core.

Author: Zach Beane <xach@xach.com>

License: BSD

11.2.45 System Apply-Argv

Apply-argv is a library for parsing command line arguments.

Author: Peter von Etter

License: LLGPL

11.2.46 System Dreamhost

Access the Dreamhost API

Author: Bruce-Robert Pocock <brpocock@ciwta.org>

License: AGPL v3+

11.2.47 System Uuid

UUID Generation

Author: Boian Tzonev

Maintainer: Boian Tzonev

License: LLGPL

11.2.48 System Trivial-Utf-8

A small library for doing UTF-8-based input and output.

Author: Marijn Haverbeke <marijnh@gmail.com>

Maintainer: Gábor Melis <mega@retes.hu>

License: ZLIB

Copyright (c) Marijn Haverbeke

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

11.2.49 System Uiop

11.2.50 System Trivial-Signal

Unix signal handling library.

Author: Eitaro Fukamachi

License: Public Domain

11.2.51 System Trivial-Ldap

TRIVIAL-LDAP is a one file, all Common Lisp client implementation of parts of RFC 2261.

Author: Kevin Montuori

Maintainer: Raymond Wiker <rwiker@gmail.com>

License: Clarified Artistic License

11.2.52 System Yacc

A LALR(1) parser generator for Common Lisp

Author: Juliusz Chroboczek <jch@pps.jussieu.fr>

License: MIT/ X11

Copyright (c) 2005-2009 by Juliusz Chroboczek

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

11.2.53 System Cl+Ssl

Common Lisp interface to OpenSSL.

Author: Eric Marsden, Jochen Schmidt, David Lichteblau

License: MIT

11.2.54 System Flexi-Streams

Flexible bivalent streams for Common Lisp

License: BSD-2-Clause

11.2.55 System Trivial-Backtrace

trivial-backtrace

Author: Gary Warren King <gwking@metabang.com> and contributors

Maintainer: Gary Warren King <gwking@metabang.com> and contributors

License: MIT Style license

Copyright (c) 2008-2008 Gary Warren King (gwking@metabang.com)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Copyright (c) 2005-2007 Dr. Edi Weitz

BSD style license: <http://www.opensource.org/licenses/bsd-license.php>

11.2.56 System Symbol-Munger

Functions to convert between the spacing and capitalization conventions of various environments

License: BSD

11.2.57 System Swank

11.2.58 System Pngload

A reader for the PNG image format.

Author: Michael Fiano <mail@mfiano.net>, Bart Botta <00003b@gmail.com>

License: MIT

11.2.59 System Zpb-Exif

Read EXIF data from image files

Author: Zachary Beane <xach@xach.com>

License: BSD

11.2.60 System Swap-Bytes

Optimized byte-swapping primitives.

Author: Stas Boukarev <stassats@gmail.com>

Maintainer: Stelian Ionescu <sionescu@cddr.org>

License: MIT

11.2.61 System Parse-Float

Parse floating point values in strings.

Author: Sumant Oemrawsingh

License: Public Domain

11.2.62 System 3bz

deflate decompressor

Author: Bart Botta <00003b at gmail.com>

License: MIT

11.2.63 System Nibbles

A library for accessing octet-addressed blocks of data in big- and little-endian orders

Author: Nathan Froyd <froydnj@gmail.com>

Maintainer: Sharp Lispers <sharplispers@googlegroups.com>

License: BSD-style ([http:// /
opensource.org/ licenses/ BSD-3-Clause](http://opensource.org/licenses/BSD-3-Clause))

11.2.64 System Lparallel

Parallelism for Common Lisp

Author: James M. Lawrence <llmjml@gmail.com>

License: BSD

11.2.65 System Jonathan

High performance JSON encoder and decoder. Currently support: SBCL, CCL.

Author: Rudolph-Miller

License: MIT

11.2.66 System Cl-Annot

Python-like Annotation Syntax for Common Lisp

Author: Tomohiro Matsuyama

License: LLGPL

11.2.67 System Proc-Parse

Procedural vector parser

Author: Eitaro Fukamachi

License: BSD 2-Clause

11.2.68 System Sb-Cltl2

11.2.69 System Trivial-Types

Trivial type definitions

Author: Tomohiro Matsuyama

License: LLGPL

11.2.70 System Fast-IO

Alternative I/ O mechanism to a stream or vector

Author: Ryan Pavlik

License: MIT

11.2.71 System Static-Vectors

Create vectors allocated in static memory.

Author: Stelian Ionescu <sionescu@cddr.org>

License: MIT

11.2.72 System Cl-Syntax-Annot

CL-Syntax Reader Syntax for cl-annot

Author: Tomohiro Matsuyama

License: LLGPL

11.2.73 System Cl-Syntax

Reader Syntax Coventions for Common Lisp and SLIME

Author: Tomohiro Matsuyama

License: LLGPL

11.2.74 System Hunchensocket

WebSockets for Hunchentoot

Author: capitaomorte <<https://github.com/capitaomorte>>

License: MIT

Copyright (C) 2011 Alexander Kahl <e-user@fsfe.org>

2014 João Távora

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR 'AS IS' AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS

SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

11.2.75 System Chunga

11.2.76 System Hunchentoot

Hunchentoot is a HTTP server based on USOCKET and BORDEAUX-THREADS. It supports HTTP 1.1, serves static files, has a simple framework for user-defined handlers and can be extended through subclassing.

License: BSD-2-Clause

11.2.77 System Rfc2388

Implementation of RFC 2388

Author: Janis Dzerins <jonis@latnet.lv>

License: Simplified BSD

11.2.78 System Md5

The MD5 Message-Digest Algorithm RFC 1321

Author: Pierre R. Mai <pmai@pmsf.de>

Maintainer: Pierre R. Mai <pmai@pmsf.de>

License: Public Domain

This software has been placed into the public domain.

This software is "as is", and has no warranty of any kind. The authors assume no responsibility for the consequences of any use of this software.

Additionally for all parts of this software ("The Work" below) authored by Pierre R. Mai copyright is waived under the CC0 as affirmed below:

Creative Commons Legal Code

CC0 1.0 Universal

CREATIVE COMMONS CORPORATION IS NOT A LAW FIRM AND DOES NOT PROVIDE LEGAL SERVICES. DISTRIBUTION OF THIS DOCUMENT DOES NOT CREATE AN ATTORNEY-CLIENT RELATIONSHIP. CREATIVE COMMONS PROVIDES THIS INFORMATION ON AN "AS-IS" BASIS. CREATIVE COMMONS MAKES NO WARRANTIES REGARDING THE USE OF THIS DOCUMENT OR THE INFORMATION OR WORKS PROVIDED HEREUNDER, AND DISCLAIMS LIABILITY FOR DAMAGES RESULTING FROM THE USE OF THIS DOCUMENT OR THE INFORMATION OR WORKS PROVIDED HEREUNDER.

Statement of Purpose

The laws of most jurisdictions throughout the world automatically confer exclusive Copyright and Related Rights (defined below) upon the creator and subsequent owner(s) (each and all, an "owner") of an original work of authorship and/or a database (each, a "Work").

Certain owners wish to permanently relinquish those rights to a Work for the purpose of contributing to a commons of creative, cultural and scientific works ("Commons") that the public can reliably and without fear of later claims of infringement build upon, modify, incorporate in other works, reuse and redistribute as freely as possible in any form whatsoever and for any purposes, including without limitation commercial purposes. These owners may contribute to the Commons to promote the ideal of a free culture and the further production of creative, cultural and scientific works, or to gain reputation or greater distribution for their Work in part through the use and efforts of others.

For these and/or other purposes and motivations, and without any expectation of additional consideration or compensation, the person associating CC0 with a Work (the "Affirmer"), to the extent that he or she is an owner of Copyright and Related Rights in the Work, voluntarily elects to apply CC0 to the Work and publicly distribute the Work under its terms, with knowledge of his or her Copyright and Related Rights in the Work and the meaning and intended legal effect of CC0 on those rights.

1. Copyright and Related Rights. A Work made available under CC0 may be protected by copyright and related or neighboring rights ("Copyright and Related Rights"). Copyright and Related Rights include, but are not limited to, the following:

- i. the right to reproduce, adapt, distribute, perform, display, communicate, and translate a Work;
- ii. moral rights retained by the original author(s) and/or performer(s);
- iii. publicity and privacy rights pertaining to a person's image or likeness depicted in a Work;
- iv. rights protecting against unfair competition in regards to a Work, subject to the limitations in paragraph 4(a), below;
- v. rights protecting the extraction, dissemination, use and reuse of data in a Work;
- vi. database rights (such as those arising under Directive 96/9/EC of the European Parliament and of the Council of 11 March 1996 on the legal protection of databases, and under any national implementation thereof, including any amended or successor version of such directive); and
- vii. other similar, equivalent or corresponding rights throughout the world based on applicable law or treaty, and any national implementations thereof.

2. Waiver. To the greatest extent permitted by, but not in contravention of, applicable law, Affirmer hereby overtly, fully, permanently, irrevocably and unconditionally waives, abandons, and surrenders all of Affirmer's Copyright and Related Rights and associated claims and causes of action, whether now known or unknown (including existing as well as future claims and causes of action), in the Work (i) in all territories worldwide, (ii) for the maximum duration provided by applicable law or treaty (including future time extensions), (iii) in any current or future medium and for any number of copies, and (iv) for any purpose whatsoever, including without limitation commercial, advertising or promotional purposes (the "Waiver"). Affirmer makes the Waiver for the benefit of each member of the public at large and to the detriment of Affirmer's heirs and successors, fully intending that such Waiver shall not be subject to revocation, rescission, cancellation, termination, or any other legal or equitable action to disrupt the quiet enjoyment of the Work by the public as contemplated by Affirmer's express Statement of Purpose.

3. Public License Fallback. Should any part of the Waiver for any reason be judged legally invalid or ineffective under applicable law, then the Waiver shall be preserved to the maximum extent permitted taking into account Affirmer's express Statement of Purpose. In addition, to the extent the Waiver is so judged Affirmer hereby grants to each affected person a royalty-free, non transferable, non sublicensable, non exclusive, irrevocable and unconditional license to exercise Affirmer's Copyright and Related Rights in the Work (i) in all territories worldwide, (ii) for the maximum duration provided by applicable law or treaty (including future time extensions), (iii) in any current or future medium and for any number of copies, and (iv) for any purpose whatsoever, including without limitation commercial, advertising or promotional purposes (the "License"). The License shall be deemed effective as of the date CC0 was applied by Affirmer to the Work. Should any part of the License for any reason be judged legally invalid or ineffective under applicable law, such partial invalidity or ineffectiveness shall not invalidate the remainder of the License, and in such case Affirmer hereby affirms that he or she will not (i) exercise any of his or her remaining Copyright and Related Rights in the Work or (ii) assert any associated claims and causes of action with respect to the Work, in either case contrary to Affirmer's express Statement of Purpose.

4. Limitations and Disclaimers.

- a. No trademark or patent rights held by Affirmer are waived, abandoned, surrendered, licensed or otherwise affected by this document.
- b. Affirmer offers the Work as-is and makes no representations or warranties of any kind concerning the Work, express, implied, statutory or otherwise, including without limitation warranties of title, merchantability, fitness for a particular purpose, non

- infringement, or the absence of latent or other defects, accuracy, or the present or absence of errors, whether or not discoverable, all to the greatest extent permissible under applicable law.
- c. Affirmer disclaims responsibility for clearing rights of other persons that may apply to the Work or any use thereof, including without limitation any person's Copyright and Related Rights in the Work. Further, Affirmer disclaims responsibility for obtaining any necessary consents, permissions or other rights required for any use of the Work.
 - d. Affirmer understands and acknowledges that Creative Commons is not a party to this document and has no duty or obligation with respect to this CC0 or use of the Work.

11.2.79 System Fare-Memoization

memoizing functions the correct, portable way

Author: Francois-Rene Rideau

License: MIT

11.2.80 System Envoy

Configuration switcher by an environment variable.

Author: Eitarow Fukamachi

License: BSD 2-Clause

11.2.81 System Drakma

Full-featured http/ https client based on usocket

Author: Dr. Edi Weitz

License: BSD

11.2.82 System Chipz

A library for decompressing deflate, zlib, and gzip data

Author: Nathan Froyd <froydnj@gmail.com>

Maintainer: Nathan Froyd <froydnj@gmail.com>

License: BSD style

11.2.83 System Dbd-Mysql

Database driver for MySQL.

Author: Eitaro Fukamachi

License: LLGPL

11.2.84 System Cl-Mysql

Common Lisp MySQL library bindings

Author: Steve Knight <stkni@yahoo.com>

Maintainer: Steve Knight <stkni@yahoo.com>

License: MIT

11.2.85 System Dbf

Database independent interface for Common Lisp

Author: Eitaro Fukamachi

License: LGPL

11.2.86 System Darts.Lib.Email-Address

Parsing and formatting email addresses (RFC 5322 compliant)

Author: Dirk Esser

Maintainer: Dirk Eßer

License: MIT

11.2.87 System Cxml

Closure XML - a Common Lisp XML parser

Author: Gilbert Baumann, Henrik Motakef, David Lichteblau

Maintainer: Sharp Lispers <sharplispers@googlegroups.com>

License: LGPL

Closure XML -- a Common Lisp XML parser

Copyright (c) 1999 by Gilbert Baumann

Copyright (c) 2003 by Henrik Motakef

Copyright (c) 2004 knowledgeTools Int. GmbH

Copyright (c) 2004,2005 David Lichteblau

Preamble to the Gnu Lesser General Public License

The concept of the GNU Lesser General Public License version 2.1 ("LGPL") has been adopted to govern the use and distribution of above-mentioned application. However, the LGPL uses terminology that is more appropriate for a program written in C than one written in Lisp. Nevertheless, the LGPL can still be applied to a Lisp program if certain clarifications are made. This document details those clarifications. Accordingly, the license for the open-source Lisp applications consists of this document plus the LGPL. Wherever there is a conflict between this document and the LGPL, this document takes precedence over the LGPL.

A "Library" in Lisp is a collection of Lisp functions, data and foreign modules. The form of the Library can be Lisp source code (for processing by an interpreter) or object code (usually the result of compilation of source code or built with some other mechanisms). Foreign modules are object code in a form that can be linked into a Lisp executable. When we

speak of functions we do so in the most general way to include, in addition, methods and unnamed functions. Lisp "data" is also a general term that includes the data structures resulting from defining Lisp classes. A Lisp application may include the same set of Lisp objects as does a Library, but this does not mean that the application is necessarily a "work based on the Library" it contains.

The Library consists of everything in the distribution file set before any modifications are made to the files. If any of the functions or classes in the Library are redefined in other files, then those redefinitions ARE considered a work based on the Library. If additional methods are added to generic functions in the Library, those additional methods are NOT considered a work based on the Library. If Library classes are subclassed, these subclasses are NOT considered a work based on the Library. If the Library is modified to explicitly call other functions that are neither part of Lisp itself nor an available add-on module to Lisp, then the functions called by the modified Library ARE considered a work based on the Library. The goal is to ensure that the Library will compile and run without getting undefined function errors.

It is permitted to add proprietary source code to the Library, but it must be done in a way such that the Library will still run without that proprietary code present. Section 5 of the LGPL distinguishes between the case of a library being dynamically linked at runtime and one being statically linked at build time. Section 5 of the LGPL states that the former results in an executable that is a "work that uses the Library." Section 5 of the LGPL states that the latter results in one that is a "derivative of the Library", which is therefore covered by the LGPL. Since Lisp only offers one choice, which is to link the Library into an executable at build time, we declare that, for the purpose applying the LGPL to the Library, an executable that results from linking a "work that uses the Library" with the Library is considered a "work that uses the Library" and is therefore NOT covered by the LGPL.

Because of this declaration, section 6 of LGPL is not applicable to the Library. However, in connection with each distribution of this executable, you must also deliver, in accordance with the terms and conditions of the LGPL, the source code of Library (or your derivative thereof) that is incorporated into this executable.

End of Document

GNU LESSER GENERAL PUBLIC LICENSE
Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that

there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of

free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from

such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If

identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference

directing the user to the copy of this License. Also, you must do one of these things:

- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot

use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

- a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
- b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent

infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by

the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

11.2.88 System Cxml/ Klacks

Closure XML -- a Common Lisp XML parser

Copyright (c) 1999 by Gilbert Baumann

Copyright (c) 2003 by Henrik Motakef
Copyright (c) 2004 knowledgeTools Int. GmbH
Copyright (c) 2004,2005 David Lichteblau

Preamble to the Gnu Lesser General Public License

The concept of the GNU Lesser General Public License version 2.1 ("LGPL") has been adopted to govern the use and distribution of above-mentioned application. However, the LGPL uses terminology that is more appropriate for a program written in C than one written in Lisp. Nevertheless, the LGPL can still be applied to a Lisp program if certain clarifications are made. This document details those clarifications. Accordingly, the license for the open-source Lisp applications consists of this document plus the LGPL. Wherever there is a conflict between this document and the LGPL, this document takes precedence over the LGPL.

A "Library" in Lisp is a collection of Lisp functions, data and foreign modules. The form of the Library can be Lisp source code (for processing by an interpreter) or object code (usually the result of compilation of source code or built with some other mechanisms). Foreign modules are object code in a form that can be linked into a Lisp executable. When we speak of functions we do so in the most general way to include, in addition, methods and unnamed functions. Lisp "data" is also a general term that includes the data structures resulting from defining Lisp classes. A Lisp application may include the same set of Lisp objects as does a Library, but this does not mean that the application is necessarily a "work based on the Library" it contains.

The Library consists of everything in the distribution file set before any modifications are made to the files. If any of the functions or classes in the Library are redefined in other files, then those redefinitions ARE considered a work based on the Library. If additional methods are added to generic functions in the Library, those additional methods are NOT considered a work based on the Library. If Library classes are subclassed, these subclasses are NOT considered a work based on the Library. If the Library is modified to explicitly call other functions that are neither part of Lisp itself nor an available add-on module to Lisp, then the functions called by the modified Library ARE considered a work based on the Library. The goal is to ensure that the Library will compile and run without getting undefined function errors.

It is permitted to add proprietary source code to the Library, but it must be done in a way such that the Library will still run without that proprietary code present. Section 5 of the LGPL distinguishes between the case of a library being dynamically linked at runtime and one being statically linked at build time. Section 5 of the LGPL states that the

former results in an executable that is a "work that uses the Library." Section 5 of the LGPL states that the latter results in one that is a "derivative of the Library", which is therefore covered by the LGPL. Since Lisp only offers one choice, which is to link the Library into an executable at build time, we declare that, for the purpose applying the LGPL to the Library, an executable that results from linking a "work that uses the Library" with the Library is considered a "work that uses the Library" and is therefore NOT covered by the LGPL.

Because of this declaration, section 6 of LGPL is not applicable to the Library. However, in connection with each distribution of this executable, you must also deliver, in accordance with the terms and conditions of the LGPL, the source code of Library (or your derivative thereof) that is incorporated into this executable.

End of Document

GNU LESSER GENERAL PUBLIC LICENSE
Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts
as the successor of the GNU Library Public License, version 2, hence
the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get

it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the

ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object

file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials

specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies,

or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot

impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

11.2.89 System Cxml/ Xml

Closure XML -- a Common Lisp XML parser

Copyright (c) 1999 by Gilbert Baumann
 Copyright (c) 2003 by Henrik Motakef
 Copyright (c) 2004 knowledgeTools Int. GmbH
 Copyright (c) 2004,2005 David Lichteblau

Preamble to the Gnu Lesser General Public License

The concept of the GNU Lesser General Public License version 2.1 ("LGPL") has been adopted to govern the use and distribution of above-mentioned application. However, the LGPL uses terminology that is more appropriate for a program written in C than one written in Lisp. Nevertheless, the LGPL can still be applied to a Lisp program if certain clarifications are made. This document details those clarifications. Accordingly, the license for the open-source Lisp applications consists of this document plus the LGPL. Wherever there is a conflict between this document and the LGPL, this document takes precedence over the LGPL.

A "Library" in Lisp is a collection of Lisp functions, data and foreign modules. The form of the Library can be Lisp source code (for processing by an interpreter) or object code (usually the result of compilation of source code or built with some other mechanisms). Foreign modules are object code in a form that can be linked into a Lisp executable. When we speak of functions we do so in the most general way to include, in addition, methods and unnamed functions. Lisp "data" is also a general term that includes the data structures resulting from defining Lisp

classes. A Lisp application may include the same set of Lisp objects as does a Library, but this does not mean that the application is necessarily a "work based on the Library" it contains.

The Library consists of everything in the distribution file set before any modifications are made to the files. If any of the functions or classes in the Library are redefined in other files, then those redefinitions ARE considered a work based on the Library. If additional methods are added to generic functions in the Library, those additional methods are NOT considered a work based on the Library. If Library classes are subclassed, these subclasses are NOT considered a work based on the Library. If the Library is modified to explicitly call other functions that are neither part of Lisp itself nor an available add-on module to Lisp, then the functions called by the modified Library ARE considered a work based on the Library. The goal is to ensure that the Library will compile and run without getting undefined function errors.

It is permitted to add proprietary source code to the Library, but it must be done in a way such that the Library will still run without that proprietary code present. Section 5 of the LGPL distinguishes between the case of a library being dynamically linked at runtime and one being statically linked at build time. Section 5 of the LGPL states that the former results in an executable that is a "work that uses the Library." Section 5 of the LGPL states that the latter results in one that is a "derivative of the Library", which is therefore covered by the LGPL. Since Lisp only offers one choice, which is to link the Library into an executable at build time, we declare that, for the purpose applying the LGPL to the Library, an executable that results from linking a "work that uses the Library" with the Library is considered a "work that uses the Library" and is therefore NOT covered by the LGPL.

Because of this declaration, section 6 of LGPL is not applicable to the Library. However, in connection with each distribution of this executable, you must also deliver, in accordance with the terms and conditions of the LGPL, the source code of Library (or your derivative thereof) that is incorporated into this executable.

End of Document

GNU LESSER GENERAL PUBLIC LICENSE
Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original

author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating

system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does

and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those

sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

- a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
- b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not

excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

11.2.90 System Closure-Common

11.2.91 System Cxml/ Dom

Closure XML -- a Common Lisp XML parser

Copyright (c) 1999 by Gilbert Baumann
Copyright (c) 2003 by Henrik Motakef
Copyright (c) 2004 knowledgeTools Int. GmbH

Copyright (c) 2004,2005 David Lichteblau

Preamble to the Gnu Lesser General Public License

The concept of the GNU Lesser General Public License version 2.1 ("LGPL") has been adopted to govern the use and distribution of above-mentioned application. However, the LGPL uses terminology that is more appropriate for a program written in C than one written in Lisp. Nevertheless, the LGPL can still be applied to a Lisp program if certain clarifications are made. This document details those clarifications. Accordingly, the license for the open-source Lisp applications consists of this document plus the LGPL. Wherever there is a conflict between this document and the LGPL, this document takes precedence over the LGPL.

A "Library" in Lisp is a collection of Lisp functions, data and foreign modules. The form of the Library can be Lisp source code (for processing by an interpreter) or object code (usually the result of compilation of source code or built with some other mechanisms). Foreign modules are object code in a form that can be linked into a Lisp executable. When we speak of functions we do so in the most general way to include, in addition, methods and unnamed functions. Lisp "data" is also a general term that includes the data structures resulting from defining Lisp classes. A Lisp application may include the same set of Lisp objects as does a Library, but this does not mean that the application is necessarily a "work based on the Library" it contains.

The Library consists of everything in the distribution file set before any modifications are made to the files. If any of the functions or classes in the Library are redefined in other files, then those redefinitions ARE considered a work based on the Library. If additional methods are added to generic functions in the Library, those additional methods are NOT considered a work based on the Library. If Library classes are subclassed, these subclasses are NOT considered a work based on the Library. If the Library is modified to explicitly call other functions that are neither part of Lisp itself nor an available add-on module to Lisp, then the functions called by the modified Library ARE considered a work based on the Library. The goal is to ensure that the Library will compile and run without getting undefined function errors.

It is permitted to add proprietary source code to the Library, but it must be done in a way such that the Library will still run without that proprietary code present. Section 5 of the LGPL distinguishes between the case of a library being dynamically linked at runtime and one being statically linked at build time. Section 5 of the LGPL states that the former results in an executable that is a "work that uses the Library." Section 5 of the LGPL states that the latter results in one that is a

"derivative of the Library", which is therefore covered by the LGPL. Since Lisp only offers one choice, which is to link the Library into an executable at build time, we declare that, for the purpose applying the LGPL to the Library, an executable that results from linking a "work that uses the Library" with the Library is considered a "work that uses the Library" and is therefore NOT covered by the LGPL.

Because of this declaration, section 6 of LGPL is not applicable to the Library. However, in connection with each distribution of this executable, you must also deliver, in accordance with the terms and conditions of the LGPL, the source code of Library (or your derivative thereof) that is incorporated into this executable.

End of Document

GNU LESSER GENERAL PUBLIC LICENSE
Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do

these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with

the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data

prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in

these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the

Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN

WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

11.2.92 System Clouddb

11.2.93 System S-Base64

Common Lisp Base64 Package

Author: Sven Van Caekenberghe <svc@mac.com>

Maintainer: Sven Van Caekenberghe <svc@mac.com>

License: Lesser Lisp General Public License (LLGPL)

11.2.94 System Parenscrip

Lisp to JavaScript transpiler

Author: Manuel Odendahl <manuel@bl0rg.net>

Maintainer: Vladimir Sedach <vas@oneofus.la>

License: BSD-3-Clause

Copyright (c) 2005 Manuel Odendahl <manuel@bl0rg.net>

Copyright (c) 2005-2006 Edward Marco Baringer <mb@bese.it>

Copyright (c) 2007-2013, 2018 Vladimir Sedach <vas@oneofus.la>

Copyright (c) 2008, 2009 Travis Cross <tc@travislists.com>

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. Neither the name of the copyright holder nor the names of its

contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

11.2.95 System Cljwt-Custom

JSON Web Token library

Author: Grim Schjetne <grim@schjetne.se>

License: LGPLv3+

11.2.96 System Yason

JSON parser/ encoder

Author: Hans Huebner <hans@huebner.org>

License: BSD

11.2.97 System Cl-Smtp

Common Lisp smtp client.

Author: Jan Idzikowski <jidzikowski@common-lisp.net>

Maintainer: Jan Idzikowski <jidzikowski@common-lisp.net>

License: LLGPL

11.2.98 System Cl-Ppcre

Perl-compatible regular expression library

Author: Dr. Edi Weitz

License: BSD

11.2.99 System Cl-Memcached

Fast, thread-safe library to interface with the Memcached Object Cache.

Author: quasi <quasi@quasilabs.in>

License: MIT

11.2.100 System Pooler

Generic thread-safe pooling facility for your library.

Author: quasi <quasi@quasilabs.in>

License: MIT

11.2.101 System Sb-Concurrency

11.2.102 System Cl-Dbi

Author: Eitaro Fukamachi

License: LLGPL

11.2.103 System Cl-Base64

Base64 encoding and decoding with URI support.

Author: Kevin M. Rosenberg based on initial code by Juri Pakaste

Maintainer: Kevin M. Rosenberg <kmr@debian.org>

License: BSD-style

Copyright (c) 2002-2003 by Kevin Rosenberg

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. The name of the Authors may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHORS ‘‘AS IS’’ AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

11.2.104 System Bordeaux-Threads

Bordeaux Threads makes writing portable multi-threaded apps simple.

Author: Stelian Ionescu <sionescu@cddr.org>

License: MIT

11.2.105 System Global-Vars

Define efficient global variables.

Author: James M. Lawrence <llmjml@gmail.com>

License: MIT

11.3 The Steel Bank Common Lisp compiler

Tootsville is developed and compiled using the Steel Bank Common Lisp compiler.

```
-- coding: utf-8; mode: text; --
```

```
The programmers of old were mysterious and profound. We
cannot fathom their thoughts, so all we do is describe their
appearance.
```

```
Aware, like a fox crossing the water. Alert, like a general
on the battlefield. Kind, like a hostess greeting her guests.
```

```
Simple, like uncarved blocks of wood. Opaque, like black
pools in darkened caves.
```

```
Who can tell the secrets of their hearts and minds?
```

```
The answer exists only in the Tao.
```

```
-- Geoffrey James, "The Tao of Programming"
```

BROAD OUTLINE

SBCL is derived from the 18b version of CMU CL.

Most of CMU CL was originally written as part of the CMU Common Lisp project at Carnegie Mellon University. According to the documentation in CMU CL 18b,

Organizationally, CMU Common Lisp was a small, mostly autonomous part within the Mach operating system project. The CMU CL project was more of a tool development effort than a research project.

The project started out as Spice Lisp, which provided a modern Lisp implementation for use in the CMU community.

and

CMU CL has been under continuous development since the early 1980's (concurrent with the Common Lisp standardization effort.)

Apparently most of the CMU Common Lisp implementors moved on to work on the Gwydion environment for Dylan.

CMU CL's CLOS implementation is derived from the PCL reference

implementation written at Xerox PARC.

CMU CL's implementation of the LOOP macro was derived from code from Symbolics, which was derived from code from MIT.

CMU CL had many individual author credits in the source files. In the sometimes-extensive rearrangements which were required to make SBCL bootstrap itself cleanly, it was tedious to try keep such credits attached to individual source files, so they have been moved here instead.

Bill Newman <william.newman@airmail.net> did this transformation, and so any errors made are probably his. Corrections would be appreciated.

MORE DETAILS ON SBCL'S CLOS CODE

The original headers of the PCL files contained the following text:

```
;;; Any person obtaining a copy of this software is requested to send their
;;; name and post office or electronic mail address to:
;;;   CommonLoops Coordinator
;;;   Xerox PARC
;;;   3333 Coyote Hill Rd.
;;;   Palo Alto, CA 94304
;;; (or send Arpanet mail to CommonLoops-Coordinator.pa@Xerox.arpa)
;;;
;;; Suggestions, comments and requests for improvements are also welcome.
```

This was intended for the original incarnation of the PCL code as a portable reference implementation. Since our version of the code has had its portability hacked out of it, it's no longer particularly relevant to any coordinated PCL effort (which probably doesn't exist any more anyway). Therefore, this contact information has been deleted from the PCL file headers.

A few files in the original CMU CL 18b src/pcl/ directory did not carry such Xerox copyright notices:

- * Some code was originally written by Douglas T. Crosher for CMU CL:
 - ** the Gray streams implementation
 - ** the implementation of DOCUMENTATION as methods of a generic function
- * generic-functions.lisp seems to have been machine-generated.

The comments in the CMU CL 18b version of the PCL code walker, src/pcl/walk.lisp, said in part

```
;;; a simple code walker, based IN PART on: (roll the credits)
```



```

;;;    Larry Masinter's Masterscope
;;;    Moon's Common Lisp code walker
;;;    Gary Drescher's code walker
;;;    Larry Masinter's simple code walker
;;;    .
;;;    .
;;;    boy, thats fair (I hope).

```

MORE DETAILS ON SBCL'S LOOP CODE

The src/code/loop.lisp file from CMU CL 18b had the following credits-related information in it:

```

;;; The LOOP iteration macro is one of a number of pieces of code
;;; originally developed at MIT for which free distribution has been
;;; permitted, as long as the code is not sold for profit, and as long
;;; as notification of MIT's interest in the code is preserved.
;;;
;;; This version of LOOP, which is almost entirely rewritten both as
;;; clean-up and to conform with the ANSI Lisp LOOP standard, started
;;; life as MIT LOOP version 829 (which was a part of NIL, possibly
;;; never released).
;;;
;;; A "light revision" was performed by me (Glenn Burke) while at
;;; Palladian Software in April 1986, to make the code run in Common
;;; Lisp. This revision was informally distributed to a number of
;;; people, and was sort of the "MIT" version of LOOP for running in
;;; Common Lisp.
;;;
;;; A later more drastic revision was performed at Palladian perhaps a
;;; year later. This version was more thoroughly Common Lisp in style,
;;; with a few miscellaneous internal improvements and extensions. I
;;; have lost track of this source, apparently never having moved it to
;;; the MIT distribution point. I do not remember if it was ever
;;; distributed.
;;;
;;; The revision for the ANSI standard is based on the code of my April
;;; 1986 version, with almost everything redesigned and/or rewritten.

```

The date of the M.I.T. copyright statement falls around the time described in these comments. The dates on the Symbolics copyright statement are all later -- the earliest is 1989.

MORE DETAILS ON OTHER SBCL CODE FROM CMU CL

CMU CL's symbol (but not package) code (code/symbol.lisp) was originally written by Scott Fahlman and updated and maintained by Skef Wholey.

The CMU CL reader (code/reader.lisp) was originally the Spice Lisp reader, written by David Dill and with support for packages added by Lee Schumacher. David Dill also wrote the sharpmacro support (code/sharpm.lisp).

CMU CL's package code was rewritten by Rob MacLachlan based on an earlier version by Lee Schumacher. It also includes DEFPACKAGE by Dan Zigmond, and WITH-PACKAGE-ITERATOR written by Blaine Burks. William Lott also rewrote the DEFPACKAGE and DO-FOO-SYMBOLS stuff.

CMU CL's string code (code/string.lisp) was originally written by David Dill, then rewritten by Skef Wholey, Bill Chiles, and Rob MacLachlan.

Various code in the system originated with "Spice Lisp", which was apparently a predecessor to the CMU CL project. Much of that was originally written by Skef Wholey:

- code/seq.lisp, generic sequence functions, and COERCE
- code/array.lisp, general array stuff
- SXHASH
- code/list.lisp, list functions (based on code from Joe Ginder and Carl Ebeling)

The CMU CL seq.lisp code also gave credits for later work by Jim Muller and Bill Chiles.

The modules system (code/module.lisp, containing REQUIRE, PROVIDE, and friends, now deprecated by ANSI) was written by Jim Muller and rewritten by Bill Chiles.

The CMU CL garbage collector was credited to "Christopher Hoover, Rob MacLachlan, Dave McDonald, et al." in the CMU CL code/gc.lisp file, with some extra code for the MIPS port credited to Christopher Hoover alone. The credits on the original "gc.c", "Stop and Copy GC based on Cheney's algorithm", said "written by Christopher Hoover".

Guy Steele wrote the original character functions

- code/char.lisp

They were subsequently rewritten by David Dill, speeded up by Scott Fahlman, and rewritten without fonts and with a new type system by Rob MacLachlan.

Lee Schumacher made the Spice Lisp version of backquote. The comment in the CMU CL sources suggests he based it on someone else's code for

some other Lisp system, but doesn't say which. A note in the CMU CL code to pretty-print backquote expressions says that unparsing support was provided by Miles Bader.

The CMU implementations of the Common Lisp query functions Y-OR-N-P and YES-OR-NO-P were originally written by Walter van Roggen, and updated and modified by Rob MacLachlan and Bill Chiles.

The CMU CL sort functions (code/sort.lisp) were written by Jim Large, hacked on and maintained by Skef Wholey, and rewritten by Bill Chiles.

Most of the internals of the Python compiler seem to have been originally written by Robert MacLachlan:

- the type system and associated "cold load hack magic"
 - code/typedefs.lisp
 - code/class.lisp
 - code/type-init.lisp
 - etc.
- the lexical environment database
 - compiler/globaldb.lisp, etc.
- the IR1 representation and optimizer
 - compiler/ir1*.lisp, etc.
- the IR2 representation and optimizer
 - compiler/ir2*.lisp, etc.
- many concrete optimizations
 - compiler/srctran.lisp (with some code adapted from CLC by Wholey and Fahlman)
 - compiler/float-tran.lisp, etc.
- information about optimization of known functions
 - compiler/fndb.lisp
- debug information representation
 - compiler/debug.lisp, compiler/debug-dump.lisp
- memory pools to reduce consing by reusing compiler objects
 - compiler/alloc.lisp
- toplevel interface functions and drivers
 - compiler/main.lisp

Besides writing the compiler, and various other work mentioned elsewhere, Robert MacLachlan was also credited with tuning the implementation of streams for Unix files, and writing

- various floating point support code
 - code/float-trap.lisp, floating point traps
 - code/float.lisp, misc. support a la INTEGER-DECODE-FLOAT
- low-level time functions
 - code/time.lisp

William Lott is also credited with writing or heavily maintaining some parts of the CMU CL compiler. He was responsible for lifting

compiler/meta-vmdef.lisp out of compiler/vmdef.lisp, and also wrote
 various optimizations
 compiler/array-tran.lisp
 compiler/saptran.lisp
 compiler/seqtran.lisp (with some code adapted from an older
 seqtran written by Wholey and Fahlman)
 the separable compiler backend
 compiler/backend.lisp
 compiler/generic/utils.lisp
 the implementation of LOAD-TIME-VALUE
 compiler/ltv.lisp
 the most recent version of the assembler
 compiler/new-assem.lisp
 vop statistics gathering
 compiler/statcount.lisp
 centralized information about machine-dependent and..
 ..machine-independent FOO, with
 compiler/generic/vm-fndb.lisp, FOO=function signatures
 compiler/generic/vm-typetran.lisp, FOO=type ops
 compiler/generic/objdef.lisp, FOO=object representation
 compiler/generic/primitive.lisp, FOO=primitive types

Also, Christopher Hoover and William Lott wrote compiler/generic/vm-macs.lisp to centralize information about machine-dependent macros and constants.

Sean Hallgren is credited with most of the Alpha backend. Julian Dolby created the CMU CL Alpha/Linux port. Douglas Crosher added complex-float support.

The original PPC backend was the work of Gary Byers. Some bug fixes and other changes to update it for current CMUCL interfaces were made by Eric Marsden and Douglas Crosher

The CMU CL machine-independent disassembler (compiler/disassem.lisp) was written by Miles Bader.

Parts of the CMU CL system were credited to Skef Wholey and Rob MacLachlan jointly, perhaps because they were originally part of Spice Lisp and were then heavily modified:

 code/load.lisp, the loader, including all the FASL stuff
 code/macros.lisp, various fundamental macros
 code/mipsstrops.lisp, primitives for hacking strings
 code/purify.lisp, implementation of PURIFY
 code/stream.lisp, stream functions
 code/lispinit.lisp, cold startup
 code/profile.lisp, the profiler

Bill Chiles also modified code/macros.lisp. Much of the implementation

of PURIFY was rewritten in C by William Lott.

The CMU CL number functions (code/number.lisp) were written by Rob MacLachlan, but acknowledge much code "derived from code written by William Lott, Dave McDonald, Jim Large, Scott Fahlman, etc."

CMU CL's weak pointer support (code/weak.lisp) was written by Christopher Hoover.

The CMU CL DEFSTRUCT system was credited to Rob MacLachlan, William Lott and Skef Wholey jointly.

The FDEFINITION system for handling arbitrary function names (a la (SETF FOO)) was originally written by Rob MacLachlan. It was modified by Bill Chiles to add encapsulation, and modified more by William Lott to add FDEFN objects.

The CMU CL condition system (code/error.lisp) was based on some prototyping code written by Kent Pitman at Symbolics.

The CMU CL HASH-TABLE system was originally written by Skef Wholey for Spice Lisp, then rewritten by William Lott, then rewritten again by Douglas T. Crosher.

The support code for environment queries (a la LONG-SITE-NAME), the DOCUMENTATION function, and the DRIBBLE function was written and maintained "mostly by Skef Wholey and Rob MacLachlan. Scott Fahlman, Dan Aronson, and Steve Handerson did stuff here too." The same credit statement was given for the original Mach OS interface code.

The CMU CL printer, print.lisp, was credited as "written by Neal Feinberg, Bill Maddox, Steven Handerson, and Skef Wholey, and modified by various CMU Common Lisp maintainers." The comments on the float printer said specifically that it was written by Bill Maddox. The comments on bignum printing said specifically that it was written by Steven Handerson (based on Skef's idea), and that it was rewritten by William Lott to remove assumptions about length of fixnums on the MIPS port.

The comments in the main body of the CMU CL debugger
code/debug.lisp

say that it was written by Bill Chiles. Some other related files
code/debug-int.lisp, programmer's interface to the debugger
code/ntrace.lisp, tracing facility based on breakpoints
say they were written by Bill Chiles and Rob MacLachlan.

The related file

src/debug-vm.lisp, low-level support for :FUNCTION-END breakpoints

was written by William Lott.

The CMU CL GENESIS cold load system, compiler/generic/new-genesis.lisp, was originally written by Skef Wholey, then jazzed up for packages by Rob MacLachlan, then completely rewritten by William Lott for the MIPS port.

The CMU CL IR1 interpreter was written by Bill Chiles and Robert MacLachlan.

Various CMU CL support code was written by William Lott:

- the bytecode interpreter
 - code/byte-interp.lisp
- bitblt-ish operations a la SYSTEM-AREA-COPY
 - code/bit-bash.lisp
- Unix interface
 - code/fd-stream.lisp, Unix file descriptors as Lisp streams
 - code/filesys.lisp, other Unix filesystem interface stuff
- handling errors signalled from assembly code
 - code/interr.lisp
 - compiler/generic/interr.lisp
- finalization based on weak pointers
 - code/final.lisp
- irrational numeric functions
 - code/irrat.lisp
- the pretty printer
 - code/pprint.lisp
- predicates (both type predicates and EQUAL and friends)
 - code/pred.lisp
- saving the current Lisp image as a core file
 - code/save.lisp
- handling Unix signals
 - code/signal.lisp
- implementing FORMAT
 - code/format.lisp

The ALIEN facility seems to have been written largely by Rob MacLachlan and William Lott. The CMU CL comments say "rewritten again, this time by William Lott and Rob MacLachlan," but don't identify who else might have been involved in earlier versions.

The comments in CMU CL's code/final.lisp say "the idea really was Chris Hoover's". The comments in CMU CL's code/pprint.lisp say "Algorithm stolen from Richard Waters' XP." The comments in CMU CL's code/format.lisp say "with lots of stuff stolen from the previous version by David Adam and later rewritten by Bill Maddox."

Jim Muller was credited with fixing seq.lisp.

CMU CL's time printing logic, in code/format-time.lisp, was written by Jim Healy.

Bill Chiles was credited with fixing/updating seq.lisp after Jim Muller.

The CMU CL machine/filesystem-independent pathname functions (code/pathname.lisp) were written by William Lott, Paul Gleichauf, and Rob MacLachlan, based on an earlier version written by Jim Large and Rob MacLachlan.

Besides writing the original versions of the things credited to him above, William Lott rewrote, updated, and cleaned up various stuff:

- code/array.lisp
- code/serve-event.lisp

The INSPECT function was originally written by Blaine Burks.

The CMU CL DESCRIBE facility was originally written by "Skef Wholey or Rob MacLachlan", according to the comments in the CMU CL sources. It was cleaned up and reorganized by Blaine Burks, then ported and cleaned up more by Rob MacLachlan. Also, since the split from CMU CL, the SBCL DESCRIBE facility was rewritten as a generic function and so become entangled with some DESCRIBE code which was distributed as part of PCL.

The implementation of the Mersenne Twister RNG used in SBCL is based on an implementation written by Douglas T. Crosher and Raymond Toy, which was placed in the public domain with permission from M. Matsumoto.

Comments in the CMU CL version of FreeBSD-os.c said it came from an OSF version by Sean Hallgren, later hacked by Paul Werkowski, with generational conservative GC support added by Douglas Crosher.

Comments in the CMU CL version of linux-os.c said it came from the FreeBSD-os.c version, morfed to Linux by Peter Van Eynde in July 1996.

Comments in the CMU CL version of backtrace.c said it was "originally from Rob's version" (presumably Robert MacLachlan).

Comments in the CMU CL version of purify.c said it had stack direction changes, x86/CGC stack scavenging, and static blue bag stuff (all for x86 port?) by Paul Werkowski, 1995, 1996; and bug fixes, x86 code movement support, and x86/gencgc stack scavenging by Douglas Crosher, 1996, 1997, 1998.

According to comments in the source files, much of the CMU CL version of the x86 support code

```
assembly/x86/alloc.lisp
assembly/x86/arith.lisp
assembly/x86/array.lisp
assembly/x86/assem-rtns.lisp
compiler/x86/alloc.lisp
compiler/x86/arith.lisp
compiler/x86/c-call.lisp
compiler/x86/call.lisp
compiler/x86/cell.lisp
compiler/x86/char.lisp
compiler/x86/debug.lisp
compiler/x86/float.lisp
compiler/x86/insts.lisp
compiler/x86/macros.lisp
compiler/x86/memory.lisp
compiler/x86/move.lisp
compiler/x86/nlx.lisp
compiler/x86/parms.lisp
compiler/x86/pred.lisp
compiler/x86/print.lisp
compiler/x86/sap.lisp
compiler/x86/static-fn.lisp
compiler/x86/subprim.lisp
compiler/x86/system.lisp
compiler/x86/type-vops.lisp
compiler/x86/values.lisp
compiler/x86/vm.lisp
```

was originally written by William Lott, then debugged by Paul Werkowski, and in some cases later enhanced and further debugged by Douglas T. Crosher; and the x86 runtime support code,

```
x86-assem.S
```

was written by Paul F. Werkowski and Douglas T. Crosher.

The CMU CL user manual (doc/cmu-user/cmu-user.tex) says that the X86 FreeBSD port was originally contributed by Paul Werkowski, and Peter VanEynde took the FreeBSD port and created a Linux version.

According to comments in src/code/bsd-os.lisp, work on the generic BSD port was done by Skef Wholey, Rob MacLachlan, Scott Fahlman, Dan Aronson, and Steve Handerson.

Douglas Crosher wrote code to support Gray streams, added X86 support for the debugger and relocatable code, wrote a conservative generational GC for the X86 port. He also added X86-specific

extensions to support stack groups and multiprocessing, but these are not present in SBCL

The CMU CL user manual credits Robert MacLachlan as editor. A chapter on the CMU CL interprocess communication extensions (not supported in SBCL) was contributed by William Lott and Bill Chiles.

Peter VanEynde also contributed a variety of `#+HIGH-SECURITY` patches to CMU CL, to provide additional safety, especially through runtime checking on various tricky cases of standard functions (e.g. MAP with complicated result types, and interactions of various variants of STREAM).

Raymond Toy wrote CMU CL's PROPAGATE-FLOAT-TYPE extension and various other floating point optimizations. (In SBCL, the PROPAGATE-FLOAT-TYPE entry in `*FEATURES*` first became SB-PROPAGATE-FLOAT-TYPE, then went away completely as the code became an unconditional part of the system.)

CMU CL's long float support was written by Douglas T. Crosher.

Paul Werkowski turned the Mach OS support code into Linux OS support code.

Versions of the RUN-PROGRAM extension were written first by David McDonald, then by Jim Healy and Bill Chiles, then by William Lott.

MORE DETAILS ON THE TRANSITION FROM CMU CL

Bill Newman did the original conversion from CMU CL 18b to a form which could bootstrap itself cleanly, on Linux/x86 only. Although they may not have realized it at the time, Rob MacLachlan and Peter Van Eynde were very helpful, RAM by posting a clear explanation of what GENESIS is supposed to be doing and PVE by maintaining a version of CMU CL which worked on Debian, so that I had something to refer to whenever I got stuck.

CREDITS SINCE THE RELEASE OF SBCL

(Note: (1) This is probably incomplete, since there's no systematic procedure for updating it. (2) Some more details are available in the NEWS file, in the project's CVS change logs, and in the archives of the sbcl-devel mailing list. (3) In this, as in other parts of SBCL, patches are welcome. Don't be shy.)

Martin Atzmueller:

He reported many bugs, fixed many bugs, ported various fixes from CMU CL, and helped clean up various stale bug data. (He has been unusually energetic at this. As of sbcl-0.6.9.10, the total number of bugs involved likely exceeded 100. Since then, I've lost count. See the CVS logs.)

Daniel Barlow:

His contributions have included support for shared object loading (from CMUCL), the Cheney GC for non-x86 ports (from CMUCL), Alpha and PPC ports (from CMUCL), control stack exhaustion checking (new), native threads support for x86 Linux (new), and the initial x86-64 backend (new). He also refactored the garbage collectors for understandability, wrote code (e.g. grovel-headers.c and stat_wrapper stuff) to find machine-dependent and OS-dependent constants automatically, and was original author of the asdf, asdf-install, sb-bsd-sockets, sb-executable, sb-grovel and sb-posix contrib packages.

Zach Beane:

He provided a number of additions to SB-POSIX, implemented the original timer facility on which SBCL's timers are based. and also contributed the :SAVE-RUNTIME-OPTIONS support for SAVE-LISP-AND-DIE.

James Bielman:

He assisted in work on the port to the Windows operating system, and was instrumental in :EXECUTABLE support for SAVE-LISP-AND-DIE.

Alastair Bridgewater:

He contributed a port of the system to the Windows operating system.

Robert E. Brown:

He has reported various bugs and submitted several patches, especially improving removing gratuitous efficiencies in the standard library.

Cadabra, Inc. (later merged into GoTo.com):

They hired Bill Newman to do some consulting for them, including the implementation of EQUALP hash tables for CMU CL; then agreed to release the EQUALP code into the public domain, giving SBCL (and CMU CL) its EQUALP hash tables.

Douglas Crosher:

He continued to improve CMU CL after SBCL forked from it, creating many patches which were directly applicable to SBCL. Notable examples include fixes for various compiler bugs, the implementation of CL:DEFINE-SYMBOL-MACRO, and a generalization of the type system's handling of the CONS type to allow ANSI-style (CONS FOO BAR) types.

Larry D'Anna:

He provided several parts of SB-CLTL2 environment access, and has also worked on bugs in the IR2 conversion stage of the compiler.

Alexey Dejneka:

He fixed many, many bugs on various themes, and has done a tremendous amount of work on the compiler in particular, fixing bugs and refactoring.

Paul Dietz:

He is in the process of writing a comprehensive test suite for the requirements of the ANSI Common Lisp standard. Already, at the halfway stage, it has caught hundreds of bugs in SBCL, and provided simple test cases for them. His random crash tester has caught an old deep problem in the implementation of the stack analysis phase in the compiler.

Brian Downing:

He fixed the linker problems for building SBCL on Mac OS X. He found and fixed the cause of backtraces failing for undefined functions and assembly routines. He wrote the core of SBCL's alternative interpreter-based EVAL.

Miles Egan:

He creates binary packages of SBCL releases for Red Hat and other (which?) platforms.

Helmut Eller:

A lot of the code in the SB-INTROSPECT and SB-COVER contrib modules was originally written by him for Slime/Swank.

Lutz Euler:

He made a large number of improvements to the x86-64 disassembler.

Andreas Fuchs:

He provides infrastructure for monitoring build and performance regressions of SBCL. He assisted with the integration of the Unicode work.

Stephan Frank:

He contributed the SB-GMP contrib to exploit libgmp in bignum and ratio arithmetic.

Nathan Froyd:

He has fixed various bugs, and also done a lot of internal cleanup, not visible at the user level but important for

maintenance. (E.g. converting the PCL code to use LOOP instead of the old weird pre-ANSI ITERATE macro so that the code can be read without being an expert in ancient languages and so that we can delete a thousand lines of implement-ITERATE macrology from the codebase.)

Bruno Haible:

He devised an accurate continued-fraction-based implementation of RATIONALIZE, replacing a less-accurate version inherited from primordial CMUCL.

Cyrus Harmon:

He fixed many PPC FFI and callback bugs. He ported Raymond Toy's work on the generational garbage collector for PPC to Linux, finding and fixing other SBCL bugs in the process.

Matthias Hoelzl:

He reported and fixed COMPILE's misbehavior on macros.

Daisuke Homma:

He added support for SunOS on x86 processors.

ITA Software:

They hired Juho Snellman as a consultant to work on improvements to SBCL, to be released into the public domain. The work they've funded includes faster compilation, various improvements to the statistical profiler, the SB-COVER code coverage tool, the interpreter-based evaluator and the IR2-based single-stepper.

Espen S Johnsen:

He provided an ANSI-compliant version of CHANGE-CLASS for PCL.

Teemu Kalvas:

He worked on Unicode support for SBCL, including parsing the Unicode character database, restoring the FAST-READ-CHAR optimization and developing external format support.

Dmitry Kalyanov:

His work was crucial in bringing the Windows backend forward; he implemented pthreads and ported SB-THREAD to this platform.

Yaroslav Kavenchuk:

He implemented several missing features and fixed many bugs in the win32 port. He also worked on external-format support for SB-ALIEN.

Anton Kovalenko:

He introduced a safepoint-based stop-the-world protocol and greatly contributed to features and bugfixes related to the Windows port.

Richard M Kreyter:

He added documentation support for CLOS slot readers and writers, provided several SB-POSIX and NetBSD patches, and cleaned up several of the filesystem/pathname interfaces.

Frederik Kuivinen:

He showed how to implement the DEBUG-RETURN functionality.

Arthur Lemmens:

He found and fixed a number of SBCL bugs while partially porting SBCL to bootstrap under Lispworks for Windows.

David Lichteblau:

He repeatedly failed to update his entry in this file.

Robert MacLachlan:

He has continued to answer questions about, and contribute fixes to, the CMU CL project. Some of these fixes, especially for compiler problems, has been invaluable to the CMU CL project and, by porting, invaluable to the SBCL project as well.

Pierre Mai:

He has continued to work on CMU CL since the SBCL fork, and also patched code to SBCL to enable dynamic loading of object files under OpenBSD. He contributed to the port of SBCL to MacOS X, implementing the Lisp side of the PowerOpen ABI.

Eric Marsden:

Some of his fixes to CMU CL since the SBCL fork have been ported to SBCL. He also maintains the cl-benchmark package, which gives us some idea of how our performance changes compared to earlier releases and to other implementations. He assisted in development of Unicode support for SBCL.

Antonio Martinez-Shotton:

He has contributed a number of bug fixes and bug reports to SBCL.

Brian Mastenbrook:

He contributed to and extensively maintained the port of SBCL to MacOS X. His contributions include overcoming binary compatibility issues between different versions of dlcompat on Darwin, other linker fixes, and signal handler bugfixes.

Dave McDonald:

He made a lot of progress toward getting SBCL to be bootstrappable under CLISP.

Gabor Melis:

He mainly worked on robustness related to signal handling, threads, timers with small excursions to constraint propagation, weak hash tables (based on CMUCL code) and optimizing x86/x86-64 calling convention.

Perry E. Metzger:

He ported SBCL to NetBSD with newer signals, building on the work of Valtteri Vuorikoski. He also provided various cleanups to the C runtime.

Gerd Moellman:

He has made many cleanups and improvements, small and large, in CMU CL (mostly in PCL), which we have gratefully ported to SBCL. Of particular note is his ctor MAKE-INSTANCE optimization, which is both faster in the typical case than the old optimizations in PCL and less buggy.

Timothy Moore:

He designed and implemented the original CMUCL linkage-table, on which the SBCL implementation thereof is based.

William ("Bill") Newman:

He continued to maintain SBCL after the fork, increasing ANSI compliance, fixing bugs, regularizing the internals of the system, deleting unused extensions, improving performance in some areas (especially sequence functions and non-simple vectors), updating documentation, and even, for better or worse, getting rid of various functionality (e.g. the byte interpreter).

NIIMI Satoshi:

He contributed a number of fixes to the FreeBSD port, implemented some external-formats and JOIN-THREAD, and also worked on the :EXECUTABLE support.

Patrik Nordebo:

He contributed to the port of SBCL to MacOS X, finding solutions for ABI and assembly syntax differences between Darwin and Linux.

Luís Oliveira:

He contributed to the port of SBCL to the Windows operating system, particularly in the area of FFI.

Scott Parish:

He ported SBCL to OpenBSD-with-ELF.

Timothy Ritchey:

He implemented SB-BSD-SOCKETS support for the win32 port.

Tobias Rittweiler

He has made several contributions relating to source locations, pretty printing, SB-INTROSPECT, and the reader.

Kevin M. Rosenberg:

He provided the ACL-style toplevel (sb-aclrepl contrib module), and a number of MOP-related bug reports. He also creates the official Debian packages of SBCL.

Joshua Ross:

He fixed some bugs relating to foreign calls and callbacks on the Linux PowerPC platform.

Christophe Rhodes:

He ported SBCL to SPARC (based on the CMUCL backend), made various port-related and SPARC-related changes (like *BACKEND-SUBFEATURES*), made many fixes and improvements in the compiler's type system, has essentially completed the work to enable bootstrapping SBCL under unrelated (non-SBCL, non-CMU-CL) Common Lisps. He participated in the modernization of SBCL's CLOS implementation, implemented the treatment of compiler notes as restartable conditions, provided optimizations to compiler output, and contributed in other ways as well.

Stig Erik Sandø:

He showed how to convince the GNU toolchain to build SBCL in a way which supports callbacks from C code into SBCL.

Rudi Schlatte:

He ported Paul Foley's simple-streams implementation from cmucl, converted the sbcl manual to Texinfo and wrote a documentation string extractor that keeps function documentation in the manual current.

Thiemo Seufer:

He modernized the MIPS backend, fixing many bugs, and assisted in cleaning up the C runtime code.

Julian Squires:

He worked on Unicode support for the PowerPC platform.

Nikodemus Siivola:

He provided build fixes, in particular to tame the SunOS toolchain, implemented package locks, ported the linkage-table code from CMUCL, reimplemented STEP, implemented the compare-and-swap interface, and has fixed many bugs besides.

Juho Snellman:

He provided a number of bug fixes and performance enhancements to the compiler, the standard library functions, and to the garbage collector. He ported and enhanced the statistical profiler written by Gerd Moellmann for CMU CL. He completed the work on the x86-64 port of SBCL.

Brian Spilsbury:

He wrote Unicode-capable versions of SBCL's character, string, and stream types and operations on them. (These versions did not end up in the system, but did to a large extent influence the support which finally did get merged.)

Robert Swindells:

He ported SBCL to NetBSD/Sparc.

Raymond Toy:

He continued to work on CMU CL after the SBCL fork, especially on floating point stuff. Various patches and fixes of his have been ported to SBCL, including his Sparc port of linkage-table.

Larry Valkama:

He resurrected the HPUX port, and worked on the HPPA backend in general.

Peter Van Eynde:

He wrestled the CLISP test suite into a mostly portable test suite (clocc ansi-test) which can be used on SBCL, provided a slew of of bug reports resulting from that, and submitted many other bug reports as well.

Valtteri Vuorikoski:

He ported SBCL to NetBSD, and also fixed a long-standing bug in DEFSTRUCT with respect to colliding accessor names.

Colin Walters:

His $O(N)$ implementation of the general case of MAP, posted on the cmucl-imp@cons.org mailing list, was the inspiration for similar MAP code added in sbcl-0.6.8.

Cheuksan Edward Wang:

He assisted in debugging the SBCL x86-64 backend.

Raymond Wiker:

He ported sbcl-0.6.3 back to FreeBSD, restoring the ancestral CMU CL support for FreeBSD and updating it for the changes made from FreeBSD version 3 to FreeBSD version 4. He also ported the CMU CL extension RUN-PROGRAM, and related code, to SBCL.

INITIALS GLOSSARY (helpful when reading comments, CVS commit logs, etc.)

AB	Alastair Bridgewater
AK	Anton Kovalenko
AL	Arthur Lemmens
APD	Alexey Dejneka
CLH	Cyrus Harmon
CSR	Christophe Rhodes
DB	Daniel Barlow (also "dan")
DFL	David Lichtebau
DTC	Douglas Crosher
JES	Juho Snellman
JRXR	Joshua Ross
LAV	Larry Valkama
LEU	Lutz Euler
MG	Gabor Melis
MNA	Martin Atzmueller
NJF	Nathan Froyd
NS	Nikodemus Siivola
PFD	Paul F. Dietz
PRM	Pierre Mai
PVE	Peter Van Eynde
PK/PVK	Paul-Virak Khuong
PW	Paul Werkowski
RAM	Robert MacLachlan
RLT	Raymond Toy
TCR	Tobias Rittweiler
THS	Thiemo Seufer
VJA	Vincent Arkesteijn
WHN	William ("Bill") Newman

11.4 Javascript Tools

The Javascript front-end to Tootsville is developed using the following additional tools:

- Babylon.JS 3D rendering library
- Google Closure Javascript compressor

12 Conclusion

12.1 License and Credits

Tootsville V and the Romance II game system are based upon Braque, Copyright © 2006, 2007, Bruce-Robert Pocock, and Appius Claudius Caecus and the Romance Game System version I, Copyright © 2008-2015 Bruce-Robert Pocock.

Tootsville V is Copyright © 2016, 2017 Bruce-Robert Pocock; © 2018-2021 The Corporation for Inter-World Tourism and Adventuring.

Special thanks to Chris Brunner, Ali Dolan, Mariaelisa Greenwood, Richard Harnden, Levi Mc Call, and Zephyr Salz.

In memory of the contributions of Maureen Kenny (RIP).

12.1.1 Res Interactive, LLC

Tootsville and the The Toots characters were created by Res Interactive, LLC, a dissolved Florida limited-liability corporation. No original assets taken from Res Interactive are in use in the Tootsville V game.

Tootsville IV (Romance 1.0 and 1.1) by Tim Hays, Bruce-Robert Pocock and Ed Winkelman at Res Interactive, LLC is Copyright © 2008-2011 Bruce-Robert Pocock and is licensed under the terms of the GNU Affero General Public License. Tootsville V is based upon Romance 1.2 by Bruce-Robert Pocock, © 2011-2015 Bruce-Robert Pocock (AGPL).

Tootsville I-III client front-end “Nightmare” and Tootsville IV client front-end “Persephone” by Brandon Booker, Robert Dawson, Eric Feiling, Sean King, and Bruce-Robert Pocock is Copyright © 2008-2011 Res Interactive, LLC; no portion of Nightmare nor Persephone is used in Tootsville V.

Tootsville IV application “Zookeeper” by Eric Feiling is Copyright © 2008-2011 Res Interactive, LLC; no portion of Zookeeper is used in Tootsville V.

Tootsville extensions to Appius and stand-alone PHP and other utility programs by Gene Cronk, Tim Hays, Mark Mc Corkle, Cassandra Nichol, Bruce-Robert Pocock and Ed Winkelman are Copyright © 2008-2011 Res Interactive, LLC; no portion of the Tootsville extensions libraries are used in Tootsville V.

Tootsville Membership & Billing by Tim Hays and Bruce-Robert Pocock is Copyright © 2009-2011 Res Interactive, LLC; no portion of Tootsville Membership & Billing is used in Tootsville V.

Tootsbook (Res Interactive Version) by Tim Hays is Copyright © 2008 Res Interactive, LLC. No portion of Tootsbook (Res Interactive Version) is used in Tootsville V or Tootsbook (current version); the current version of Tootsbook is built upon Wordpress.

12.1.2 Tootsville Contents

Tootsville original Toot (UltraToot) character design, logos, design, layout, world design, and other contents are Copyright © 2016-2017, Bruce-Robert Pocock, and Copyright © 2018-2021 The Corporation for Inter-World Tourism and Adventuring. ALL RIGHTS RESERVED.

The use of original Tootsville content in any work, in any medium, must be approved by CIWTA.

If you would like to use Tootsville Materials of any kind in your own work, contact the Cadre at cadre@ciwta.org, or write to:

PO Box 23095
Oakland Park, FL 33307-3095
USA

12.1.3 Additional Media Content

Tootsville incorporates a variety of Additional Media Content, in the form of 2D and 3D graphics, music, sound effects, movies, books, and other contents. Credit through the User Interface is given whenever practical. Here, too, is a partial listing of acknowledgements for Additional Media Content.

12.1.3.1 Public Domain Content

Tootsville makes use of some assets in the public domain. Where practical, artists are credited for these assets.

- The elephant bellow and trumpet sounds used for the Toot characters
- The starfield visible in the night sky
- The parrot squawk sound
- The “impact” sounds by Iwan “qubodup” Gabovich

12.1.3.2 Purchased Content

Some assets were purchased under royalty-free licenses from specific authors. These assets are licensed only for use in Tootsville and may not be repurposed. These assets may have been adapted from their original formats by changing their file type, editing them, and changing their textures and coloration.

12.1.3.3 3D CC-BY Assets

Tootsville makes use of 3D assets licensed under the Creative Commons Attributions 3.0 or 4.0 license, created by the following users. This license is available at <http://creativecommons.org/licenses/by/3.0/us/> and in this manual at Section 12.2.2 [CC-BY License], page 2412.

See the directory of an individual item for details.

Some 3D assets were created by and Copyright © Andrew Kator & Jennifer Legaz.

Some 3D assets were created by and Copyright © Reallusion.

3D Assets or textures were created also by:

- acasas
- Amstrad
- badmug
- Bernhard
- ctdabomb
- Dm3d

- Elegant Crow
- EmacEArt
- Marianne Gagnon
- GoldenThumbs
- Viktor Hahn (Viktor.Hahn@web.de)
- khalkues3d (sakuyo)
- lelino95
- OdinTdh
- Luca Quartero ya2.it (flavio)
- sandsound
- Gokhan Solak (hansolo)
- TheKingofDemons
- Varivar
- WeaponGuy

Assets used in Tootsville came from the following users on BlendSwap:

- betomo16
- bgamage
- bheema
- bjobernis
- BrunoMatheus
- bulgakov
- Cattail
- cephei
- dalenryder
- DennisH2010
- DooL
- dzerbs
- fabbyone
- farcgs
- Gwinna
- hermescn
- hilux
- Jay
- Jo3D.
- krabz
- LarryStephenRobb
- Leximumxii
- LVlittering

- Mayollo
- NabHIEsCK
- nikitron
- Nmn9
- northstar.
- oldtimer
- poifox
- Priide
- PrinterKiller
- Pyrophorus
- Radio_hate
- renderbob
- rosenth
- SirOccor
- sizzler
- SONGKRO
- tadine
- voodoc
- xablend1122

12.1.3.4 Music

Tootsville contains music by:

- Admiral Bob
- Advent Chamber Orchestra
- Apoxide
- artemisstrong
- John Bartmann
- Bersarin Quartet
- Calyman
- Ivan Chew
- Martijn de Boer (NiGiD)
- Dee Yan-Key
- Scott Holmes
- Jahzzar
- Javolenus
- Stefan Kertenberg
- Lobo Lobo
- Puma Studios <https://puma-studios.com/>
- Antony Raijekov

- reusenoise
- Kara Square
- Benjamin TISSOT (Bensound)
- Vidian

12.1.3.5 Assets may have been edited.

Some assets were scaled, cropped, converted into a different file format, or otherwise altered from their original form.

12.2 AGPL v3 License

This program is free software: you can redistribute it and/or modify it under the terms of the GNU Affero General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Affero General Public License (following) for more details.

12.2.1 GNU AFFERO GENERAL PUBLIC LICENSE

Version 3, 19 November 2007

Copyright (C) 2007 Free Software Foundation, Inc. <<http://fsf.org/>> Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The GNU Affero General Public License is a free, copyleft license for software and other kinds of works, specifically designed to ensure cooperation with the community in the case of network server software.

The licenses for most software and other practical works are designed to take away your freedom to share and change the works. By contrast, our General Public Licenses are intended to guarantee your freedom to share and change all versions of a program—to make sure it remains free software for all its users.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs, and that you know you can do these things.

Developers that use our General Public Licenses protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License which gives you legal permission to copy, distribute and/or modify the software.

A secondary benefit of defending all users' freedom is that improvements made in alternate versions of the program, if they receive widespread use, become available for other developers to incorporate. Many developers of free software are heartened and encouraged by the resulting cooperation. However, in the case of software used on network servers, this

result may fail to come about. The GNU General Public License permits making a modified version and letting the public access it on a server without ever releasing its source code to the public.

The GNU Affero General Public License is designed specifically to ensure that, in such cases, the modified source code becomes available to the community. It requires the operator of a network server to provide the source code of the modified version running there to the users of that server. Therefore, public use of a modified version, on a publicly accessible server, gives the public access to the source code of the modified version.

An older license, called the Affero General Public License and published by Affero, was designed to accomplish similar goals. This is a different license, not a version of the Affero GPL, but Affero has released a new version of the Affero GPL which permits relicensing under this license.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

"This License" refers to version 3 of the GNU Affero General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

2. Basic Permissions.

All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law.

You may make, run and propagate covered works that you do not convey, without conditions so long as your license otherwise remains in force. You may convey covered works to others for the sole purpose of having them make modifications exclusively for you, or provide you with facilities for running those works, provided that you comply with the terms of this License in conveying all material for which you do not control copyright. Those thus making or running the covered works for you must do so exclusively on your behalf, under your direction and control, on terms that prohibit them from making any copies of your copyrighted material outside their relationship with you.

Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary.

3. Protecting Users' Legal Rights From Anti-Circumvention Law.

No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures.

When you convey a covered work, you waive any legal power to forbid circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of technological measures.

4. Conveying Verbatim Copies.

You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

- a) The work must carry prominent notices stating that you modified it, and giving a relevant date.
- b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".
- c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.
- d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.

b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

7. Additional Terms.

"Additional permissions" are terms that supplement the terms of this License by making exceptions from one or more of its conditions. Additional permissions that are applicable to the entire Program shall be treated as though they were included in this License, to the extent that they are valid under applicable law. If additional permissions apply only to part of the Program, that part may be used separately under those permissions, but the entire Program remains governed by this License without regard to the additional permissions.

When you convey a copy of a covered work, you may at your option remove any additional permissions from that copy, or from any part of it. (Additional permissions may be written to require their own removal in certain cases when you modify the work.) You may place additional permissions on material, added by you to a covered work, for which you have or can give appropriate copyright permission.

Notwithstanding any other provision of this License, for material you add to a covered work, you may (if authorized by the copyright holders of that material) supplement the terms of this License with terms:

- a) Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License; or
- b) Requiring preservation of specified reasonable legal notices or author attributions in that material or in the Appropriate Legal Notices displayed by works containing it; or
- c) Prohibiting misrepresentation of the origin of that material, or requiring that modified versions of such material be marked in reasonable ways as different from the original version; or
- d) Limiting the use for publicity purposes of names of licensors or authors of the material; or
- e) Declining to grant rights under trademark law for use of some trade names, trademarks, or service marks; or

f) Requiring indemnification of licensors and authors of that material by anyone who conveys the material (or modified versions of it) with contractual assumptions of liability to the recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

All other non-permissive additional terms are considered "further restrictions" within the meaning of section 10. If the Program as you received it, or any part of it, contains a notice stating that it is governed by this License along with a term that is a further restriction, you may remove that term. If a license document contains a further restriction but permits relicensing or conveying under this License, you may add to a covered work material governed by the terms of that license document, provided that the further restriction does not survive such relicensing or conveying.

If you add terms to a covered work in accord with this section, you must place, in the relevant source files, a statement of the additional terms that apply to those files, or a notice indicating where to find the applicable terms.

Additional terms, permissive or non-permissive, may be stated in the form of a separately written license, or stated as exceptions; the above requirements apply either way.

8. Termination.

You may not propagate or modify a covered work except as expressly provided under this License. Any attempt otherwise to propagate or modify it is void, and will automatically terminate your rights under this License (including any patent licenses granted under the third paragraph of section 11).

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, you do not qualify to receive new licenses for the same material under section 10.

9. Acceptance Not Required for Having Copies.

You are not required to accept this License in order to receive or run a copy of the Program. Ancillary propagation of a covered work occurring solely as a consequence of using peer-to-peer transmission to receive a copy likewise does not require acceptance. However, nothing other than this License grants you permission to propagate or modify any covered work. These actions infringe copyright if you do not accept this License. Therefore, by modifying or propagating a covered work, you indicate your acceptance of this License to do so.

10. Automatic Licensing of Downstream Recipients.

Each time you convey a covered work, the recipient automatically receives a license from the original licensors, to run, modify and propagate that work, subject to this License. You are not responsible for enforcing compliance by third parties with this License.

An "entity transaction" is a transaction transferring control of an organization, or substantially all assets of one, or subdividing an organization, or merging organizations. If propagation of a covered work results from an entity transaction, each party to that transaction who receives a copy of the work also receives whatever licenses to the work the party's predecessor in interest had or could give under the previous paragraph, plus a right to possession of the Corresponding Source of the work from the predecessor in interest, if the predecessor has it or can get it with reasonable efforts.

You may not impose any further restrictions on the exercise of the rights granted or affirmed under this License. For example, you may not impose a license fee, royalty, or other charge for exercise of rights granted under this License, and you may not initiate litigation (including a cross-claim or counterclaim in a lawsuit) alleging that any patent claim is infringed by making, using, selling, offering for sale, or importing the Program or any portion of it.

11. Patents.

A "contributor" is a copyright holder who authorizes use under this License of the Program or a work on which the Program is based. The work thus licensed is called the contributor's "contributor version".

A contributor's "essential patent claims" are all patent claims owned or controlled by the contributor, whether already acquired or hereafter acquired, that would be infringed by some manner, permitted by this License, of making, using, or selling its contributor version, but do not include claims that would be infringed only as a consequence of further modification of the contributor version. For purposes of this definition, "control" includes the right to grant patent sublicenses in a manner consistent with the requirements of this License.

Each contributor grants you a non-exclusive, worldwide, royalty-free patent license under the contributor's essential patent claims, to make, use, sell, offer for sale, import and otherwise run, modify and propagate the contents of its contributor version.

In the following three paragraphs, a "patent license" is any express agreement or commitment, however denominated, not to enforce a patent (such as an express permission to practice a patent or covenant not to sue for patent infringement). To "grant" such a patent license to a party means to make such an agreement or commitment not to enforce a patent against the party.

If you convey a covered work, knowingly relying on a patent license, and the Corresponding Source of the work is not available for anyone to copy, free of charge and under the terms of this License, through a publicly available network server or other readily accessible means, then you must either (1) cause the Corresponding Source to be so available, or (2) arrange to deprive yourself of the benefit of the patent license for this particular work, or (3) arrange, in a manner consistent with the requirements of this License, to extend the patent license to downstream recipients. "Knowingly relying" means you have actual knowledge that, but for the patent license, your conveying the covered work in a country, or

your recipient's use of the covered work in a country, would infringe one or more identifiable patents in that country that you have reason to believe are valid.

If, pursuant to or in connection with a single transaction or arrangement, you convey, or propagate by procuring conveyance of, a covered work, and grant a patent license to some of the parties receiving the covered work authorizing them to use, propagate, modify or convey a specific copy of the covered work, then the patent license you grant is automatically extended to all recipients of the covered work and works based on it.

A patent license is "discriminatory" if it does not include within the scope of its coverage, prohibits the exercise of, or is conditioned on the non-exercise of one or more of the rights that are specifically granted under this License. You may not convey a covered work if you are a party to an arrangement with a third party that is in the business of distributing software, under which you make payment to the third party based on the extent of your activity of conveying the work, and under which the third party grants, to any of the parties who would receive the covered work from you, a discriminatory patent license (a) in connection with copies of the covered work conveyed by you (or copies made from those copies), or (b) primarily for and in connection with specific products or compilations that contain the covered work, unless you entered into that arrangement, or that patent license was granted, prior to 28 March 2007.

Nothing in this License shall be construed as excluding or limiting any implied license or other defenses to infringement that may otherwise be available to you under applicable patent law.

12. No Surrender of Others' Freedom.

If conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot convey a covered work so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not convey it at all. For example, if you agree to terms that obligate you to collect a royalty for further conveying from those to whom you convey the Program, the only way you could satisfy both those terms and this License would be to refrain entirely from conveying the Program.

13. Remote Network Interaction; Use with the GNU General Public License.

Notwithstanding any other provision of this License, if you modify the Program, your modified version must prominently offer all users interacting with it remotely through a computer network (if your version supports such interaction) an opportunity to receive the Corresponding Source of your version by providing access to the Corresponding Source from a network server at no charge, through some standard or customary means of facilitating copying of software. This Corresponding Source shall include the Corresponding Source for any work covered by version 3 of the GNU General Public License that is incorporated pursuant to the following paragraph.

Notwithstanding any other provision of this License, you have permission to link or combine any covered work with a work licensed under version 3 of the GNU General Public License into a single combined work, and to convey the resulting work. The terms of this

License will continue to apply to the part which is the covered work, but the work with which it is combined will remain governed by version 3 of the GNU General Public License.

14. Revised Versions of this License.

The Free Software Foundation may publish revised and/or new versions of the GNU Affero General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies that a certain numbered version of the GNU Affero General Public License "or any later version" applies to it, you have the option of following the terms and conditions either of that numbered version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of the GNU Affero General Public License, you may choose any version ever published by the Free Software Foundation.

If the Program specifies that a proxy can decide which future versions of the GNU Affero General Public License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Program.

Later license versions may give you additional or different permissions. However, no additional obligations are imposed on any author or copyright holder as a result of your choosing to follow a later version.

15. Disclaimer of Warranty.

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. Limitation of Liability.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MODIFIES AND/OR CONVEYS THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

17. Interpretation of Sections 15 and 16.

If the disclaimer of warranty and limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely

approximates an absolute waiver of all civil liability in connection with the Program, unless a warranty or assumption of liability accompanies a copy of the Program in return for a fee.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>
```

```
This program is free software: you can redistribute it and/or modify
it under the terms of the GNU Affero General Public License as published
by the Free Software Foundation, either version 3 of the License, or
(at your option) any later version.
```

```
This program is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
GNU Affero General Public License for more details.
```

```
You should have received a copy of the GNU Affero General Public License
along with this program. If not, see <http://www.gnu.org/licenses/>.
```

Also add information on how to contact you by electronic and paper mail.

If your software can interact with users remotely through a computer network, you should also make sure that it provides a way for users to get its source. For example, if your program is a web application, its interface could display a "Source" link that leads users to an archive of the code. There are many ways you could offer source, and different solutions will be better for different programs; see section 13 for the specific requirements.

You should also get your employer (if you work as a programmer) or school, if any, to sign a "copyright disclaimer" for the program, if necessary. For more information on this, and how to apply and follow the GNU AGPL, see <<http://www.gnu.org/licenses/>>.

12.2.2 CC-BY License

Some assets in Tootsville are licensed under the Creative Commons 3.0 Attribution License, found at <http://creativecommons.org/licenses/by/3.0/us/> and reproduced in brief below.

You are free to:

- Share — copy and redistribute the material in any medium or format
- Adapt — remix, transform, and build upon the material for any purpose, even commercially.

This license is acceptable for Free Cultural Works.

The licensor cannot revoke these freedoms as long as you follow the license terms.

Under the following terms:

- Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
- No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits.

Notices:

You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation.

No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material.

Appendix A Indices

A.1 Concepts

A

Authentication, Infinity Mode	4
Authentication, REST	4

B

Bowling	845
---------------	-----

C

Card Games	839
Chœrogryllum Holidays	26
Changes from 1.0 to 1.1 ...	923, 948, 960, 980, 1498
Changes from 1.0 to 1.2	967
Changes from 1.1 to 1.2 ...	912, 934, 947, 953, 960, 1498
Changes from 1.2 to 2.0 ...	130, 131, 138, 142, 158, 159, 162, 183, 184, 185, 191, 192, 193, 194, 201, 203, 214, 220, 222, 226, 233, 236, 914, 922, 924, 927, 934, 939, 940, 943, 944, 946, 948, 951, 952, 953, 954, 955, 956, 959, 960, 962, 967, 981, 987, 988, 989, 992, 995, 996, 999, 1002, 1013, 1499, 1581
Client Tilde Commands	1954
Clusters, types of	4

E

Emotes	994
--------------	-----

I

Infinity Mode Protocol	562
Infinity Mode, Overview	4

K

Known bugs	924
------------------	-----

M

Movement, Overview	6
--------------------------	---

P

Places, within the game	947
-------------------------------	-----

Q

Quaestor Events	997
Quiescing and Burgeoning	971

R

REST interface	4
Romance Game System, what is	3
Room Variables	945

S

Server Prompts and Replies	968
Speaking, Speech	993
Speech, Overview	6
SportsBall	846

T

Tootsville, what is	3
---------------------------	---

W

Walking the Line	1006
------------------------	------

A.2 Functions

⊕		
⊕Post-Accept-Type-Does-Not-Match-/		
*-When-Not-Allow-Wildcards-P.....	1666	
⊕Post-Accept-Type-Matches-*/ *	1667	
⊕Post-Accept-Type-Matches-/ *	1668	
⊕Post-Accept-Type-Matches-/		
*-With-Charset=Utf-8.....	1669	
⊕Post-Accept-Type-Matches-Identically..	1670	
⊕Post-Accept-Type-Matches-		
With-Charset=Utf-8.....	1671	
⊕Post-Acceptor-Template-		
Matches-Constants.....	1672	
⊕Post-Acceptor-Template-		
Unifies-Variables.....	1673	
⊕Post-Certificate-Extraction.....	1674	
⊕Post-Check-Map-Heights.....	1675	
⊕Post-Check-Map-Widths.....	1676	
⊕Post-Ensure-Package-Imports-From-		
Oliphant-Are-Available.....	1677	
⊕Post-Extract-Plist-Path-1.....	1678	
⊕Post-Extract-Plist-Path-2.....	1679	
⊕Post-Extract-Plist-Path-3.....	1680	
⊕Post-Extract-Plist-Path-4.....	1681	
⊕Post-Good-Uri-Amazon-S3.....	1682	
⊕Post-Good-Uri-Tootsville.Org.....	1683	
⊕Post-Good-Uri-With-Query-String.....	1684	
⊕Post-Group-Plists.....	1685	
⊕Post-Host-Name-Like-S3.Amazonaws.Com..	1686	
⊕Post-Host-Name-Like-Star-Hope.Org.....	1687	
⊕Post-Host-Name-Like-Tootsville.Org....	1688	
⊕Post-Host-Name-Like-Www.Gov.Uk.....	1689	
⊕Post-Host-Name-Like-		
Www.Tootsville.Org.....	1690	
⊕Post-Memcached-Quick-Test.....	1691	
⊕Post-Memcached-Random-Number-Test.....	1692	
⊕Post-Normalize-Url-		
Collapse-/ ./ -To/.....	1693	
⊕Post-Normalize-Url-		
Collapse-/ / -To/.....	1694	
⊕Post-Normalize-Url-		
Handle-../ -Chains.....	1695	
⊕Post-Normalize-Url-		
Hostname-Downcased.....	1696	
⊕Post-Normalize-Url-Include-		
Unusual-Http-Port.....	1697	
⊕Post-Normalize-Url-Include-		
Unusual-Https-Port.....	1698	
⊕Post-Normalize-Url-Leave-		
%Xx-Encoded-Bytes.....	1699	
⊕Post-Normalize-Url-Omit-		
Default-Https-Port.....	1700	
⊕Post-Normalize-Url-Omit-		
Default-Http-Port.....	1701	
⊕Post-Normalize-Url-		
Protocol-Downcased.....	1702	
⊕Post-Normalize-Url-Treat-../ -As-Up....	1703	
⊕Post-Normalize-Url-Un%Xx-		
Escape-Basic-Ascii.....	1704	
⊕Post-Normalize-Url-Use-%20-		
Not-+-For-Space.....	1705	
⊕Post-Not-Host-Name-Like-.Ko.....	1716	
⊕Post-Not-Host-Name-Like--Foo.Com.....	1706	
⊕Post-Not-Host-Name-Like-10.0.0.10.....	1707	
⊕Post-Not-Host-Name-Like-9foo.Com.....	1708	
⊕Post-Not-Host-Name-Like-Bar.-Foo.Com..	1709	
⊕Post-Not-Host-Name-Like-Bar.9foo.Com..	1710	
⊕Post-Not-Host-Name-Like-Foo.....	1711	
⊕Post-Not-Host-Name-Like-Foo--Foo.Com..	1712	
⊕Post-Not-Host-Name-Like-Foo-.Com.....	1713	
⊕Post-Not-Host-Name-Like-Foo.12.....	1714	
⊕Post-Not-Host-Name-Like-Foo.X.....	1715	
⊕Post-Refind-Record.....	1717	
⊕Post-Subheader-Field-Parses.....	1718	
⊕Post-Unit-Test-Flatten-Plist-Tree.....	1719	
\$		
\$.....	128	
%		
%Item-Click-Effect.....	238	
%Operator-Place-Download.....	239	
%Operator-Place-Exit.....	240	
%Operator-Place-Fountain.....	241	
%Operator-Place-Game.....	242	
%Operator-Place-Item.....	243	
%Operator-Place-Mini.....	244	
%Operator-Place-Place.....	245	
%Operator-Place-Room.....	246	
%Operator-Place-Shop.....	247	
%Operator-Place-Snowball.....	248	
%Operator-Place-Unwalk.....	249	
%Operator-Place-Vitem.....	250	
%Operator-Place-Walk.....	251	
%Parse-Operator-Place-Where.....	252	
*		
*Apropos.....	129	
*Time.....	130	
*Warn.....	131	
@		
@-Message.....	372	
2		
2-Days-Ago.....	370	

3

3-Days-Ago 371

A

Accept-Type-Equal 373
 Acceptor-Status-Message 374
 Accepts-Content-Type-P 375
 Active-Player 376
 Add-Charset 377
 Add-Contact 378
 Add-Or-Replace-Endpoint 379
 Addevent 132
 Admin-Message 380
 After-Slash 381
 Agent 133
 All-Connected 382
 All-Credits 383
 All-Links-To-Same-Person-P 384
 All-Symbols-Alphabetically 385
 Allowed-Base-Colors-Under-Pattern 386
 Allowed-Pattern-Colors-On-Base 387
 Altitude 388
 Altitude, SetF 388
 Answered-Child-Requests-By-Toot 389
 Apply-Config 390
 Apply-Extension-To-Template 391
 Arrange-Columns+Values-For-Find 392
 As-Response 1722
 Askme 134
 Assert-My-Character 393
 Associate-Credentials 394
 At 135
 Atom-Or-Comma-List 395
 Avatar-Avatar-Scale-X 397
 Avatar-Avatar-Scale-X, SetF 397
 Avatar-Avatar-Scale-Y 398
 Avatar-Avatar-Scale-Y, SetF 398
 Avatar-Avatar-Scale-Z 399
 Avatar-Avatar-Scale-Z, SetF 399
 Avatar-Has-Slot-P 400
 Avatar-Id 401
 Avatar-Id, SetF 401
 Avatar-Moniker 402
 Avatar-Moniker, SetF 402
 Avatar-Slot-Avatar 404
 Avatar-Slot-Avatar, SetF 404
 Avatar-Slot-Id 405
 Avatar-Slot-Id, SetF 405
 Avatar-Slot-Slot 406
 Avatar-Slot-Slot, SetF 406
 Avatar-Slot-Valence 407
 Avatar-Slot-Valence, SetF 407
 Average 408
 Ayt-Idle-Users 409

B

Background-Gc 410
 Backtrace-Frame-To-Plist 66
 Bad-Request-Thing 412
 Bad-Request-Thing, SetF 412
 Ban 136
 Banhammer 137
 Banhammer-Ip-Address 413
 Banner 414
 Banner/ Error-Output 415
 Banner/ Log 416
 Banner/ Query-Id 417
 Banner/ Standard-Output 418
 Banner/ Trace-Output 419
 Base64-From-Uri-Form 420
 Base64-To-Uuid 421
 Beam 138
 Before-Save-Normalize 423
 Bool-Sort 424
 Broadcast 425
 Build-Simple-Column-Query 426
 Build-Simple-Query 427
 Builder-Toot-P 428
 Surgeon-Quiesced-State 429
 Byte-Vector-To-Integer 430
 Bytes-Json 431

C

Cal-Month 14
 Cal-Month-Header 15
 Cal-Month-Header.Html 16
 Cal-Month.Html 17
 Cal-Month/ Print-Holiday-Footnotes 18
 Cal-Year 19
 Call-Infinity-From-Rest 432
 Call-Infinity-From-Stream 433
 Cassandra-Add-To-Blacklist 434
 Cassandra-Add-To-Redlist 435
 Cassandra-Boot 436
 Cassandra-Filter 437
 Cassandra-Obnoxious-Filter 438
 Cassandra-Remove-From-Blacklist 439
 Cassandra-Remove-From-Redlist 440
 Census 139
 Chain-Debugger-Hook 67
 Character-Music-Music 443
 Character-Music-Music, SetF 443
 Character-Music-Toot 444
 Character-Music-Toot, SetF 444
 Chdir 445
 Check-Alexa 446
 Check-Alexa-Signature 447
 Check-Alexa-Signature-Cert-Chain-Url 448
 Check-Alexa-Timestamp-Tolerance 449
 Check-Arg-Type 450
 Check-Buddy-List-Signature 451
 Check-Cert-Chain-Valid 452

Check-Cert-Dates-Valid	453	Condition-Slots	504
Check-Firebase-Id-Token	454	Condition-Telemetry	69
Check-Pattern-On-Base-Color	455	Config	505
Check-Toot-Name	456	Configure	70
Check-X.509-San	457	Connect-Cache	506
Child-Request-Allowed-At	460	Connect-Databases	507
Child-Request-Allowed-At, SetF	460	Connect-Maria	508
Child-Request-Allowed-For	461	Connect-Time	509
Child-Request-Allowed-For, SetF	461	Connected-Toot-Names	510
Child-Request-Allowed-Until	462	Connected-Toots	511
Child-Request-Denied-At	463	Consider-Child-Kick	512
Child-Request-Denied-At, SetF	463	Constituent-Char-P	71
Child-Request-Placed-At	464	Constituentp	513
Child-Request-Placed-At, SetF	464	Contact-Added	515
Child-Request-Response	465	Contact-Added, SetF	515
Child-Request-Response, SetF	465	Contact-Contact	516
Child-Request-Toot	466	Contact-Contact, SetF	516
Child-Request-Toot, SetF	466	Contact-Last-Used	517
Child-Request-Uuid	467	Contact-Last-Used, SetF	517
Child-Request-Uuid, SetF	467	Contact-Owner	518
Classify-Error-Level	68	Contact-Owner, SetF	518
Clean-Ice-Credentials	468	Contact-Starredp	519
Clean-Symbols	469	Contact-Starredp, SetF	519
Clear-All-Endpoints	470	Contact-Uuid	520
Clearbadge	140	Contact-Uuid, SetF	520
Clearcache	141	Contents-To-Bytes	521
Clearevent	142	Copy-Terrain-Edge-Horz	522
Clearvar	143	Copy-Terrain-Edge-Vert	523
Clonerroom	144	Copy-Wind-Vector	524
Clouds	471	Cores*Threads-Per-Core	115
Cluster	472	Create-Item	525
Cluster-Name	473	Createroom	145
Cluster-Net-Name	474	Credential-Auth-Token	527
Color24-Blue	482	Credential-Auth-Token, SetF	527
Color24-Blue, SetF	482	Credential-Id-Token	528
Color24-Green	483	Credential-Id-Token, SetF	528
Color24-Green, SetF	483	Credential-Json-Info	529
Color24-Hsv	484	Credential-Json-Info, SetF	529
Color24-Hue	485	Credential-Person	530
Color24-Name	486	Credential-Person, SetF	530
Color24-Red	487	Credential-Provider	531
Color24-Red, SetF	487	Credential-Provider, SetF	531
Color24-Rgb	488	Credential-Refresh-Token	532
Color24-Saturation	489	Credential-Refresh-Token, SetF	532
Color24-To-Integer	490	Credential-Uid	533
Color24-Value	491	Credential-Uid, SetF	533
Color24/ =	492	Credential-Uuid	534
Color24=	493	Credential-Uuid, SetF	534
Column-Load-Mapping	494	Critical!	72
Column-Load-Value	495	Current-Position	536
Column-Normalizer	496	Current-Temp	537
Column-Save-Mapping	497		
Column-Save-Value	498		
Compute-Fountain-Peanuts-For-Score	499		
Compute-Fountain-Random-Fairy-Dust	500		
Compute-Next-Keys-Update	501		
Concat	502		
Condition-Name	503		

D

Database-For	538
Date-String	20
Day-Of-Week*	21
Db-Config	539
Db-Select	541
Db-Select-All	542
Db-Select-Records-Simply	543
Db-Select-Single-Column	544
Db-Select-Single-Record	545
Db-Table-For	546
Dbcpinfo	146
Debug!	73
Debugger	547
Debugger-Hook	74, 548
Decode*-Universal-Time	22
Decode-Message	549
Decorate-Endpoint-Template-Html	550
Decorate-Method-Html	551
Default-Config-File	552
Defendpoint	553
Defendpoint/ Make-Docstring	554
Defendpoint/ Make-Endpoint-Function	555
Define-Alexa-Endpoint	556
Define-Character	557
Define-Maintenance-Task	558
Define-Operator-Command	559
Define-Personality	560
Define-Reply	561
Definfinity	562
Defpost	565
Defrecord	566
Defrecord/ Before-Save-Normalize	567
Defrecord/ Column-To-Json-Pair	568
Defrecord/ Destroy-Record	569
Defrecord/ Find-Record	570
Defrecord/ Find-Record/ Pull	571
Defrecord/ Find-Records	572
Defrecord/ Find-Records-By-Sql	573
Defrecord/ Find-Records/ Pull	574
Defrecord/ Find-Reference	575
Defrecord/ Find-Reference-Columns	576
Defrecord/ Id-Column-For	577
Defrecord/ Invalidate-Cache	578
Defrecord/ Load-Record	579
Defrecord/ Make-Record	580
Defrecord/ Record=	581
Defrecord/ Reload-Record	582
Defrecord/ Save-Record	583
Defrecord/ Save-Record-With-Id-Column	584
Defrecord/ To-Json	585
Delete-Contact	586
Demand-Quiesce-Toot	587
Describe-System	588
Describe-World	589
Describeitem	147
Destroy-All-Idle-Workers	590
Destroy-All-Listeners	591

Destroy-All-Web-Tasks	592
Destroy-Disowned-Items	593
Destroy-Endpoint	594
Destroy-Record	595
Destroy-Toot	596
Detailed-Time	597
Dial	1723
Disable-Sbcl-Ldb	599
Disconnect-No-Login	600
Dispatch-Endpoint	601
Distance	602
Divisible-By-200-P	603
Dns-Add-Record	35
Dns-List-Records	36
Dns-Remove-Record	37
Do-After	605
Do-Db-Records-Simply	606
Do-Metronome	607
Do-Records	608
Doc	148
Docstring->Html	609
Docstring->Markdown	610
Doff-Any-Conflicting-Item	611
Doff-Item	612
Doff-Item-In-Slot	613
Don-Item	614
Doodle	149
Doodle-Pattern	150
Double-@	617
Dreamhost-Error-Details	41
Dress	151
Drop	152
Drop-Item	618
Dropkick	153
Dump-Credits	619
Dump-Global-Heightmap	620
Dumpthreads	154

E

Email-Lhs	621
Enable-Sbcl-Ldb	622
Enable-Ssl-P	623
Enablepathfinder	155
Encode*-Universal-Time	23
Encode-Endpoint-Reply	624
Endpoint->Html	626
Endpoint->Openapi	627
Endpoint->Plist	628
Endpoint-Close	629
Endpoint-Close-Key	630
Endpoint-Content-Type	631
Endpoint-Delete-/ Users/ Me/ Toots/ Toot-Name→Json	632
Endpoint-Function	633
Endpoint-Get-/ →Html	672
Endpoint-Get-/ Favicon→Gif	635
Endpoint-Get-/ Favicon→Png	636

Endpoint-Get-/ Favicon/ Ico→Vnd.Microsoft.Icon.....	634	Endpoint-Post-/ Gossip/ Alexa/ Chat/ Region/ Region→Json	677
Endpoint-Get-/ Gossip/ Answers/ Uuid→Sdp.....	637	Endpoint-Post-/ Gossip/ Alexa/ Clock/ Region/ Region→Json	678
Endpoint-Get-/ Gossip/ Ice-Servers→Json	638	Endpoint-Post-/ Gossip/ Alexa/ Info/ Region/ Region→Json	679
Endpoint-Get-/ Gossip/ Offers→Json.....	639	Endpoint-Post-/ Gossip/ Answers/ Uuid→Sdp.....	680
Endpoint-Get-/ Maintenance/ →Txt.....	640	Endpoint-Post-/ Gossip/ Offers→Sdp.....	681
Endpoint-Get-/ Meta-Game/ Headers→Json..	641	Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Call→Xml.....	682
Endpoint-Get-/ Meta-Game/ Ping→Txt.....	642	Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Fax→Xml.....	683
Endpoint-Get-/ Meta-Game/ Services→Html	644	Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Sms→Xml.....	684
Endpoint-Get-/ Meta-Game/ Services→Json	645	Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Verify→Xml.....	685
Endpoint-Get-/ Meta-Game/ Services/ Old→Json.....	643	Endpoint-Post-/ Gossip/ Twilio/ Incoming/ Whatsapp→Xml.....	686
Endpoint-Get-/ Toots/ Toot-Name→Json....	646	Endpoint-Post-/ Login/ Child→Json.....	687
Endpoint-Get-/ Toots/ Toot-Name→Txt.....	647	Endpoint-Post-/ Maintenance/ Buildapp→Nil.....	689
Endpoint-Get-/ Users/ Me→Json.....	652	Endpoint-Post-/ Maintenance/ Buildapp/ Status→Nil.....	688
Endpoint-Get-/ Users/ Me→Txt.....	653	Endpoint-Post-/ Maintenance/ Hot-Reload→Nil.....	690
Endpoint-Get-/ Users/ Me/ Toots→Json.....	650	Endpoint-Post-/ Maintenance/ Quicklisp-Update→Nil.....	691
Endpoint-Get-/ Users/ Me/ Toots→Txt.....	651	Endpoint-Post-/ Maintenance/ Quit→Nil...	692
Endpoint-Get-/ Users/ Me/ Toots/ Toot-Name→Json.....	648	Endpoint-Post-/ Maintenance/ Reload-Jscl→Nil.....	693
Endpoint-Get-/ Users/ Me/ Toots/ Toot-Name→Txt.....	649	Endpoint-Post-/ Toots→Json.....	694
Endpoint-Get-/ Version/ About→Json.....	657	Endpoint-Post-/ Users/ Me/ Play-With/ Toot-Name→Json.....	695
Endpoint-Get-/ Version/ About→Txt.....	658	Endpoint-Post-/ World/ Infinity→Json....	760
Endpoint-Get-/ Version/ About/ Detail/ Param→Json.....	654	Endpoint-Post-/ World/ Infinity/ Add-Furniture→Json	696
Endpoint-Get-/ Version/ About/ Detail/ Param→Txt.....	655	Endpoint-Post-/ World/ Infinity/ Add-Journal-Entry→Json.....	697
Endpoint-Get-/ World→Json.....	671	Endpoint-Post-/ World/ Infinity/ Add-To-List→Json	698
Endpoint-Get-/ World/ Clock/ Calendar/ Now/ Fragment→Html.....	659	Endpoint-Post-/ World/ Infinity/ Click→Json	699
Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Fragment→Html	660	Endpoint-Post-/ World/ Infinity/ Consider-Child-Approval→Json.....	700
Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Month/ Month→Html	662	Endpoint-Post-/ World/ Infinity/ Create-User-House→Json.....	701
Endpoint-Get-/ World/ Clock/ Calendar/ Year/ Year/ Month/ Month/ Fragment→Html.....	661	Endpoint-Post-/ World/ Infinity/ Delete-Mail-Message→Json	702
Endpoint-Get-/ World/ Clock/ Date→Txt....	665	Endpoint-Post-/ World/ Infinity/ Doff→Json	704
Endpoint-Get-/ World/ Clock/ Date/ Abbrev→Txt.....	663	Endpoint-Post-/ World/ Infinity/ Dofff→Json	703
Endpoint-Get-/ World/ Clock/ Date/ Long→Txt.....	664	Endpoint-Post-/ World/ Infinity/ Don→Json.....	705
Endpoint-Get-/ World/ Clock/ Time→Json...	667	Endpoint-Post-/ World/ Infinity/ Echo→Json	706
Endpoint-Get-/ World/ Clock/ Time→Txt....	668		
Endpoint-Get-/ World/ Clock/ Time/ Detailed→Txt.....	666		
Endpoint-Get-/ World/ Sky/ Tootanga/ Latitude/ Longitude→Json.....	669		
Endpoint-Get-/ World/ Tootanga/ Latitude/ Longitude/ Altitude→Json.....	670		
Endpoint-Hash	673		
Endpoint-Kinda-Key.....	674		
Endpoint-Method.....	675		
Endpoint-Patch-/ Users/ Me→Json	676		

Endpoint-Post-/ World/ Infinity/ End-Event→Json.....	707	Endpoint-Post-/ World/ Infinity/ Quiesce→Json.....	736
Endpoint-Post-/ World/ Infinity/ Enumerate-Wear-Slots→Json.....	708	Endpoint-Post-/ World/ Infinity/ Read-Map→Json.....	737
Endpoint-Post-/ World/ Infinity/ Finger→Json.....	709	Endpoint-Post-/ World/ Infinity/ Remove-From-List→Json.....	738
Endpoint-Post-/ World/ Infinity/ Game-Action→Json.....	710	Endpoint-Post-/ World/ Infinity/ Report-Bug→Json.....	739
Endpoint-Post-/ World/ Infinity/ Get-Avatars→Json.....	711	Endpoint-Post-/ World/ Infinity/ Report-User→Json.....	740
Endpoint-Post-/ World/ Infinity/ Get-Color-Palettes→Json.....	712	Endpoint-Post-/ World/ Infinity/ Request-Buddy→Json.....	741
Endpoint-Post-/ World/ Infinity/ Get-Inventory→Json.....	714	Endpoint-Post-/ World/ Infinity/ Send-Mail-Message→Json.....	742
Endpoint-Post-/ World/ Infinity/ Get-Inventory-By-Type→Json.....	713	Endpoint-Post-/ World/ Infinity/ Send-Out-Of-Band-Message→Json.....	743
Endpoint-Post-/ World/ Infinity/ Get-Mail-In-Box→Json.....	715	Endpoint-Post-/ World/ Infinity/ Server-Time→Json.....	744
Endpoint-Post-/ World/ Infinity/ Get-Online-Users→Json.....	716	Endpoint-Post-/ World/ Infinity/ Set-Avatar-Color→Json.....	745
Endpoint-Post-/ World/ Infinity/ Get-Passport→Json.....	717	Endpoint-Post-/ World/ Infinity/ Set-Furniture→Json.....	746
Endpoint-Post-/ World/ Infinity/ Get-Room-List→Json.....	718	Endpoint-Post-/ World/ Infinity/ Set-Room-Var→Json.....	747
Endpoint-Post-/ World/ Infinity/ Get-Room-Vars→Json.....	719	Endpoint-Post-/ World/ Infinity/ Set-User-Var→Json.....	748
Endpoint-Post-/ World/ Infinity/ Get-Server-Time→Json.....	720	Endpoint-Post-/ World/ Infinity/ Shoot→Json.....	749
Endpoint-Post-/ World/ Infinity/ Get-Session-Apple→Json.....	721	Endpoint-Post-/ World/ Infinity/ Spawn-Zone→Json.....	750
Endpoint-Post-/ World/ Infinity/ Get-Store-Item-Info→Json.....	722	Endpoint-Post-/ World/ Infinity/ Speak→Json.....	751
Endpoint-Post-/ World/ Infinity/ Get-User-Lists→Json.....	723	Endpoint-Post-/ World/ Infinity/ Stamp-Passport→Json.....	752
Endpoint-Post-/ World/ Infinity/ Get-Wallet→Json.....	724	Endpoint-Post-/ World/ Infinity/ Start-Event→Json.....	753
Endpoint-Post-/ World/ Infinity/ Get-Zone-List→Json.....	725	Endpoint-Post-/ World/ Infinity/ Toot-List→Json.....	754
Endpoint-Post-/ World/ Infinity/ Give→Json.....	726	Endpoint-Post-/ World/ Infinity/ Use-Equipment→Json.....	755
Endpoint-Post-/ World/ Infinity/ Go→Json.....	727	Endpoint-Post-/ World/ Infinity/ User-Agent→Json.....	756
Endpoint-Post-/ World/ Infinity/ Init-User-Room→Json.....	728	Endpoint-Post-/ World/ Infinity/ Wardrobe→Json.....	757
Endpoint-Post-/ World/ Infinity/ Join→Json.....	729	Endpoint-Post-/ World/ Infinity/ Wtl→Json.....	759
Endpoint-Post-/ World/ Infinity/ Logout→Json.....	730	Endpoint-Post-/ World/ Infinity/ Wtl-4→Json.....	758
Endpoint-Post-/ World/ Infinity/ Mail-Customer-Service→Json.....	731	Endpoint-Put-/ Toots/ Toot-Name→Json.....	761
Endpoint-Post-/ World/ Infinity/ Peek-At-Inventory→Json.....	732	Endpoint-Put-/ Users/ Me→Json.....	762
Endpoint-Post-/ World/ Infinity/ Ping→Json.....	733	Endpoint-Template.....	763
Endpoint-Post-/ World/ Infinity/ Play-With→Json.....	734	Endpoint-Template-Arity.....	764
Endpoint-Post-/ World/ Infinity/ Prompt-Reply→Json.....	735	Endpoint-Template-Match.....	765
		Endpoint-Template-String.....	766
		Endpoint-Vars->Openapi.....	767
		Endpoints-Equal.....	768
		Endpoints-Page-Footer.....	769
		Endpoints-Page-Header.....	770

Endpoints-Prefixed.....	771
Enqueue.....	1724
Ensure-Integer.....	772
Ensure-Inventory-Item.....	773
Ensure-List-Of-People.....	774
Ensure-Message-Is-Characters.....	775
Ensure-Number.....	776
Ensure-Record.....	777
Ensure-Site-Name.....	778
Ensure-Toot.....	779
Ensure-User-For-Plist.....	780
Ensure-Wear-Slot.....	781
Ensure-Weather-Kernel.....	782
Entry.....	783
Enumerate-Endpoints.....	784
Erase-All-Memcached-For.....	785
Error!.....	75
Error-Log-File.....	786
Escaped.....	76
Evacuate.....	156
Every-Toot-Name.....	787
Exponent-Digit.....	24
Extension-For-Content-Type.....	788
Extract-Certificate-Base64.....	789
Extract-Plist-Path.....	790
Extract-Public-Key-From-Cert.....	791

F

Facing.....	792
Facing, SetF.....	792
Fetch-Ice-Credentials/ Xirsys.....	793
Fetch-Json.....	794
Fill-Blank-Contour.....	795
Filter.....	157
Find-Acceptor.....	796
Find-Appropriate-Backtrace.....	77
Find-Best-Endpoint.....	797
Find-Client-For-Socket.....	798
Find-Exact-Endpoint.....	799
Find-Infinity-Websocket-Resource.....	800
Find-Kinda-Endpoint.....	801
Find-Log-Dir.....	802
Find-Person-By-Url.....	803
Find-Player-Or-Die.....	804
Find-Random-Point-If.....	805
Find-Record.....	806
Find-Records.....	807
Find-Records-By-Sql.....	808
Find-Reference.....	809
Find-Results-In-Docstring.....	810
Find-Robot.....	811
Find-Terrain.....	812
Find-Thread.....	813
Find-Toot-By-Name.....	814
Find-Toot-Passport.....	815
Find-User-For-Credentials.....	816
Find-User-For-Headers.....	817

Find-User-For-Json.....	818
Find-Var-In-Docstring.....	819
Finger.....	158
First-Line.....	820
First-Paragraph.....	821
First-Weekday-Of-Month.....	25
Flatten-Plist-Tree.....	822
Flush.....	159
Force-Close-Hunchensocket.....	824
Format-Language.....	1725
Format-Symbol-Name-Carefully.....	78
Fountain-Duplicate-P.....	825
Fountain-Reject-As-Already-Done.....	826
From-Avatars.....	827

G

Game.....	160
Game-Action-Bowling-Reset-Pins.....	828
Game-Action-Bowling-Strike-Pins.....	829
Game-Action-Card-Game-Arrange.....	830
Game-Action-Card-Game-Deal.....	831
Game-Action-Card-Game-Draw.....	832
Game-Action-Card-Game-Move.....	833
Game-Action-Card-Game-Play.....	834
Game-Action-Card-Game-Shuffle.....	835
Game-Action-Card-Game-Take.....	836
Game-Action-Get-Bowling-Scorecard.....	837
Game-Action-Join-Bowling-Game.....	838
Game-Action-Join-Card-Game.....	839
Game-Action-Part-Bowling-Game.....	841
Game-Action-Part-Card-Game.....	842
Game-Action-Pause-Sports-Ball-Timer.....	843
Game-Action-Sports-Ball-Goal.....	844
Game-Action-Start-Bowling.....	845
Game-Action-Start-Sports-Ball-Game.....	846
Game-Action-Start-Sports-Ball-Timer.....	847
Game-Action-Tag-You-Re-It.....	848
Game-Point-X.....	850
Game-Point-X, SetF.....	850
Game-Point-Y.....	851
Game-Point-Y, SetF.....	851
Game-Point-Z.....	852
Game-Point-Z, SetF.....	852
Gather-All-Symbols.....	853
Gather-Source-Info.....	79
Gc.....	161
Generate-Blank-Contour.....	854
Generate-Buddy-List-Signature.....	855
Generate-Skydome-Cloud-Layer.....	856
Generate-Terrain-Blank-Edge-Horz.....	857
Generate-Terrain-Blank-Edge-Vert.....	858
Generate-Terrain-Contour.....	859
Generate-Terrain-Features.....	860
Get-9-Terrain-Tiles.....	861
Get-Daily-Greeting.....	862
Get-Google-Account-Keys.....	863
Get-Java-Time.....	864

Get-Last-Insert-Id.....	865
Get-Mariadb-Lock.....	866
Get-Rollbar-Person.....	867
Get-Universal-Time*.....	868
Get-Unix-Time.....	869
Getconfig.....	162
Getevents.....	163
Getmotd.....	164
Getschedule.....	165
Getschedulefor.....	166
Getuvar.....	167
Getuvars.....	168
Getvar.....	169
Getvars.....	170
Gift-Item.....	870
Git-Pull.....	171
Give.....	172
Givehead.....	173
Global-Heightmap-Corner.....	871
Global-Heightmap-Corner, SetF.....	871
Gossip-Initiation-Answer.....	874
Gossip-Initiation-Answer, SetF.....	874
Gossip-Initiation-Uuid.....	875
Gossip-Initiation-Uuid, SetF.....	875
Gracefully-Report-Error.Html.....	876
Gracefully-Report-Error.Json.....	877
Gracefully-Report-Http-Client-Error.....	878
Grant.....	174
Grant-Item.....	879
Grant-Snowballs.....	880
Gravatar-Hash.....	881
Gravatar-Image-Url.....	882
Greeting/ Daemon/ Error-Output.....	883
Greeting/ Daemon/ Log-Output.....	884
Greeting/ Daemon/ Standard-Output.....	885
Greeting/ Daemon/ Trace-Output.....	886
Group-Plists.....	887

H

Habitat-Elevation-Roughness.....	888
Habitat<-Pixel.....	889
Handle-Normal-Request.....	890
Handle-Options-Request.....	891
Hangup.....	1726
Headcount.....	175
Header-Time.....	893
Holiday-On.....	26
Hook-Into-Debugger.....	895
Host-Name-Char-P.....	896
Host-Name-Like-P.....	897
How-Slow-Is-Slow.....	898
Http-Error-Got-Uri.....	81
Http-Error-Headers.....	82
Http-Error-Status.....	83
Http-Error-Status-Text.....	84
Http-Error-Wanted-Uri.....	85
Http-Is-Success-P.....	901

Http-Status-Code.....	904
Http-Successful-Request.....	86

I

Ice-Credentials.....	905
Ice-Url-To-Urls.....	906
Id-Column-For.....	907
Ignore-Duplicates.....	908
Ignore-Not-Found.....	909
Infinity-Add-Furniture.....	910
Infinity-Add-Journal-Entry.....	911
Infinity-Add-To-List.....	912
Infinity-Click.....	913
Infinity-Consider-Child-Approval.....	915
Infinity-Create-User-House.....	916
Infinity-Dofff.....	921
Infinity-Don.....	922
Infinity-Echo.....	924
Infinity-End-Event.....	925
Infinity-Enumerate-Wear-Slots.....	928
Infinity-Finger.....	929
Infinity-Game-Action.....	930
Infinity-Get-Apple.....	932
Infinity-Get-Avatars.....	935
Infinity-Get-Color-Palettes.....	936
Infinity-Get-Inventory.....	937
Infinity-Get-Inventory-By-Type.....	938
Infinity-Get-Mail-In-Box.....	940
Infinity-Get-Online-Users.....	942
Infinity-Get-Passport.....	943
Infinity-Get-Room-List.....	944
Infinity-Get-Room-Vars.....	945
Infinity-Get-Server-Time.....	949
Infinity-Get-Session-Apple.....	950
Infinity-Get-Store-Item-Info.....	951
Infinity-Get-User-Lists.....	952
Infinity-Get-Wallet.....	953
Infinity-Get-Zone-List.....	954
Infinity-Give.....	955
Infinity-Go.....	956
Infinity-Init-User-Room.....	957
Infinity-Join.....	958
Infinity-Login.....	960
Infinity-Logout.....	962
Infinity-Mail-Customer-Service.....	963
Infinity-Peek-At-Inventory.....	964
Infinity-Ping.....	965
Infinity-Play-With.....	966
Infinity-Pre-Login.....	967
Infinity-Prompt-Reply.....	968
Infinity-Quiesce.....	971
Infinity-Read-Map.....	972
Infinity-Remove-From-List.....	973
Infinity-Report-Bug.....	974
Infinity-Report-User.....	979
Infinity-Request-Buddy.....	980
Infinity-Send-Mail-Message.....	981

Infinity-Send-Out-Of-Band-Message	983	Item-In-Inventory-P	1035
Infinity-Server-Time	984	Item-Info	1036
Infinity-Set-Avatar-Color	985	Item-Latitude	1038
Infinity-Set-Furniture	986	Item-Latitude, SetF	1038
Infinity-Set-Room-Var	988	Item-Longitude	1039
Infinity-Set-User-Var	989	Item-Longitude, SetF	1039
Infinity-Shoot	991	Item-Lose-Energy	1040
Infinity-Spawn-Zone	992	Item-Owned-By-P	1041
Infinity-Speak	993	Item-Special-Texture	1042
Infinity-Stamp-Passport	996	Item-Special-Texture, SetF	1042
Infinity-Start-Event	997	Item-Tag-Item	1044
Infinity-Stats	176, 1000	Item-Tag-Item, SetF	1044
Infinity-Toot-List	1001	Item-Tag-Tag	1045
Infinity-Use-Equipment	1002	Item-Tag-Tag, SetF	1045
Infinity-User-Agent	1003	Item-Template	1046
Infinity-Wardrobe	1004	Item-Template, SetF	1046
Infinity-Wtl	1006	Item-Template-Avatar	1047
Infinity-Wtl-4	1008	Item-Template-Avatar, SetF	1047
Info!	87	Item-Template-Avatar-Scale-X	1048
Init-Async	1009	Item-Template-Avatar-Scale-X, SetF	1048
Init-Characters	1010	Item-Template-Avatar-Scale-Y	1049
Integer-To-Byte-Vector	1011	Item-Template-Avatar-Scale-Y, SetF	1049
Integer-To-Color24	1012	Item-Template-Avatar-Scale-Z	1050
Interpret-Facing	1013	Item-Template-Avatar-Scale-Z, SetF	1050
Inv	177	Item-Template-Default-Alt-Color	1051
Invalidate-Cache	1014	Item-Template-Default-Alt-Color, SetF	1051
Inventory-Item-Equipped	1016	Item-Template-Default-Base-Color	1052
Inventory-Item-Equipped, SetF	1016	Item-Template-Default-Base-Color, SetF	1052
Inventory-Item-Equipped-P	1017	Item-Template-Description	1053
Inventory-Item-Equippedp	1018	Item-Template-Description, SetF	1053
Inventory-Item-Item	1019	Item-Template-Energy-Kind	1054
Inventory-Item-Item, SetF	1019	Item-Template-Energy-Kind, SetF	1054
Inventory-Item-Person	1020	Item-Template-Energy-Max	1055
Inventory-Item-Person, SetF	1020	Item-Template-Energy-Max, SetF	1055
Inventory-Item-Toot	1021	Item-Template-Id	1056
Inventory-Item-Toot, SetF	1021	Item-Template-Id, SetF	1056
Item-Accept-Click	1023	Item-Template-Info	1057
Item-Alt-Color	1024	Item-Template-Name	1058
Item-Alt-Color, SetF	1024	Item-Template-Name, SetF	1058
Item-Altitude	1025	Item-Template-On-Zero	1059
Item-Altitude, SetF	1025	Item-Template-On-Zero, SetF	1059
Item-Attributes	1026	Item-Template-Tags	1060
Item-Attributes, SetF	1026	Item-Template-Trade	1061
Item-Avatar-Scale-X	1027	Item-Template-Trade, SetF	1061
Item-Avatar-Scale-X, SetF	1027	Item-Template-Wear-Slot	1062
Item-Avatar-Scale-Y	1028	Item-Template-Wear-Slot, SetF	1062
Item-Avatar-Scale-Y, SetF	1028	Item-Template-Weight	1063
Item-Avatar-Scale-Z	1029	Item-Template-Weight, SetF	1063
Item-Avatar-Scale-Z, SetF	1029	Item-Uuid	1064
Item-Base-Color	1030	Item-Uuid, SetF	1064
Item-Base-Color, SetF	1030	Item-World	1065
Item-Effect	1031	Item-World, SetF	1065
Item-Effect, SetF	1031	Item-X	1066
Item-Energy	1032	Item-X, SetF	1066
Item-Energy, SetF	1032	Item-Y	1067
Item-Facing	1033	Item-Y, SetF	1067
Item-Facing, SetF	1033	Item-Z	1068
Item-Gain-Energy	1034	Item-Z, SetF	1068

Items-At 1069

J

Journal 1071
Json-To-Html 1072

K

Kick 178, 1073
Kick-Child-Time-Up 1074
King 180

L

Lambda-List-As-Variables 1076
Last-Active 1077
Last-Active, SetF 1077
Latitude 1078
Latitude, SetF 1078
Leave 1727
Legal-Age 1079
Level-Is-Valid-P 88
Liftban 181
Limit-String-Length 1081
Lisp-To-Db-Name 1082
List-Banhammers 1083
List-Of-String= 1084
Listen-For-Websockets 1085
Listener-Name 1086
Load-Config 1087
Load-Record 1088
Loadlists 182
Local-Room-Vars 1089
Locale-Music-Music 1091
Locale-Music-Music, SetF 1091
Locale-Music-Radius 1092
Locale-Music-Radius, SetF 1092
Locale-Music-X 1093
Locale-Music-X, SetF 1093
Locale-Music-Y 1094
Locale-Music-Y, SetF 1094
Locale-Music-Z 1095
Locale-Music-Z, SetF 1095
Login-Child 1097
Login-Credential 1098
Login-Credential, SetF 1098
Login-Fail 1099
Login-Failed-Message 1100
Login-Last-Seen 1101
Login-Last-Seen, SetF 1101
Login-Ok-Message 1102
Login-Origin 1103
Login-Origin, SetF 1103
Login-Person 1104
Login-Person, SetF 1104
Login-Renewed 1105
Login-Renewed, SetF 1105

Login-Start 1106
Login-Start, SetF 1106
Login-Uuid 1107
Login-Uuid, SetF 1107
Longitude 1108
Longitude, SetF 1108
Look-For-Ssl-Certs 1109
Lot-Owner-Toot 1111
Lot-Owner-Toot, SetF 1111
Lot-Ownership 1112
Lot-Ownership, SetF 1112
Lot-World 1113
Lot-World, SetF 1113
Lot-X1 1114
Lot-X1, SetF 1114
Lot-X2 1115
Lot-X2, SetF 1115
Lot-Y1 1116
Lot-Y1, SetF 1116
Lot-Y2 1117
Lot-Y2, SetF 1117
Lot-Z1 1118
Lot-Z1, SetF 1118
Lot-Z2 1119
Lot-Z2, SetF 1119

M

Make-Endpoint-Function-Name 1120
Make-Level-Notifier 89
Make-New-Toot-State 1121
Make-Record 1122
Make-Thread-Name 116
Make-Wind-Vector 1123
Make-Wind-Vector-Field 1124
Maybe-Parent-Approval 1126
Mem 183
Memcached-Get-Key 1128
Message 1728
Metronome 184
Metronome-Idle-Tasks 1129
Metronome-Register 1130
Metronome-Remove 1131
Metronome-Task-Frequency 1133
Metronome-Task-Frequency, SetF 1133
Metronome-Task-Function 1134
Metronome-Task-Function, SetF 1134
Metronome-Task-Name 1135
Metronome-Task-Name, SetF 1135
Metronome-Task-One-Shot-Time 1136
Metronome-Task-One-Shot-Time, SetF 1136
Metronome-Task-Thread 1137
Metronome-Task-Thread, SetF 1137
Mist-Altitude-1 1139
Mist-Altitude-1, SetF 1139
Mist-Altitude-2 1140
Mist-Altitude-2, SetF 1140
Mist-Definedp 1141

Mist-Definedp, SetF.....	1141
Mist-Latitude-1.....	1142
Mist-Latitude-1, SetF.....	1142
Mist-Latitude-2.....	1143
Mist-Latitude-2, SetF.....	1143
Mist-Longitude-1.....	1144
Mist-Longitude-1, SetF.....	1144
Mist-Longitude-2.....	1145
Mist-Longitude-2, SetF.....	1145
Mist-World.....	1146
Mist-World, SetF.....	1146
Month*.....	28
Moon-Position.....	1148
Motd.....	185
Music-Artist.....	1150
Music-Artist, SetF.....	1150
Music-Genre.....	1151
Music-Genre, SetF.....	1151
Music-Id.....	1152
Music-Id, SetF.....	1152
Music-License.....	1153
Music-License, SetF.....	1153
Music-Moniker.....	1154
Music-Moniker, SetF.....	1154
Music-Title.....	1155
Music-Title, SetF.....	1155
Mute.....	186

N

Name-For-Content-Type.....	1156
Name-Idle-Threads-Sequentially.....	117, 1157
Named-Spot-Altitude.....	1159
Named-Spot-Altitude, SetF.....	1159
Named-Spot-Badgedp.....	1160
Named-Spot-Badgedp, SetF.....	1160
Named-Spot-Latitude.....	1161
Named-Spot-Latitude, SetF.....	1161
Named-Spot-Longitude.....	1162
Named-Spot-Longitude, SetF.....	1162
Named-Spot-Name.....	1163
Named-Spot-Name, SetF.....	1163
Named-Spot-World.....	1164
Named-Spot-World, SetF.....	1164
Named-Spot-X.....	1165
Named-Spot-X, SetF.....	1165
Named-Spot-Y.....	1166
Named-Spot-Y, SetF.....	1166
Named-Spot-Z.....	1167
Named-Spot-Z, SetF.....	1167
Named-Thread-Pool-Runner.....	118
Nearp.....	1168
Normalize-Url.....	1170
Not-Found-If-Null.....	1172
Not-Found-Thing.....	1173
Not-Found-Thing, SetF.....	1173
Notify.....	90
Nuke.....	187

Null-If-Empty.....	1175
--------------------	------

O

On-Exception.....	1176
Open-Log-File.....	1177
Output-For-Level.....	91

P

Package-Name-Can-Be-Unquoted-P.....	92
Pad-To-Multiple-Of-8.....	1178
Parent-Child-Child.....	1180
Parent-Child-Child, SetF.....	1180
Parent-Child-Parent.....	1181
Parent-Child-Parent, SetF.....	1181
Parent-Deny-Permission.....	1182
Parent-Grant-Permission.....	1183
Parentapproves.....	188
Parse-Backtrace.....	1184
Parse-Color24.....	1185
Parse-Operator-Command.....	1186
Parse-Polygon.....	1187
Parse-Uri-As-Template.....	1188
Parse-Wtl-Course.....	1189
Parse-Wtl-For-Robot.....	1190
Path->Openapi.....	1191
Pattern-Id.....	1193
Pattern-Id, SetF.....	1193
Pattern-Name.....	1194
Pattern-Name, SetF.....	1194
Pause.....	1729
Peer-Address.....	1195
Pending-Child-Approval-Request.....	1196
Pending-Child-Requests-By-Toot.....	1197
Perform-All-Migrations.....	1198
Person-Age.....	1200
Person-Age*.....	1201
Person-Age, SetF.....	1200
Person-Date-Of-Birth.....	1202
Person-Date-Of-Birth, SetF.....	1202
Person-Display-Name.....	1203
Person-Display-Name, SetF.....	1203
Person-First-Email.....	1204
Person-Gender.....	1205
Person-Gender, SetF.....	1205
Person-Given-Name.....	1206
Person-Given-Name, SetF.....	1206
Person-Info.....	1207
Person-Is-Patron-P.....	1208
Person-Lang.....	1209
Person-Lang, SetF.....	1209
Person-Link-Label.....	1211
Person-Link-Label, SetF.....	1211
Person-Link-Person.....	1212
Person-Link-Person, SetF.....	1212
Person-Link-Provenance.....	1213
Person-Link-Provenance, SetF.....	1213

Person-Link-Rel.....	1214
Person-Link-Rel, SetF.....	1214
Person-Link-Url.....	1215
Person-Link-Url, SetF.....	1215
Person-Link-Uuid.....	1216
Person-Link-Uuid, SetF.....	1216
Person-Links-To-Email.....	1217
Person-Sensitivep.....	1218
Person-Sensitivep, SetF.....	1218
Person-Surname.....	1219
Person-Surname, SetF.....	1219
Person-Uuid.....	1220
Person-Uuid, SetF.....	1220
Ping.....	189
Place.....	190
Place-Altitude.....	1223
Place-Altitude, SetF.....	1223
Place-Appearance.....	1224
Place-Appearance, SetF.....	1224
Place-Attributes.....	1225
Place-Attributes, SetF.....	1225
Place-Furniture.....	1226
Place-Kind.....	1227
Place-Kind, SetF.....	1227
Place-Latitude.....	1228
Place-Latitude, SetF.....	1228
Place-Longitude.....	1229
Place-Longitude, SetF.....	1229
Place-Shape.....	1230
Place-Shape, SetF.....	1230
Place-String.....	1231
Place-String-Circle.....	1232
Place-Uuid.....	1233
Place-Uuid, SetF.....	1233
Place-World.....	1234
Place-World, SetF.....	1234
Places-At-Position.....	1235
Play.....	1730
Play-Digits.....	1731
Play-With-Toot.....	1236
Player-Adultp.....	1237
Player-Alert.....	1238
Player-Childp.....	1239
Player-Speak.....	1240
Player-Toots.....	1241
Plist-To-English.....	1242
Plist-With-Index.....	1243
Point-Underwater-P.....	1244
Post-Sign-In.....	1245
Post/ Read-Version-Page.....	1246
Potential-Toot-Name-Character-P.....	1247
Potential-Toot-Name-P.....	1248
Power-On-Self-Test.....	1249
Powerset.....	1250
Pre-Login-Commands.....	1251
Pre-Login-Commands, SetF.....	1251
Precipitation.....	1252
Pretty-Function-Name.....	93

Pretty-Print-Html-Error.....	1253
Pretty-Symbol-Name.....	94
Print-Help.....	1254
Private-Admin-Message.....	1255
Pull-Records.....	1258
Purgephysics.....	194
Push-Script.....	195

Q

Quaestor-Cancel-Event.....	1261
Quaestor-Complete-Event.....	1262
Quaestor-End-Fountain.....	1263
Quaestor-Event-Completedp.....	1265
Quaestor-Event-Completedp, SetF.....	1265
Quaestor-Event-Ended-At.....	1266
Quaestor-Event-Ended-At, SetF.....	1266
Quaestor-Event-Fairy-Dust.....	1267
Quaestor-Event-Fairy-Dust, SetF.....	1267
Quaestor-Event-Item.....	1268
Quaestor-Event-Item, SetF.....	1268
Quaestor-Event-Kind.....	1269
Quaestor-Event-Kind, SetF.....	1269
Quaestor-Event-Medal.....	1270
Quaestor-Event-Medal, SetF.....	1270
Quaestor-Event-Peanuts.....	1271
Quaestor-Event-Peanuts, SetF.....	1271
Quaestor-Event-Score.....	1272
Quaestor-Event-Score, SetF.....	1272
Quaestor-Event-Source.....	1273
Quaestor-Event-Source, SetF.....	1273
Quaestor-Event-Started-At.....	1274
Quaestor-Event-Started-At, SetF.....	1274
Quaestor-Event-Started-By.....	1275
Quaestor-Event-Started-By, SetF.....	1275
Quaestor-Event-Uuid.....	1276
Quaestor-Event-Uuid, SetF.....	1276
Quaestor-New-Toot.....	1277
Quaestor-Start-Event.....	1278
Quaestor-Start-General.....	1279
Query-Params.....	1280
Query-String->Plist.....	1281
Query-To-Memcache-Key.....	1282
Quick-Reload.....	196
Quiesce-Connected-Toots.....	1283
Quoted.....	95

R

Random-Key.....	1285
Random-Key, SetF.....	1285
Random-Start-Wtl-For-Toot.....	1286
Raw-Post-String.....	1287
Rc.....	197
Read-Related-Journal.....	1288
Read-Staff-Journal.....	1289
Reap-Uninteresting-Child-Requests.....	1290
Reasonable-Name-Char-P.....	1291

Reasonable-Name-P.....	1292
Reboot	198
Rebuild-Myself.....	1293
Record	1732
Redact-Directory	96
Redirect	1733
Redirect-To.....	1294
Redirect-To/ Html-Body	1295
Refind-Record	1296
Register-Dns-Name.....	54
Register-Metronome-Tasks.....	1297
Register-Signal-Handlers.....	1298
Reject	1734
Relative-Facing.....	1299
Reload-Production.....	1300
Reload-Record	1301
Reloadconfig	199
Remap-Endpoints	1302
Remove-Furniture	1303
Remove-Repeats-For-Toot-Name.....	1304
Rename-Toot.....	1305
Render-Json.....	1306
Replace-TeXinfo-Tables.....	1307
Report-Server-Info.....	97
Report-Slow-Query.....	1308
Report-Telemetry	98
Request-Accept-Types	1309
Request-Telemetry.....	99
Respond-To-Error.....	1310
Restore-Robot-Wtl.....	1311
Retire	200
Return-New-Apple.....	1312
Rgb-Bytes->Rgb.....	1313
Robot-Broadcast	1315
Robot-Course	1317
Robot-Course, SetF.....	1317
Robot-Course-Wtl.....	1318
Robot-Go-To.....	1323
Robot-Handle	1324
Robot-Has-Heard.....	1326
Robot-Has-Heard, SetF	1326
Robot-Heard.....	1327
Robot-Listen	1330
Robot-Match.....	1331
Robot-Mode.....	1333
Robot-Mode, SetF.....	1333
Robot-Position.....	1337
Robot-Say.....	1340
Robot-Set-Mode.....	1341
Robot-Unicast	1348
Robotp	1351
Rollbar-Notify-Deployment.....	100
Romance-Ii-Copyright-Latest	1352
Romance-Ii-Program-Name.....	1353
Romance-Ii-Program-Name/ Version.....	1354
Romance-Ii-Program-Version	1355
Run.....	201
Run-Async.....	1356

Run-Metronome-Tasks	1357
---------------------------	------

S

Safe-Client-As-String.....	119
Sanitize-File-Name.....	101
Save-Record.....	1358
Saveroomvars	202
Say.....	1735
Scotty	203
Script	204
Send-Parent-Child-Login-Email.....	1359
Send-Parent-Child-Login-Request.....	1360
Send-Reply-As-Bytes	1361
Send-Rollbar-Notification.....	102
Send-Sms-Message.....	1362
Server-List.....	205, 1363
Set-Http-Default-Headers.....	1364
Set-Up-For-Daemon/ Error-Output.....	1365
Set-Up-For-Daemon/ Log-Output	1366
Set-Up-For-Daemon/ Standard-Output	1367
Set-Up-For-Daemon/ Start-Logging.....	1368
Set-Up-For-Daemon/ Trace-Output.....	1369
Set-User-Var	1370
Set-User-Var-D	1371
Set-User-Var-Wtl.....	1372
Setavatarcolors	206
Setbadge	207
Setconfig.....	208
SetF Altitude.....	388
SetF Avatar-Avatar-Scale-X.....	397
SetF Avatar-Avatar-Scale-Y.....	398
SetF Avatar-Avatar-Scale-Z.....	399
SetF Avatar-Id.....	401
SetF Avatar-Moniker.....	402
SetF Avatar-Slot-Avatar	404
SetF Avatar-Slot-Id.....	405
SetF Avatar-Slot-Slot.....	406
SetF Avatar-Slot-Valence.....	407
SetF Bad-Request-Thing	412
SetF Character-Music-Music.....	443
SetF Character-Music-Toot.....	444
SetF Child-Request-Allowed-At	460
SetF Child-Request-Allowed-For	461
SetF Child-Request-Denied-At	463
SetF Child-Request-Placed-At	464
SetF Child-Request-Response.....	465
SetF Child-Request-Toot	466
SetF Child-Request-Uuid	467
SetF Color24-Blue	482
SetF Color24-Green.....	483
SetF Color24-Red	487
SetF Contact-Added	515
SetF Contact-Contact.....	516
SetF Contact-Last-Used	517
SetF Contact-Owner.....	518
SetF Contact-Starredp.....	519
SetF Contact-Uuid	520

SetF Credential-Auth-Token.....	527	SetF Locale-Music-Radius.....	1092
SetF Credential-Id-Token.....	528	SetF Locale-Music-X.....	1093
SetF Credential-Json-Info.....	529	SetF Locale-Music-Y.....	1094
SetF Credential-Person.....	530	SetF Locale-Music-Z.....	1095
SetF Credential-Provider.....	531	SetF Login-Credential.....	1098
SetF Credential-Refresh-Token.....	532	SetF Login-Last-Seen.....	1101
SetF Credential-Uuid.....	533	SetF Login-Origin.....	1103
SetF Credential-Uuid.....	534	SetF Login-Person.....	1104
SetF Facing.....	792	SetF Login-Renewed.....	1105
SetF Game-Point-X.....	850	SetF Login-Start.....	1106
SetF Game-Point-Y.....	851	SetF Login-Uuid.....	1107
SetF Game-Point-Z.....	852	SetF Longitude.....	1108
SetF Global-Heightmap-Corner.....	871	SetF Lot-Owner-Toot.....	1111
SetF Gossip-Initiation-Answer.....	874	SetF Lot-Ownership.....	1112
SetF Gossip-Initiation-Uuid.....	875	SetF Lot-World.....	1113
SetF Inventory-Item-Equipped.....	1016	SetF Lot-X1.....	1114
SetF Inventory-Item-Item.....	1019	SetF Lot-X2.....	1115
SetF Inventory-Item-Person.....	1020	SetF Lot-Y1.....	1116
SetF Inventory-Item-Toot.....	1021	SetF Lot-Y2.....	1117
SetF Item-Alt-Color.....	1024	SetF Lot-Z1.....	1118
SetF Item-Altitude.....	1025	SetF Lot-Z2.....	1119
SetF Item-Attributes.....	1026	SetF Metronome-Task-Frequency.....	1133
SetF Item-Avatar-Scale-X.....	1027	SetF Metronome-Task-Function.....	1134
SetF Item-Avatar-Scale-Y.....	1028	SetF Metronome-Task-Name.....	1135
SetF Item-Avatar-Scale-Z.....	1029	SetF Metronome-Task-One-Shot-Time.....	1136
SetF Item-Base-Color.....	1030	SetF Metronome-Task-Thread.....	1137
SetF Item-Effect.....	1031	SetF Mist-Altitude-1.....	1139
SetF Item-Energy.....	1032	SetF Mist-Altitude-2.....	1140
SetF Item-Facing.....	1033	SetF Mist-Definedp.....	1141
SetF Item-Latitude.....	1038	SetF Mist-Latitude-1.....	1142
SetF Item-Longitude.....	1039	SetF Mist-Latitude-2.....	1143
SetF Item-Special-Texture.....	1042	SetF Mist-Longitude-1.....	1144
SetF Item-Tag-Item.....	1044	SetF Mist-Longitude-2.....	1145
SetF Item-Tag-Tag.....	1045	SetF Mist-World.....	1146
SetF Item-Template.....	1046	SetF Music-Artist.....	1150
SetF Item-Template-Avatar.....	1047	SetF Music-Genre.....	1151
SetF Item-Template-Avatar-Scale-X.....	1048	SetF Music-Id.....	1152
SetF Item-Template-Avatar-Scale-Y.....	1049	SetF Music-License.....	1153
SetF Item-Template-Avatar-Scale-Z.....	1050	SetF Music-Moniker.....	1154
SetF Item-Template-Default-Alt-Color....	1051	SetF Music-Title.....	1155
SetF Item-Template-Default-Base-Color...	1052	SetF Named-Spot-Altitude.....	1159
SetF Item-Template-Description.....	1053	SetF Named-Spot-Badgedp.....	1160
SetF Item-Template-Energy-Kind.....	1054	SetF Named-Spot-Latitude.....	1161
SetF Item-Template-Energy-Max.....	1055	SetF Named-Spot-Longitude.....	1162
SetF Item-Template-Id.....	1056	SetF Named-Spot-Name.....	1163
SetF Item-Template-Name.....	1058	SetF Named-Spot-World.....	1164
SetF Item-Template-On-Zero.....	1059	SetF Named-Spot-X.....	1165
SetF Item-Template-Trade.....	1061	SetF Named-Spot-Y.....	1166
SetF Item-Template-Wear-Slot.....	1062	SetF Named-Spot-Z.....	1167
SetF Item-Template-Weight.....	1063	SetF Not-Found-Thing.....	1173
SetF Item-Uuid.....	1064	SetF Parent-Child-Child.....	1180
SetF Item-World.....	1065	SetF Parent-Child-Parent.....	1181
SetF Item-X.....	1066	SetF Pattern-Id.....	1193
SetF Item-Y.....	1067	SetF Pattern-Name.....	1194
SetF Item-Z.....	1068	SetF Person-Age.....	1200
SetF Last-Active.....	1077	SetF Person-Date-Of-Birth.....	1202
SetF Latitude.....	1078	SetF Person-Display-Name.....	1203
SetF Locale-Music-Music.....	1091	SetF Person-Gender.....	1205

SetF Person-Given-Name	1206	SetF Tcp-Client-Socket	1445
SetF Person-Lang	1209	SetF Terrain-Height-Latitude	1457
SetF Person-Link-Label	1211	SetF Terrain-Height-Longitude	1458
SetF Person-Link-Person	1212	SetF Terrain-Height-Terrain	1459
SetF Person-Link-Provenance	1213	SetF Terrain-Height-World	1460
SetF Person-Link-Rel	1214	SetF Toot	1478
SetF Person-Link-Url	1215	SetF Toot-Avatar	1479
SetF Person-Link-Uuid	1216	SetF Toot-Avatar-Scale-X	1480
SetF Person-Sensitivep	1218	SetF Toot-Avatar-Scale-Y	1481
SetF Person-Surname	1219	SetF Toot-Avatar-Scale-Z	1482
SetF Person-Uuid	1220	SetF Toot-Base-Color	1483
SetF Place-Altitude	1223	SetF Toot-Child-Code	1490
SetF Place-Appearance	1224	SetF Toot-Last-Active	1502
SetF Place-Attributes	1225	SetF Toot-Name	1504
SetF Place-Kind	1227	SetF Toot-Note	1505
SetF Place-Latitude	1228	SetF Toot-Pad-Color	1506
SetF Place-Longitude	1229	SetF Toot-Pattern	1511
SetF Place-Shape	1230	SetF Toot-Pattern-Color	1512
SetF Place-Uuid	1233	SetF Toot-Player	1519
SetF Place-World	1234	SetF Toot-Position	1520
SetF Pre-Login-Commands	1251	SetF Toot-Quiesced-Altitude	1524
SetF Quaestor-Event-Completedp	1265	SetF Toot-Quiesced-Attribs	1525
SetF Quaestor-Event-Ended-At	1266	SetF Toot-Quiesced-D3	1526
SetF Quaestor-Event-Fairy-Dust	1267	SetF Toot-Quiesced-Emotion	1528
SetF Quaestor-Event-Item	1268	SetF Toot-Quiesced-Latitude	1529
SetF Quaestor-Event-Kind	1269	SetF Toot-Quiesced-Longitude	1530
SetF Quaestor-Event-Medal	1270	SetF Toot-Quiesced-Observed	1531
SetF Quaestor-Event-Peanuts	1271	SetF Toot-Quiesced-Peer-Address	1532
SetF Quaestor-Event-Score	1272	SetF Toot-Quiesced-Toot	1533
SetF Quaestor-Event-Source	1273	SetF Toot-Quiesced-World	1534
SetF Quaestor-Event-Started-At	1274	SetF Toot-Quiesced-Wtl	1535
SetF Quaestor-Event-Started-By	1275	SetF Toot-Uuid	1538
SetF Quaestor-Event-Uuid	1276	SetF Unimplemented-Feature	1551
SetF Random-Key	1285	SetF User-Account	1559
SetF Robot-Course	1317	SetF Wear-Slot-Alternate	1585
SetF Robot-Has-Heard	1326	SetF Wear-Slot-Avatar-Point	1586
SetF Robot-Mode	1333	SetF Wear-Slot-Id	1587
SetF Sms-Destination	1384	SetF Wear-Slot-Name	1589
SetF Sms-Message	1385	SetF Wear-Slot-Obstruct-Max	1590
SetF Sms-Mmsp	1387	SetF Wear-Slot-Obstruct-Min	1591
SetF Sms-Sender	1388	SetF Wear-Slot-Obstruct-Point	1592
SetF Sms-Uuid	1389	SetF Wear-Slot-Valence	1593
SetF Staff-Journal-Entry-Entry	1401	SetF Which-Toot-Is-Not-Yours	1598
SetF Staff-Journal-Entry-Uuid	1402	SetF Wind-Vector-X-Magnitude	1604
SetF Staff-Journal-Entry-Written-At	1403	SetF Wind-Vector-Y-Magnitude	1605
SetF Staff-Journal-Entry-Written-By	1404	SetF World	1625
SetF Staff-Journal-Reference-Entry	1406	SetF World-Moniker	1627
SetF Staff-Journal-Reference-Person	1407	SetF World-Name	1629
SetF Store-Item-Currency	1423	SetF Wtl-Course	1654
SetF Store-Item-Price	1424	SetF Wtl-Course-End-Point	1655
SetF Store-Item-Qty	1425	SetF Wtl-Course-End-Time	1656
SetF Store-Item-Template	1427	SetF Wtl-Course-Speed	1657
SetF Store-Item-Uuid	1428	SetF Wtl-Course-Start-Point	1658
SetF Taskmaster-Thread-Pool	121	SetF Wtl-Course-Start-Time	1659
SetF Taskmaster-Thread-Pool-Channel	122	Setstafflevel	209
SetF Tcp-Client-Buffer	1442	Setuvar	210
SetF Tcp-Client-Expected-Length	1443	Setvar	211
SetF Tcp-Client-Peer	1444	Sha1-Hash	1373

Shal-Hex.....	1374
Shanghai.....	212
Shift-Contour-Point.....	1377
Shout.....	213
Sinus.....	1378
Sky-Contents.....	1379
Sky-Room-Var.....	1380
Slot-Values.....	1381
Smoothe-Contour-200×200.....	1382
Sms-Destination.....	1384
Sms-Destination, SetF.....	1384
Sms-Message.....	1385
Sms-Message, SetF.....	1385
Sms-Message-Index.....	1386
Sms-Mmsp.....	1387
Sms-Mmsp, SetF.....	1387
Sms-Sender.....	1388
Sms-Sender, SetF.....	1388
Sms-Uuid.....	1389
Sms-Uuid, SetF.....	1389
Spawn-Terrain.....	1393
Spawnroom.....	214
Spawnzone.....	215
Speak.....	216
Split-Backtrace.....	1394
Split-Plist.....	1395
Square.....	1397
Ssl-Certificate.....	1398
Ssl-Private-Key.....	1399
Staff-Journal-Entry-Entry.....	1401
Staff-Journal-Entry-Entry, SetF.....	1401
Staff-Journal-Entry-Uuid.....	1402
Staff-Journal-Entry-Uuid, SetF.....	1402
Staff-Journal-Entry-Written-At.....	1403
Staff-Journal-Entry-Written-At, SetF.....	1403
Staff-Journal-Entry-Written-By.....	1404
Staff-Journal-Entry-Written-By, SetF.....	1404
Staff-Journal-Reference-Entry.....	1406
Staff-Journal-Reference-Entry, SetF.....	1406
Staff-Journal-Reference-Person.....	1407
Staff-Journal-Reference-Person, SetF.....	1407
Stamp-Toot-Passport.....	1408
Standard-Log-File.....	1409
Start.....	1410
Start-Game-Metronome.....	1411
Start-Hunchentoot.....	1412
Start-Production.....	1413
Start-Purchase-Event.....	1414
Start-Swank.....	1415
Start-Tcp-Listener.....	1416
Status.....	217
Stfu.....	218
Stop.....	1417
Stop-Game-Metronome.....	1418
Stop-Listening-For-Websockets.....	1419
Stop-Production.....	1420
Store-Info.....	1421
Store-Item-Currency.....	1423

Store-Item-Currency, SetF.....	1423
Store-Item-Price.....	1424
Store-Item-Price, SetF.....	1424
Store-Item-Qty.....	1425
Store-Item-Qty, SetF.....	1425
Store-Item-Quantity.....	1426
Store-Item-Template.....	1427
Store-Item-Template, SetF.....	1427
Store-Item-Uuid.....	1428
Store-Item-Uuid, SetF.....	1428
String-All-Alpha-Chars-P.....	1429
String-Length-2-P.....	1430
Strip-After-Sem.....	1431
Subheader-Field.....	1432
Sun-Position.....	1433
Swank-Connected-P.....	120, 1435
Swing-Door.....	1436
Symbol-Is-Exported-P.....	103
Symbol-Name-Can-Be-Unquoted-P.....	104
Sync.....	1437

T

Take-Item.....	1438
Taskmaster-Thread-Pool.....	121
Taskmaster-Thread-Pool, SetF.....	121
Taskmaster-Thread-Pool-Channel.....	122
Taskmaster-Thread-Pool-Channel, SetF.....	122
Tcp-Bandwidth-Record.....	1439
Tcp-Broadcast.....	1440
Tcp-Client-Buffer.....	1442
Tcp-Client-Buffer, SetF.....	1442
Tcp-Client-Expected-Length.....	1443
Tcp-Client-Expected-Length, SetF.....	1443
Tcp-Client-Peer.....	1444
Tcp-Client-Peer, SetF.....	1444
Tcp-Client-Socket.....	1445
Tcp-Client-Socket, SetF.....	1445
Tcp-Format-Error.....	1446
Tcp-Handle-Peer-Request.....	1447
Tcp-Process-Packet.....	1448
Tcp-Reply.....	1449
Tcp-Socket-Input.....	1450
Tcp-Stream-Authenticate.....	1451
Tcp-Unicast.....	1452
Template->Openapi.....	1453
Template-Match.....	1454
Terrain.....	1455
Terrain-Height-Latitude.....	1457
Terrain-Height-Latitude, SetF.....	1457
Terrain-Height-Longitude.....	1458
Terrain-Height-Longitude, SetF.....	1458
Terrain-Height-Terrain.....	1459
Terrain-Height-Terrain, SetF.....	1459
Terrain-Height-World.....	1460
Terrain-Height-World, SetF.....	1460
Terrain/ Add-Cactus.....	1461
Terrain/ Add-Flowers.....	1462

User-Account	1559
User-Account, SetF	1559
User-Display-Name	1560
User-Email	1561
User-Face	1562
User-Given-Name	1563
User-Id	1564
User-Online-P	1565
User-Stream	1566
User-Surname	1567
Uuid-String-P	1568
Uuid-String-To-Base64	1569
Uuid-To-Base64	1570
Uuid-To-Uri	1571

V

V	222
Valid-Child-Code-P	1572
Validate-Dns-Value	55
Value-To-Texi	1573
Vanish-Item	1574
Verbose-Log-File	1575
Verbosebugs	223
Version-Info-For	1576
Version-Info-List	1577
Version-Info-Report	1578
Version-Info-Report-String	1579
Vitem-Grant-Item	1580

W

Wall	224
Wallet-Info	1581
Wallops	225
Wallzones	226
Wants-Json-P	1582
Warning!	105
Weakly-Remember-Record	1583
Wear-Slot-Alternate	1585
Wear-Slot-Alternate, SetF	1585
Wear-Slot-Avatar-Point	1586
Wear-Slot-Avatar-Point, SetF	1586
Wear-Slot-Id	1587
Wear-Slot-Id, SetF	1587
Wear-Slot-Info	1588
Wear-Slot-Name	1589
Wear-Slot-Name, SetF	1589
Wear-Slot-Obstruct-Max	1590
Wear-Slot-Obstruct-Max, SetF	1590
Wear-Slot-Obstruct-Min	1591
Wear-Slot-Obstruct-Min, SetF	1591
Wear-Slot-Obstruct-Point	1592
Wear-Slot-Obstruct-Point, SetF	1592
Wear-Slot-Valence	1593
Wear-Slot-Valence, SetF	1593
Websocket-Authenticate	1595
Whatabout	227

Whatis	228
Whereami	229
Whereis	230
Which-Toot-Is-Not-Yours	1598
Which-Toot-Is-Not-Yours, SetF	1598
Whitespace-Char-P	1599
Whitespacep	1600
Who	231
Who-Is-Connected	1601
Whoami	232
Whoareyou	233
Wind-Vector-P	1603
Wind-Vector-X-Magnitude	1604
Wind-Vector-X-Magnitude, SetF	1604
Wind-Vector-Y-Magnitude	1605
Wind-Vector-Y-Magnitude, SetF	1605
Wind-X	1606
Wind-Y	1607
With-Cluster-Wide-Lock-Held	1608
With-Configuration	106
With-Continuable-Errors-Skipped	1609
With-Dbi	1610
With-Errors-As-Http	1611
With-Gather	1736
With-Http-Conditions	1612
With-Http-Errors-As-Infinity-Errors	1613
With-Local-Toot	1614
With-Local-User	1615
With-Maintenance-Times	1616
With-Memcached-Query	1617
With-Mulligan-Handlers	124
With-Pool-Thread-Restarts	125
With-Posted-Json	1618
With-Rollbar-For-Debugger	107
With-Score-In-Range	1619
With-Standard-Streams-To-String	1620
With-Twilio-Params	1737
With-User	1621
With-Websocket-Disconnections	1622
Without-Medal	1623
Without-Sem	1624
World	1625
World, SetF	1625
World-Mistp	1626
World-Moniker	1627
World-Moniker, SetF	1627
World-Moniker-P	1628
World-Name	1629
World-Name, SetF	1629
Write-Class-Docs	1630
Write-Docs	1631
Write-Docs-Header	1632
Write-Documentation	1633
Write-Function-Docs	1634
Write-Setf-Docs	1635
Write-Staff-Journal-Entry	1636
Ws-Approve-Toot	1637
Ws-Bandwidth-By-Source	234, 1638

Ws-Bandwidth-Record	1639
Ws-Broadcast	1640
Ws-Deny-Toot	1642
Ws-Evacuate-All	1643
Ws-Kick	1644
Ws-Kick-Other-Streams-For-User	1645
Ws-Perform-Sign-In	1646
Ws-Reply	1647
Ws-Sign-In-User	1648
Ws-Stats	235, 1649
Ws-Stats-Reset-All	1650
Ws-To-Infinity	1651
Ws-Unicast	1652
Ws-Without-Login	1653
Wtl-Course	1654
Wtl-Course, SetF	1654
Wtl-Course-End-Point	1655
Wtl-Course-End-Point, SetF	1655
Wtl-Course-End-Time	1656

Wtl-Course-End-Time, SetF	1656
Wtl-Course-Speed	1657
Wtl-Course-Speed, SetF	1657
Wtl-Course-Start-Point	1658
Wtl-Course-Start-Point, SetF	1658
Wtl-Course-Start-Time	1659
Wtl-Course-Start-Time, SetF	1659
Wtl-Find-End-Time-If-Blank	1660
Www-Uri-Like-P	1662

Y

Yesterday	1663
Yield-Mariadb-Lock	1664

Z

Zoom	236
------------	-----

A.3 Variables

*

403.Json-Bytes	253
Acceptors	254
Access-Token	58
Api-Key	32
Application-Root	255
Async-Channel	256
Async-Tasks	257
Banhammer	258
Build-Date	259
Cassandra-Blacklist	260
Cassandra-Redlist	261
Client	262
Cluster	263
Code-Version	59
Compilation	264
Compiled	265
Config-File	266
Db	267
Dbi-Connection	268
Developmentp	110
Elevation-Map	269
Endpoint-List	270
Endpoints	271
Environment	60
Extensions-For-Content-Types	290
Framework	61
Google-Account-Keys-Refresh	291
Habitat-Map	292
Http-Status-Message	293
Humidity-Field	295
Ice-Credentials	296
Infinity-Ops	297
Infinity-Rest-Requests	298
Infinity-Stream-Requests	299
Infinity-Users	300
Infinity-Websocket-Resource	301
Maintenance-Tasks-Performed	302
Metronome	303
Metronome-Next-Tick	304
Metronome-Run	305
Metronome-Task-Lock	306
Metronome-Tasks	307
Motd	308
Mulligans	111
NPC-List	309
Original-Debugger-Hook	310
Person-Hook	62
Post-Tests-Queue	311
Robots	312
Running-Main-Loop	313
Server	63
Stable-Nonce	314
Started	315
Tcp-Clients	316

Tcp-Listener	317
Tcp-Peer-Traffic	318
The-Metronome-Thread	319
Toot	320
Trace-Output-Heartbeat-Time	321
User	322
Utc-Timezone	323
Valid-Notifier-Levels	64
Verbose-Bugs	324
Verbose-Logging-Lock	325
Weak-Record-Cache	326
Weather-Kernel	327
Websocket-Server	328
Wind-Vector-Field	329
Ws-Chars-Broadcast	330
Ws-Chars-Received	331
Ws-Chars-Unicast	332
Ws-Client-For-Toot	333
Ws-Client-For-User	334
Ws-Connections	335
Ws-Sign-Ins	336
Ws-Surprise-Disconnects	337
Ws-Traffic-Commands	338
Ws-Traffic-From	339
Ws-Traffic-Other	340

+

+Alexa-Timestamp-Tolerance+	341
+Amazon-Cert-Chain-Url-Matching+	342
+Backtrace-Regex+	343
+Builder-Toot-Hard-Hat-Template+	344
+Color24-Names+	345
+Color24-Values+	346
+Context-Forms+	65
+Credits+	347
+Doc-Packages+	348
+Facing-Angles+	349
+Gravatar-Base-Uri+	350
+Habitat-Colors+	351
+Initial-T-Shirt-Colors+	352
+Max-Queue-Size-For-Thread-Pool+	112
+Moon-Day+	353
+Moon-Year+	354
+Other-Moon-Day+	355
+Other-Moon-Year+	356
+Pink-Moon-Day+	357
+Pink-Moon-Year+	358
+Pre-Login-Max-Commands+	359
+Pre-Login-Max-Time+	360
+Single-Core-Threads+	113
+Snowball-Item+	361
+Supported-Languages+	362
+Threads-Per-Core+	114
+Toot-Base-Color-Names+	363
+Toot-Basic-Pattern-Names+	364

+Toot-Extended-Pattern-Names+..... 365
+Toot-Pad-Color-Names+..... 366
+Toot-Pattern-Color-Names+..... 367
+Unix-Zero-In-Universal-Time+..... 368
+Ws-Idle-Seconds+..... 369

D

Devel..... 598

P

Prod..... 1256
Pull-Records-Cache..... 1259

Q

Qa..... 1260

T

Test..... 1473

A.4 Data types

A

Avatar	396
Avatar-Slot	403

B

Bad-Request	411
Basic-8-Personality	422

C

Chaos-Personality	441
Character-Music	442
Child-Code	458
Child-Request	459
Cluster-Wide-Lock-Busy-Error	475
Cluster-Wide-Lock-Busy-Warning	476
Cluster-Wide-Lock-Condition	477
Cluster-Wide-Lock-Error	478
Cluster-Wide-Lock-Not-Locked	479
Cluster-Wide-Lock-Not-Ours	480
Cname-Already-On-Record	33
Cname-Must-Be-Only-Record	34
Color24	481
Contact	514
Credential	526
Cupid-Personality	535

D

Db-Record	540
Dns-Name	604
Doodle-Personality	615
Dottie-Personality	616
Dreamhost-API-Error	38
Dreamhost-API-Error-With-Details	39
Dreamhost-API-Warning	40

E

Endpoint	625
----------------	-----

F

Flora-Personality	823
-------------------------	-----

G

Game-Point	849
Gone	872
Gossip-Initiation	873

H

Harmony-Personality	892
Holiday-Special-Personality	894
Http-Client-Error	899
Http-Error	80
Http-Idempotent-Request-Method	900
Http-Request-Method	902
Http-Safe-Request-Method	903

I

Infinity-Websocket-Resource	1005
Internal-Error-Could-Not-Add-Record	42
Internal-Error-Could-Not-Load-Zone	43
Internal-Error-Updating-Zone	44
Invalid-Record	45
Invalid-Type	46
Invalid-Value	47
Inventory-Item	1015
Item	1022
Item-Tag	1043
Item-Template	1046

J

Jack-Personality	1070
------------------------	------

K

Kind-Of-Habitat	1075
-----------------------	------

L

Lil-Mc-Personality	1080
Locale-Music	1090
Login	1096
Lot	1110

M

Map-Places	1125
Mayor-Louis-Personality	1127
Metronome-Task	1132
Mist	1138
Moo-Personality	1147
Music	1149

N

Named-Spot	1158
Nevermind-Personality	1169
No-Record	48
No-Such-Zone	49
No-Type	50
No-Value	51
Not-Found	1171
Not-Your-Toot-Error	1174

P

Parent-Child	1179
Pattern	1192
Person	1199
Person-Link	1210
Picasso-Personality	1221
Place	1222
Props-Personality	1257

Q

Quaestor-Event	1264
----------------------	------

R

Rad-Personality	1284
Record-Already-Exists-Not-Editable	52
Record-Already-Exists-Remove-First	53
Robot	1314
Robot-Chaos	1316
Robot-Cupid	1319
Robot-Doodle	1320
Robot-Dottie	1321
Robot-Flora	1322
Robot-Harmony	1325
Robot-Jack	1328
Robot-Lil-Mc	1329
Robot-Mayor-Louis	1332
Robot-Moo	1334
Robot-Nevermind	1335
Robot-Picasso	1336
Robot-Props	1338
Robot-Rad	1339
Robot-Shade	1342
Robot-Smudge	1343
Robot-Snowcone	1344
Robot-Sparkle	1345
Robot-Sploot	1346
Robot-Superstar	1347
Robot-Welduh	1349
Robot-Zap	1350

S

Shaddow-Personality	1375
Shade-Personality	1376
Sms	1383
Smudge-Personality	1390
Snowcone-Personality	1391
Sparkle-Personality	1392
Sploot-Personality	1396
Staff-Journal-Entry	1400
Staff-Journal-Reference	1405
Store-Item	1422
Superstar-Personality	1434

T

Tcp-Client	1441
Terrain-Height	1456
Thread-Pool-Taskmaster	123
Toot	1478
Toot-Base-Color-Name	1484
Toot-Name	1504
Toot-Pad-Color-Name	1507
Toot-Pattern-Color-Name	1513
Toot-Pattern-Name	1515
Toot-Personality	1518
Toot-Quiesced	1523
Tootsville-Rest-Acceptor	1539
Tootsville-Rest-Ssl-Acceptor	1540
Two-Letter-String	1546

U

Unidentified-Player-Error	1549
Unimplemented	1550
Unprocessable	1552
Update-Nil	1554

W

Wear-Slot	1584
Websocket-Acceptor	1594
Websocket-Ssl-Acceptor	1596
Welduh-Personality	1597
Wind-Vector	1602
World	1625
World-Moniker	1627
Ws-Client	1641
Wtl-Course	1654
Www-Uri	1661

Z

Zap-Personality	1665
-----------------------	------

A.5 Pathnames

A

acceptor.lisp 373, 601, 817, 876, 877, 878, 890,
891, 1172, 1309, 1310, 1364, 1431, 1454, 1599, 1600,
1612, 1666, 1667, 1668, 1669, 1670, 1671, 1672, 1673
alexa.lisp . . . 446, 447, 448, 449, 452, 453, 457, 549,
556, 791, 1170, 1373, 1693, 1694, 1695, 1696, 1697,
1698, 1699, 1700, 1701, 1702, 1703, 1704, 1705
auth-firebase.lisp 420, 431, 454, 501, 789, 863,
901, 1178, 1432, 1674, 1718

B

binary.lisp . . . 430, 772, 776, 1011, 1374, 1556, 1571
browser.lisp 794

C

cassandra.lisp 434, 435, 436, 437, 438, 439, 440
Chcerogryllum.lisp . . . 14, 15, 16, 17, 18, 19, 20, 21,
22, 23, 24, 25, 27, 28, 29, 30
characters.lisp 557, 560, 1010
chat.lisp 677
clock.lisp 678
color+pattern.lisp 455, 484, 485, 486, 488, 489,
490, 491, 492, 493, 1012, 1185, 1313
command-line.lisp 783, 1254
config.lisp . . 390, 472, 473, 474, 505, 552, 623, 1087,
1109, 1398, 1399
contacts.lisp 378, 586, 1493

D

date+time.lisp . . 370, 371, 864, 868, 869, 893, 1079,
1663
db-central.lisp . . . 392, 421, 494, 495, 496, 497, 498,
566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576,
577, 578, 579, 580, 581, 582, 583, 584, 585, 608, 777,
865, 909, 1082, 1258, 1301, 1569, 1570
dreamhost.lisp 35, 36, 37, 54, 55
dumper-2SKVI5f7.lisp 72, 73, 75, 87, 105

E

endpoint.lisp 470, 629, 630, 673, 674, 765, 766,
768, 797, 799, 801, 1188, 1302
errors.lisp 503, 504, 1184, 1381, 1394

G

game-actions.lisp 828, 829, 830, 831, 832, 833,
834, 835, 836, 837, 838, 840, 841, 842, 843, 844, 845,
846, 847, 848
generic-db.lisp . . . 538, 546, 595, 806, 807, 808, 809,
907, 1014, 1088, 1122, 1296, 1358, 1583, 1717
gossip.lisp 468, 793, 905, 906

H

http-error.lisp 822, 1719
http-types.lisp 1253

I

infinity.lisp . . 408, 432, 433, 559, 564, 760, 1000, 1613
info.lisp 679
items.lisp 238, 400, 525, 611,
612, 613, 614, 618, 870, 879, 880, 1023, 1034, 1037,
1040, 1041, 1057, 1060, 1231, 1232, 1421, 1436, 1438,
1496, 1500, 1574, 1580, 1588

L

legacy-commands.lisp 372, 451, 619, 696, 698,
699, 701, 703, 705, 706, 707, 709, 710, 711, 712, 713,
714, 716, 718, 720, 721, 722, 723, 724, 725, 726, 727,
728, 729, 730, 731, 732, 733, 735, 738, 739, 740, 741,
743, 744, 745, 746, 747, 748, 750, 751, 753, 755, 827,
855, 910, 912, 914, 921, 923, 924, 927, 929, 931, 935,
936, 937, 939, 942, 944, 949, 950, 951, 952, 953, 954,
955, 956, 957, 959, 962, 963, 964, 965, 970, 973, 978,
979, 980, 983, 984, 985, 987, 988, 990, 992, 995, 999,
1002, 1186, 1226, 1240, 1303, 1370, 1371, 1372, 1486
legacy-ops.lisp . . . 128, 130, 131, 132, 133, 134, 136,
137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 151,
152, 153, 154, 155, 156, 157, 158, 159, 160, 162, 163,
164, 165, 166, 167, 168, 169, 170, 172, 173, 174, 175,
177, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188,
189, 193, 194, 197, 198, 199, 200, 201, 202, 203, 206,
207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 218,
219, 220, 222, 223, 224, 225, 226, 228, 229, 230, 231,
232, 233, 236, 239, 240, 241, 242, 243, 244, 245, 246,
247, 248, 249, 250, 251, 252, 413, 1072, 1083, 1187,
1547
logging.lisp 414, 415, 416, 417, 418,
419, 786, 802, 883, 884, 885, 886, 1177, 1365, 1366,
1367, 1368, 1369, 1409, 1542, 1543, 1575

M

main.lisp 383, 410, 507, 547, 548,
588, 590, 591, 592, 796, 895, 1009, 1157, 1293, 1298,
1300, 1356, 1410, 1412, 1413, 1415, 1417, 1420, 1435
maria.lisp . . . 426, 427, 508, 539, 541, 542, 543, 544,
545, 606, 866, 1198, 1608, 1610, 1664
memcached.lisp . . 506, 785, 1128, 1250, 1282, 1617,
1691, 1692
memoization.lisp . . 115, 386, 387, 1247, 1485, 1508,
1514, 1516
messaging.lisp 425, 813, 1548
metronome.lisp . . 605, 607, 1129, 1130, 1131, 1297,
1357, 1411, 1418
modern-ops.lisp . . 129, 135, 147, 148, 149, 150, 161,
171, 176, 195, 196, 204, 205, 217, 221, 227, 234, 235,
1071

N

new-commands-20.lisp 429, 700,
708, 719, 734, 736, 737, 749, 754, 756, 757, 758, 759,
915, 928, 948, 966, 971, 972, 991, 1001, 1003, 1004,
1007, 1008, 1013, 1089, 1121, 1235, 1236, 1243, 1286,
1380, 1503, 1555

P

package-post.lisp 1677
passport.lisp 815, 1408, 1509, 1510
power-on-self-test.lisp 565, 1246, 1249

Q

quaestor.lisp . . 499, 500, 825, 826, 1261, 1262, 1263,
1277, 1278, 1279, 1414, 1487, 1495, 1517, 1619, 1623

R

redirect.lisp 1294, 1295
robo-toot.lisp 1324, 1327, 1330, 1348
robots.lisp . . 561, 811, 1086, 1168, 1190, 1299, 1311,
1315, 1318, 1331, 1337, 1341, 1351, 1527, 1654
rollbar.lisp . . . 66, 67, 68, 69, 70, 71, 74, 76, 77, 78,
79, 86, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99,
100, 101, 102, 103, 104, 106, 107

S

slash-gossip.lisp 637, 638, 639, 680, 681
slash-login.lisp 687
slash-maintenance.lisp 558, 640, 688, 689, 690,
691, 692, 693, 1609, 1616, 1620
slash-meta-game.lisp . . 502, 550, 551, 609, 610, 626,
627, 628, 641, 642, 643, 644, 645, 767, 769, 770, 771,
784, 810, 819, 887, 1191, 1307, 1453, 1685
slash-toots.lisp 646, 647, 694, 761
slash-users.lisp . . . 632, 648, 649, 650, 651, 652, 653,
676, 695, 762, 1242
slash-version.lisp 654, 656, 657, 658
slash-world.lisp . . 597, 659, 660, 661, 662, 663, 664,
665, 666, 667, 668, 669, 670, 671
sms.lisp 1362, 1386, 1536
staff-journal.lisp 774, 1288, 1289, 1636
string-characteristics.lisp . . . 821, 1081, 1429, 1430,
1475, 1545, 1568
sun-moon.lisp 1148, 1433

T

tcp-stream.lisp . . 798, 1363, 1416, 1439, 1440, 1446,
1447, 1448, 1449, 1450, 1451, 1452
terrain.lisp . . 522, 523, 593, 620, 795, 805, 812, 854,
857, 858, 859, 860, 861, 871, 888, 889, 1244, 1377,
1382, 1393, 1455, 1461, 1462, 1463, 1464, 1465, 1466,
1467, 1468, 1469, 1470, 1471, 1472, 1675, 1676
thread-pool-taskmaster.lisp 116, 117, 118, 119,
120, 124, 125
toot-names.lisp 456, 1248, 1304, 1572
toots.lisp 587, 596, 779, 787, 814, 1017, 1283,
1305, 1488, 1489, 1491, 1492, 1494, 1499, 1521, 1581
tootsville-commands.lisp . . 697, 702, 704, 715, 717,
742, 752, 911, 920, 941, 943, 982, 996
twilio-simple.lisp 1722, 1723, 1724, 1725, 1726,
1727, 1728, 1729, 1730, 1731, 1732, 1733, 1734, 1735,
1736, 1737
twilio.lisp 682, 683, 684, 685, 686

U

uri-types.lisp 896, 897, 1662, 1682, 1683, 1684,
1686, 1687, 1688, 1689, 1690, 1706, 1707, 1708, 1709,
1710, 1711, 1712, 1713, 1714, 1715, 1716
users.lisp 384, 389, 393,
394, 428, 462, 621, 780, 803, 804, 816, 867, 881, 882,
908, 1084, 1097, 1182, 1183, 1196, 1197, 1201, 1204,
1207, 1208, 1217, 1237, 1238, 1239, 1241, 1245, 1290,
1291, 1292, 1359, 1360, 1553, 1557, 1558, 1560, 1561,
1562, 1563, 1564, 1567, 1614, 1615, 1621
utils.lisp . . 424, 445, 599, 603, 622, 1378, 1395, 1437

V

version.lisp . . . 778, 790, 1175, 1352, 1353, 1354, 1355,
 1541, 1576, 1577, 1578, 1579, 1678, 1679, 1680, 1681
 view.lisp 1306

W

weather.lisp . . . 471, 524, 537, 782, 856, 1123, 1124,
 1252, 1476, 1477, 1603, 1604, 1605, 1606, 1607
 web.lisp 375, 377, 381, 391, 395, 450, 513,
 521, 553, 554, 555, 594, 624, 634, 635, 636, 672, 788,

820, 1076, 1120, 1156, 1280, 1281, 1287, 1308, 1361,
 1582, 1611, 1618, 1624
 websockets.lisp . . 376, 380, 382, 409, 510, 511, 512,
 600, 775, 800, 818, 824, 934, 961, 967, 1073, 1074,
 1085, 1099, 1100, 1102, 1126, 1255, 1312, 1419, 1478,
 1501, 1520, 1522, 1537, 1544, 1565, 1566, 1595, 1601,
 1622, 1637, 1638, 1639, 1640, 1642, 1643, 1644, 1645,
 1646, 1647, 1648, 1649, 1650, 1651, 1652, 1653
 world-types.lisp 1628
 world.lisp 388, 589, 602, 862, 1035, 1069, 1078,
 1108, 1189, 1379, 1397, 1625, 1626, 1660
 write-docs-2.lisp . . . 385, 469, 617, 853, 1474, 1573,
 1630, 1631, 1632, 1633, 1634, 1635

A.6 Infinity Mode commands

A

addFurniture: Alias for
INFINITY-SET-FURNITURE. 910
addJournalEntry: Add a staff journal entry. ... 911
addToList: Add a user to a buddy list or ignore
list (removed in 1.2) 912

C

click: Used by the client to report a mouse
click or finger tap. 913
considerChildApproval: Consider whether to
approve a child's request with ID UUID. 915
createUserHouse: Either claim the user's house and
lot, or add a room to their house. 916

D

doff: Doff all clothing items. 921
don: Don (or equip) an item 922

E

echo: Echoes back the supplied JSON (or
ActionScript) object to the client. 924
endEvent: Attempt to end an event. 925
enumerateWearSlots: Enumerates all possible
wear slots for any avatar. 928

F

finger: Get public info for a list of Toots. 929

G

gameAction: Send an in-world game's action. ... 930
getAvatars: Get avatar data for a list
of (other) users. 935
getColorPalettes: getColorPalettes 936
getInventory: Get all inventory for an user
(themselves) — both active and inactive 937
getInventoryByType: Get a subset of items
from your own inventory 938
getMailInBox: Get a listing of messages in
an SMS mailbox. 940
getOnlineUsers: Get a list of users online. 942
getPassport: Get the list of places that the user
has gotten a passport stamp at. 943
getRoomList: Get a list of all "well known" Rooms
currently active/visible. 944
getRoomVars: Returns "room variables." 945
getServerTime: Send the server time to the
client requesting it. 949

getSessionApple: Initialise a session key for stream
or batch mode operations. 950
getStoreItemInfo: Get information about items in a
store which can be purchased. 951
getUserLists: Get the user's buddy
list and ignore list. 952
getWallet: Get the contents of the player's wallet
(peanuts and fairy dust) 953
getZoneList: Get a list of all Zones
currently active/visible. 954
give: Give an item to another user. 955
go: go to a place and/or perform a gesture 956

I

initUserRoom: Create a user's private
room (in their house). 957

J

join: Join a room or place. 958

L

logout: Log out of this game session 962

M

mailCustomerService: Send an eMail to
customer service (feedback) 963

P

peekAtInventory: Look at other
users' inventories 964
ping: Send a ping to the server to
get back a pong. 965
playWith: Choose a Toot as your active
CHARACTER in the game. 966
promptReply: Accept a reply to a
server-initiated prompt 968

Q

quiesce: Quiesce Toot values to database for
logout, or periodically as a backup. 971

R

readMap: Get the positions of badges and named locations on the map.....	972
removeFromList: Remove someone from a buddy list or ignore list.....	973
reportBug: This method allows the client to “phone home” to report a bug.	974
reportUser: Report an user to the moderator(s) on duty for breaking a rule.....	979
requestBuddy: Request adding a user to your buddy list (mutual-add) using the notification-based system.....	980

S

sendMailMessage: Send an in-game SMS message.....	981
sendOutOfBandMessage: Send an arbitrary JSON packet to another user, or all of the users ...	983
serverTime: Accept the client’s notification of a server-time adjustment.....	984
setAvatarColor: Set the avatar base and extra (pad) colours for the given user.	985
setFurniture: Set or change a “furniture” item.	986
setRoomVar: Set a room variable or set of room variables.	988
setUserVar: Set “User Variables”	989

shoot: Fire a shot from a projectile device.	991
spawnZone: Spawn an additional server peer pairing.....	992
speak: The user speaks SPEECH at volume VOL in public.	993
stampPassport: Stamp the Toot’s passport	996
startEvent: Attempt to begin a Quaestor Event. Might return an error.....	997

T

tootList: Enumerates all Toots owned by the user.	1001
--	------

U

useEquipment: The player wishes to use a piece of equipment on a particular item or place. ...	1002
userAgent: The client can voluntarily report its version information.	1003

W

wardrobe: Describe what your Toot is wearing.....	1004
wtl: Walk the Line.....	1006
wtl4: Walk the Line indirect refresher from observer	1008

A.7 Operator commands

#\$: Execute a command script.	128	#getevents: List GameEvents in your current Zone	163
#addevent: Add a GameEvent to a Zone.	132	#getmotd: Retrieve the current Message Of The Day as a server message.	164
#agent: Set the clothing and colors of a Toot to match the invoking user.	133	#getschedule: Get schedule	165
#apropos: Runs APROPOS (see the Common Lisp HyperSpec) for a remote user.	129	#getschedulefor: Get scheduled events for a particular class (scheduled by that class)	166
#askme: Used to test the question-and-answer subsystem.	134	#getuvar: Get a user variable.	167
#at: Issue an operator command on a particular server instance.	135	#getuvars: Get all user variables for a given user.	168
#ban: Ban a user persistently (permanently) from the game.	136	#getvar: Get a room variable.	169
#banhammer: Ban an IP address from connecting.	137	#getvars: Get all room variables.	170
#beam: Beam yourself to a different location.	138	#git-pull: Does a git pull in the server directory.	171
#census: Load a number of users.	139	#give: Give an item as a gift to another user.	172
#clearbadge: Clear a badge off the map.	140	#givehead: Grants a new inventory item to a user and equips it.	173
#clearcache: Forcibly clear all cachés (MemCacheD).	141	#grant: Grants a new inventory item to a user.	174
#clearevent: Clear a GameEvent.	142	#headcount: Get headcount information about the running system.	175
#clearvar: Clear a room variable. (no longer supported).	143	#infinity-stats: Returns some statistics about Infinity-mode requests.	176
#cloneroom: Clone a room. (no longer supported).	144	#inv: Get a user's inventory	177
#createroom: Create a new room.	145	#journal: Add a staff journal entry or review last entries.	1071
#dbcpinfo: Get information from the DBI (database) layer.	146	#kick: Kick a user offline for a certain reason.	178
#describeitem: Set description for an item.	147	#king: Upgrade a user account.	180
#doc: Obtain documentation string in raw form about a symbol.	148	#liftban: Lift the ban upon a user.	181
#doodle-pattern: Change the pattern of a Toot.	150	#loadlists: Reload the censorship lists.	182
#doodle: Change the colors of a Toot.	149	#mem: Display some memory usage and other debugging type information as an pop-up message.	183
#dress: Force a character to wear a specific clothing item.	151	#metronome: Display information about or micromanage the metronome.	184
#drop: Drop an item	152	#motd: Set the message of the day.	185
#dropkick: Silently disconnect a user.	153	#mute: Mute a user or area.	186
#dumpthreads: Dump debugging information including all running threads to the server logs.	154	#nuke: Forcibly disconnect everyone in an area.	187
#enablepathfinder: Temporary test routine for testing pathfinders on users.	155	#parentapproves: Signal that a parent approves a user signing in.	188
#evacuate: Evacuate all users from the current Zone to another Zone.	156	#ping: Ping the server, to force a neutral administrative message reply.	189
#filter: Test censorship rules against words or phrases.	157	#place: Put a thing or a Place into the game	190
#finger: Finger a user account.	158	#purgephysics: Purge pending physics interactions.	194
#flush: Historically, this flushed the database write caché.	159	#push-script: Instruct clients to load a new script file.	195
#game: Send a command to the operator command interpreter for a running game.	160	#quick-reload: Quicklisp reload of the Tootsville package from disk.	196
#gc: Perform immediate garbage collection.	161	#rc: Run an RC (Run Commands) script.	197
#getconfig: Reads a configuration key.	162	#reboot: Restart the game server.	198

#reloadconfig: Reloads configuration properties.....	199	#time: Displays a message with the current server time.....	130
#retire: Retire a server.....	200	#unbuild: Destroy a named spot.....	220
#run: Run an arbitrary nullary Lisp function or method.....	201	#uptime: Gives the uptime of the server software.....	221
#saveroomvars: Save room variables.....	202	#v: Forces a user to say a message.....	222
#scotty: Force a user to relocate to another location.....	203	#verbosebugs: Set verbose bug backtrace reporting on or off.....	223
#script: Push a new function into for the # operator command.....	204	#wall: Write to all players.....	224
#server-list: Enumerate the servers active in this cluster.....	205	#wallops: Write to all operators.....	225
#setavatarcolors: Sets the base and extra colors of a user's avatar.....	206	#wallzones: Write to all zones.....	226
#setbadge: Set the badge on a map area.....	207	#warn: Warn a user about breaking a rule....	131
#setconfig: Set a config property.....	208	#whatabout: Searches for related item templates.....	227
#setstafflevel: Set the staff level for a user.....	209	#whatis: Displays information about an item template.....	228
#setuvar: Set a user variable.....	210	#whereami: Return an administrative message with the name of the server to which.....	229
#setvar: Set a room variable.....	211	#whereis: Locate a user in the game world....	230
#shanghai: Force a client into a different room and zone.....	212	#who: Displays a list of everyone currently in a room.....	231
#shout: Speak in another zone.....	213	#whoami: Cause the character to speak his/her name in the current room.....	232
#spawnroom: Mark a "spot" in the game.....	214	#whoareyou: Ask the server who it is.....	233
#spawnzone: Create a new zone.....	215	#ws-bandwidth-by-source: Returns some statistics about WebSockets bandwidth by source....	234
#speak: Allows a user to speak who had previously been muted.....	216	#ws-stats: Returns some statistics about WebSockets connections.....	235
#status: Discover the general status of the host.....	217	#zoom: Set the visual Zoom level of a room...	236
#stfu: Silences (mutes) a user.....	218		
#testcensor: Test a message with the censor, displays the filter result.....	219		

A.8 Game Actions

B

bowlingStrikePins 829

C

cardGameArrange 830
 cardGameDeal 831
 cardGameDraw 832
 cardGameMove 833
 cardGamePlay 834
 cardGameShuffle 835
 cardGameTake 836

G

getBowlingScorecard 837

J

joinBowlingGame 838
 joinCardGame 839

O

Overview of Game Actions 930

P

partBowlingGame 841
 partCardGame 842
 pauseSportsBallTimer 843

R

resetBowlingPins 828

S

sportsBallGoal 844
 startBowling 845
 startSportsBallGame 846
 startSportsBallTimer 847

T

tagYouReIt 848

A.9 Javascript

A

AvatarBuilder. addNameTag	1740
AvatarBuilder. afterLoading	1741
AvatarBuilder. assetProgress	1742
AvatarBuilder. assignPatternToMaterial	1743
AvatarBuilder. build	1744
AvatarBuilder. buildNew	1745
AvatarBuilder. colorize	1746
AvatarBuilder. enableShadows	1747
AvatarBuilder. getPathForPattern	1748
AvatarBuilder. loadAvatarBase	1749
AvatarBuilder. makeAvatarColorizeMaterial	1750
AvatarBuilder. makeAvatarColorizer	1751
AvatarBuilder. patterns	1752
AvatarBuilder. postBuild	1753
AvatarBuilder. rainbowColor	1754
AvatarBuilder. rememberAvatar	1755
AvatarBuilder. update	1756
AvatarViewer. createCamera	1757
AvatarViewer. createLight	1758
AvatarViewer. createScene	1759
AvatarViewer. createViewerInCanvas	1760
AvatarViewer. createViewerReally	1761
AvatarViewer. getAvatar	1762

C

cluster	2305
---------------	------

D

decodeTime	2306
------------------	------

F

FurnitureBuilder. build	1763
FurnitureBuilder. build2	1764
FurnitureBuilder. buildNew	1765
FurnitureBuilder. colorize	1766
FurnitureBuilder. enableShadows	1767
FurnitureBuilder. loadItemTemplate	1768
FurnitureBuilder. makeFurnitureColorizeMaterial	1769
FurnitureBuilder. makeFurnitureColorizer	1770
FurnitureBuilder. onLoadedTemplate	1771
FurnitureBuilder. rememberItem	1772
FurnitureBuilder. setMaterialPixmapTexture	1773
FurnitureBuilder. setMaterialTexture	1774
FurnitureBuilder. setMaterialVectorTexture ..	1775
FurnitureBuilder. setMaterialVideoTexture ..	1776
FurnitureBuilder. theaterWestVideoTexture ..	1777
FurnitureBuilder. update	1778

G

Game. BallSystem. fastForward	1779
Game. BallSystem. register	1780
Game. BallSystem. remove	1781
Game. BallSystem. updateBalls	1782
Game. bootstrap	1982
Game. clickedOnItem	1983
Game. Commands. addFurniture	1783
Game. Commands. addToList	1784
Game. Commands. click	1785
Game. Commands. createUserHouse	1786
Game. Commands. doff	1787
Game. Commands. don	1788
Game. Commands. echo	1789
Game. Commands. endevent	1791
Game. Commands. endEvent	1790
Game. Commands. finger	1792
Game. Commands. gameAction	1793
Game. Commands. getApple	1794
Game. Commands. getAvatars	1795
Game. Commands. getColorPalettes	1796
Game. Commands. getInventory	1797
Game. Commands. getInventoryByType	1798
Game. Commands. getOnlineUsers	1799
Game. Commands. getRoomList	1800
Game. Commands. getServerTime	1801
Game. Commands. getSessionApple	1802
Game. Commands. getStoreItemInfo	1803
Game. Commands. getUserLists	1804
Game. Commands. getWallet	1805
Game. Commands. getZoneList	1806
Game. Commands. give	1807
Game. Commands. go	1808
Game. Commands. initUserRoom	1809
Game. Commands. join	1810
Game. Commands. login	1811
Game. Commands. logout	1812
Game. Commands. mailCustomerService	1813
Game. Commands. peekAtInventory	1814
Game. Commands. ping	1815
Game. Commands. promptReply	1816
Game. Commands. removeFromList	1817
Game. Commands. reportBug	1818
Game. Commands. reportUser	1819
Game. Commands. requestBuddy	1820
Game. Commands. sendOutOfBandMessage	1821
Game. Commands. serverTime	1822
Game. Commands. setAvatarColor	1823
Game. Commands. setFurniture	1824
Game. Commands. spawnZone	1825
Game. Commands. speak	1826
Game. Commands. startEvent	1827
Game. Commands. useEquipment	1828
Game. Commands. walk	1829

Game. credits	1984	Game. GrowthSystem. evolve	1885
Game. fastForward	1985	Game. GrowthSystem. fastForward	1886
Game. Gatekeeper. admin	1830	Game. GrowthSystem. grow	1887
Game. Gatekeeper. avatars	1831	Game. GrowthSystem. register	1888
Game. Gatekeeper. ayt	1832	Game. GrowthSystem. remove	1889
Game. Gatekeeper. badgeUpdate	1833	Game. GrowthSystem. updateGrowth	1890
Game. Gatekeeper. beam	1834	Game. hideWhenGameReady	1986
Game. Gatekeeper. bots	1835	Game. interestingPoint	1987
Game. Gatekeeper. buddyList	1836	Game. lag	1988
Game. Gatekeeper. buddyRequest	1837	Game. MissileSystem. fastForward	1891
Game. Gatekeeper. burgeon	1838	Game. MissileSystem. register	1892
Game. Gatekeeper. bye	1839	Game. MissileSystem. remove	1893
Game. Gatekeeper. c	1840	Game. MissileSystem. updateMissiles	1894
Game. Gatekeeper. earning	1841	Game. Nav. buildWTL	1934
Game. Gatekeeper. endEvent	1842	Game. Nav. collisionP	1935
Game. Gatekeeper. forceMove	1843	Game. Nav. enterArea	1936
Game. Gatekeeper. gameAction	1844	Game. Nav. finishMovingAvatar	1937
Game. Gatekeeper. getApple	1845	Game. Nav. invalidCoordsP	1938
Game. Gatekeeper. getAvailableHouses	1846	Game. Nav. leftSectorP	1939
Game. Gatekeeper. getAwardRankings	1847	Game. Nav. mergeObjects	1940
Game. Gatekeeper. getColorPalettes	1848	Game. Nav. moveEntityOnCourse	1941
Game. Gatekeeper. getMailInBox	1849	Game. Nav. moveToNextSector	1942
Game. Gatekeeper. getMailMessage	1850	Game. Nav. positionTootAt	1943
Game. Gatekeeper. getStoreItems	1851	Game. Nav. quiesce	1944
Game. Gatekeeper. getUserLists	1852	Game. Nav. RUN_SPEED	1932
Game. Gatekeeper. goToWeb	1853	Game. Nav. runTo	1945
Game. Gatekeeper. initUserRoom	1854	Game. Nav. sendWTL	1946
Game. Gatekeeper. inventory	1855	Game. Nav. takeASep	1947
Game. Gatekeeper. joinOK	1856	Game. Nav. updateAvatar	1948
Game. Gatekeeper. kick	1857	Game. Nav. updateAvatars	1949
Game. Gatekeeper. login	1859	Game. Nav. updateFacing	1950
Game. Gatekeeper. logOK	1858	Game. Nav. validateCourse	1951
Game. Gatekeeper. migrate	1860	Game. Nav. WALK_SPEED	1933
Game. Gatekeeper. newScript	1861	Game. Nav. walkTheLine	1952
Game. Gatekeeper. outOfBand	1862	Game. NPC. Collector. fastForward	1895
Game. Gatekeeper. parentApproval	1863	Game. NPC. Collector. register	1896
Game. Gatekeeper. passport	1864	Game. NPC. Collector. updateNPC	1897
Game. Gatekeeper. playWith	1865	Game. NPC. Cook. fastForward	1898
Game. Gatekeeper. postman	1866	Game. NPC. Cook. register	1899
Game. Gatekeeper. prompt	1867	Game. NPC. Cook. updateNPC	1900
Game. Gatekeeper. pub	1868	Game. NPC. CroquetPlayer. fastForward	1901
Game. Gatekeeper. purchase	1869	Game. NPC. CroquetPlayer. register	1902
Game. Gatekeeper. quiesce	1870	Game. NPC. CroquetPlayer. updateNPC	1903
Game. Gatekeeper. reportBug	1871	Game. NPC. Doodle. fastForward	1904
Game. Gatekeeper. roomJoin	1872	Game. NPC. Doodle. register	1905
Game. Gatekeeper. rv	1873	Game. NPC. Doodle. updateNPC	1906
Game. Gatekeeper. scoreUpdate	1874	Game. NPC. Fetcher. fastForward	1907
Game. Gatekeeper. sendMailMessage	1875	Game. NPC. Fetcher. register	1908
Game. Gatekeeper. serverTime	1876	Game. NPC. Fetcher. updateNPC	1909
Game. Gatekeeper. startEvent	1877	Game. NPC. JobWorker. fastForward	1910
Game. Gatekeeper. tootList	1878	Game. NPC. JobWorker. register	1911
Game. Gatekeeper. wardrobe	1879	Game. NPC. JobWorker. updateNPC	1912
Game. Gatekeeper. wtl	1880	Game. NPC. MazeBuilder. fastForward	1913
Game. GravitySystem. fastForward	1881	Game. NPC. MazeBuilder. register	1914
Game. GravitySystem. register	1882	Game. NPC. MazeBuilder. updateNPC	1915
Game. GravitySystem. updateEntityGravity	1883	Game. NPC. Sleeper. fastForward	1916
Game. GravitySystem. updateGravity	1884	Game. NPC. Sleeper. register	1917
		Game. NPC. Sleeper. updateNPC	1918

Game. NPC. TrolleyDriver. fastForward.....	1919
Game. NPC. TrolleyDriver. register.....	1920
Game. NPC. TrolleyDriver. updateNPC.....	1921
Game. NPC. Waiter. fastForward.....	1922
Game. NPC. Waiter. register.....	1923
Game. NPC. Waiter. updateNPC.....	1924
Game. NPCSystem. burgeonNPC.....	1925
Game. NPCSystem. fastForward.....	1926
Game. NPCSystem. initNPCs.....	1927
Game. NPCSystem. nextBehavior.....	1928
Game. NPCSystem. register.....	1929
Game. NPCSystem. updateNPC.....	1930
Game. NPCSystem. updateNPCs.....	1931
Game. pivotItemTemplate.....	1989
Game. Speech. createBalloon.....	1953
Game. Speech. dispatchCommand.....	1954
Game. Speech. removeSpeech.....	1955
Game. Speech. say.....	1956
Game. Speech. updateSpeech.....	1957
Game. stopSlowLoadingWatchdogs.....	1990
Game. Tools. axe.....	1958
Game. Tools. butterflyNet.....	1959
Game. Tools. fishingRod.....	1960
Game. Tools. pickaxe.....	1961
Game. Tools. sewingKit.....	1962
Game. Tools. shovel.....	1963
Game. Tools. wrench.....	1964
Game. update.....	1991
Game. Wardrobe. doff.....	1965
Game. Wardrobe. don.....	1966
Game. Wardrobe. drop.....	1967
Game. Wardrobe. finalizeExchange.....	1968
Game. Wardrobe. findBaseSlot.....	1969
Game. Wardrobe. inventory.....	1970
Game. Wardrobe. inventoryByKind.....	1971
Game. Wardrobe. proposeExchange.....	1972
Game. Wardrobe. readied.....	1973
Game. Wardrobe. readiedP.....	1974
Game. Wardrobe. ready.....	1975
Game. Wardrobe. refresh.....	1976
Game. Wardrobe. signExchange.....	1977
Game. Wardrobe. take.....	1978
Game. Wardrobe. valences.....	1979
Game. Wardrobe. wearing.....	1980
Game. Wardrobe. wearingP.....	1981
gamepadLayouts.....	2307
Gossip. acceptOffer.....	1998
Gossip. closeInfinityMode.....	1999
Gossip. closeStreams.....	2000
Gossip. connect.....	2001
Gossip. connectedP.....	2002
Gossip. createConnection.....	2003
Gossip. createPacket.....	2004
Gossip. eavesdrop.....	2005
Gossip. eavesdroppers.....	2006
Gossip. ensureConnected.....	2007
Gossip. ensureKeyPair.....	2008
Gossip. gatekeeperAccept.....	2009

Gossip. getICE.....	2010
Gossip. getOffer.....	2011
Gossip. openInfinityMode.....	2012
Gossip. Parrot. ask.....	1992
Gossip. Parrot. done.....	1993
Gossip. Parrot. parrotErrorText.....	1994
Gossip. Parrot. say.....	1995
Gossip. Parrot. show.....	1996
Gossip. Parrot. ynP.....	1997
Gossip. send.....	2013
Gossip. sendLogOK.....	2014
Gossip. signPacket.....	2015
Gossip. waitForAnswer.....	2016
GroundBuilder. build.....	2017
GroundBuilder. colorForPlace.....	2018
GroundBuilder. initGroundPlane.....	2019
GroundBuilder. kinds.....	2020
GroundBuilder. paintPlaces.....	2021

L

Login. acceptSignedIn.....	2022
Login. addChildFlag.....	2023
Login. addChildRequest.....	2024
Login. changeSensitivePlayer.....	2025
Login. childRequestTimeLeft.....	2026
Login. childSettings.....	2027
Login. clearTootsList.....	2028
Login. considerChildApproval.....	2029
Login. createTootListItem.....	2030
Login. dimUnpickedCharacters.....	2031
Login. disableChildMode.....	2032
Login. doneEditingSettings.....	2034
Login. doRealLogin.....	2033
Login. enableChildMode.....	2035
Login. endLoginMusic.....	2036
Login. fillGoogleUserInfo.....	2037
Login. findLIForToot.....	2038
Login. finishSignIn.....	2039
Login. firebaseLogin.....	2040
Login. generateNewToot.....	2041
Login. loadTootsList.....	2042
Login. loginDone.....	2043
Login. loginKidDirty.....	2044
Login. loginKidDone.....	2045
Login. overlay.....	2046
Login. pickCharacter.....	2047
Login. playWithCharacter.....	2048
Login. populateTootsList.....	2049
Login. quit.....	2050
Login. removeChildFlag.....	2051
Login. saveTootsList.....	2052
Login. serverLinkTokenToCharacter.....	2053
Login. setSensitiveP.....	2054
Login. settingsP.....	2055
Login. start.....	2056
Login. startCharacterCreation.....	2057
Login. startSignIn.....	2058

Login. storeCredentialInfo	2059
Login. switchTootsView	2060
Login. toots	2061
Login. updateNote	2062
Login. validChildCode	2063

M

ModelLoader. loadAndColorize	2064
ModelLoader. loadModelOnce	2065
ModelLoader. loadPromise	2066
ModelLoader. recursiveColorize	2067
ModelLoader. setMaterialColor	2068

S

SceneBuilder. addFurn	2069
SceneBuilder. addItem1	2070
SceneBuilder. addItem2	2071
SceneBuilder. addPlace	2072
SceneBuilder. addText	2073
SceneBuilder. build	2074
SceneBuilder. makeBallPit	2075
SkyBuilder. build	2076
SkyBuilder. buildMatchingSky	2077
SkyBuilder. buildMatchingWeather	2078
SkyBuilder. setCloudCover	2079
SkyBuilder. setFirstSkyLayer	2080
SkyBuilder. setMoon	2081
SkyBuilder. setPlanet	2082
SkyBuilder. setPrecipitation	2083
SkyBuilder. setStarfield	2084
SkyBuilder. setSun	2085
SkyBuilder. setTheMoon	2086
SkyBuilder. setTheOtherMoon	2087
SkyBuilder. setThePinkMoon	2088
SkyBuilder. sunX	2089
SkyBuilder. sunY	2090
SkyBuilder. update	2091
SkyBuilder. updateSkyData	2092

T

Tank. afterRender	2100
Tank. attachmentOverlaysNeedUpdateP	2101
Tank. CameraManager. CAMERA_MOVE_SPEED	2093
Tank. CameraManager. positionCameraForAvatarCloseUp	2094
Tank. CameraManager. positionCameraForAvatarViewer	2095
Tank. CameraManager. positionCameraForGameBoard	2096
Tank. CameraManager. updateCamera	2097
Tank. CameraManager. updateCameraDolly	2098
Tank. CameraManager. updateCameraTruck	2099

Tank. clearSceneExceptPlayer	2102
Tank. createScene	2103
Tank. destroyAvatar	2104
Tank. findAvatar	2105
Tank. getCanvas	2106
Tank. getLargestChildMesh	2107
Tank. init3DEngine	2108
Tank. initArcCamera	2109
Tank. initOTSCamera	2110
Tank. initPlayerToot	2111
Tank. initScene	2112
Tank. loadUISounds	2113
Tank. playerAvatar	2114
Tank. prepareFor3D	2115
Tank. shutDown	2116
Tank. start3D	2117
Tank. start3DReal	2118
Tank. startRenderLoop	2119
Tank. updateAvatarFor	2120
Tank. updateCamera	2121

U

UI. addToHistory	2264
UI. Audio. context	2122
UI. Audio. gainNode	2123
UI. Audio. setVolume	2124
UI. Audio. updateVolumeMuteIcon	2125
UI. Audio. updateVolumeSlider	2126
UI. Audio. updateVolumeUI	2127
UI. Audio. volumeDown	2128
UI. Audio. volumeMute	2129
UI. Audio. volumeUp	2130
UI. clickedOnItem	2265
UI. commands	2266
UI. confirmPretty	2267
UI. findAdjacentEntity	2268
UI. forceQuit	2269
UI. FurnitureMover. addDecorations	2131
UI. FurnitureMover. beginArranging	2132
UI. FurnitureMover. captureMouseDown	2133
UI. FurnitureMover. destroyDecorations	2134
UI. FurnitureMover. dragHelper	2135
UI. FurnitureMover. endArranging	2136
UI. FurnitureMover. positionItem	2137
UI. FurnitureMover. releaseMouseDown	2138
UI. FurnitureMover. rotateItem	2139
UI. Gamepad. addGamepad	2141
UI. Gamepad. axisUpdate	2142
UI. Gamepad. buttonEvent	2143
UI. Gamepad. connectHandler	2144
UI. Gamepad. controllers	2146
UI. Gamepad. controllerState	2145
UI. Gamepad. disconnectHandler	2147
UI. Gamepad. removeGamepad	2148
UI. Gamepad. ROTATION_SPEED	2140
UI. Gamepad. scanGamepads	2149
UI. Gamepad. updateStatus	2150

UI. htmlColorToBabylon	2270	UI. Keys. arrowUp	2204
UI. HUD. arrangeSpeechBalloons	2151	UI. Keys. backwardChar	2205
UI. HUD.		UI. Keys. backwardSentence	2206
beginWatchingPaperdollWindowForClose ..	2152	UI. Keys. backwardWord	2207
UI. HUD. bumpSpeech	2153	UI. Keys. beginningOfLine	2211
UI. HUD. clickedOnMesh	2154	UI. Keys. beginShouting	2208
UI. HUD. closePanel	2155	UI. Keys. beginSpeaking	2209
UI. HUD. closeTalkBox	2156	UI. Keys. beginWhispering	2210
UI. HUD. connectTalkBox	2157	UI. Keys. capitalizeWord	2212
UI. HUD. convertCanvasEventTo3D	2158	UI. Keys. deleteBackwardChar	2213
UI. HUD. createHUDLoaderPanel	2159	UI. Keys. deleteChar	2214
UI. HUD. createPaperdollCanvas	2160	UI. Keys. downcaseWord	2215
UI. HUD. destroyHUD	2161	UI. Keys. endOfLine	2216
UI. HUD. dropHUDPanels	2162	UI. Keys. executeExtendedCommand	2217
UI. HUD. getOpenPanel	2163	UI. Keys. forwardChar	2218
UI. HUD. initHUD	2164	UI. Keys. forwardSentence	2219
UI. HUD. loadHTML	2165	UI. Keys. forwardWord	2220
UI. HUD. loadHUDPanel	2166	UI. Keys. help	2221
UI. HUD. loadScriptIntoDiv	2167	UI. Keys. insertChar	2222
UI. HUD. nameTagClicked	2168	UI. Keys. isearch	2223
UI. HUD. openPaperdoll	2169	UI. Keys. isearchBackward	2224
UI. HUD. openTalkBox	2170	UI. Keys. keyboardQuit	2225
UI. HUD. overlappingP	2171	UI. Keys. killLine	2226
UI. HUD. paperdollCurrentP	2172	UI. Keys. killRegion	2227
UI. HUD. positionPaperdollMini	2173	UI. Keys. killRingSave	2228
UI. HUD. refreshAttachmentOverlays	2174	UI. Keys. killSentence	2229
UI. HUD. refreshAttachmentsForAvatar	2175	UI. Keys. killWord	2230
UI. HUD. refreshEquipment	2176	UI. Keys. nextHistoryLine	2231
UI. HUD. refreshHUD	2177	UI. Keys. prefixCc	2232
UI. HUD. refreshNameTagAttachment	2178	UI. Keys. prefixCx	2233
UI. HUD. refreshPaperdoll	2179	UI. Keys. priorHistoryLine	2234
UI. HUD. refreshSpeechAttachment	2180	UI. Keys. selectAll	2235
UI. HUD. refreshTalkStatus	2181	UI. Keys. speakLine	2236
UI. HUD. refreshTimeLeft	2182	UI. Keys. textEntry	2237
UI. HUD. refreshWallet	2183	UI. Keys. transposeChars	2238
UI. HUD. returnPaperdollMini	2184	UI. Keys. transposeWords	2239
UI. HUD. setPaperdollForPlayerAvatar	2185	UI. Keys. upcaseWord	2240
UI. HUD. showCamera	2186	UI. Keys. yank	2241
UI. HUD. showControlPanel	2187	UI. Keys. yankPop	2242
UI. HUD. showHUDPanel	2188	UI. lightenColor	2274
UI. HUD. showMobile	2189	UI. makeDivOrParagraph	2275
UI. HUD. showPlayerCard	2190	UI. makeIDFromTitle	2276
UI. HUD. sortSpeechByCTime	2191	UI. makePrettyDialog	2277
UI. HUD. speechOverlaps	2192	UI. makePrompt	2278
UI. HUD. switchActiveItem	2193	UI. NewToot. afterCreate	2243
UI. HUD. talkBoxOpenP	2194	UI. NewToot. applyPatternColor	2244
UI. HUD. toggleElement	2195	UI. NewToot. avatarViewerUpdate	2245
UI. HUD. toggleHUDPanel	2196	UI. NewToot. changePattern	2246
UI. HUD. toggleTalkBox	2197	UI. NewToot. checkName	2247
UI. HUD. toggleTalkEmoji	2198	UI. NewToot. colors	2248
UI. HUD. toggleTalkExpression	2199	UI. NewToot. createColorPicker	2249
UI. HUD. toggleTalkLoud	2200	UI. NewToot. createPatternPicker	2250
UI. insertEmoji	2271	UI. NewToot. patterns	2251
UI. interact	2272	UI. NewToot. pickedPattern	2252
UI. interpretTootColor	2273	UI. NewToot. rainbowGradient	2253
UI. Keys. arrowDown	2201	UI. NewToot. randomize	2255
UI. Keys. arrowLeft	2202	UI. NewToot. randomPatternColor	2254
UI. Keys. arrowRight	2203	UI. NewToot. ready	2256

UI. NewToot. setColor	2257	updateClock	2309
UI. NewToot. setPattern	2258	Util. assertValidHostName	2291
UI. NewToot. updateAvatar	2259	Util. checkStream	2292
UI. onFirstClick	2279	Util. closeWebSocket	2293
UI. quit	2280	Util. connectWebSocket	2294
UI. recallText	2281	Util. ensureServersReachable	2295
UI. runCommand	2282	Util. equalP	2296
UI. say	2283	Util. errorFromWebSocket	2297
UI. setFullscreen	2284	Util. infinity	2298
UI. setFullscreenFromNavigator	2285	Util. infinityAwaits	2299
UI. signOut	2286	Util. loadScript	2300
UI. slowLoadingWatchdog	2287	Util. messageFromWebSocket	2301
UI. takeOneStep	2288	Util. openWebSocket	2302
UI. toggleFullscreen	2289	Util. rest	2303
UI. useActiveItem	2290	Util. stream	2304
UI. WaWa. build	2260		
UI. WaWa. playChained	2261	W	
UI. WaWa. playShifted	2262	window. onGoogleYoloLoad	2310
UI. WaWa. stop	2263		
universalTimeOffset	2308		

“It’s always dark at the beginning . . . ”

