

# **How To Use the Venues MOO**

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# Chapter 1. Introduction

## About this Document

This document is intended to provide an introduction to using the Venues MOO to support building, maintaining, and operating an Access Grid node. It assumes that you have an Access Grid node, on which is installed Access Grid 1.0 software. It also assumes that you have an AG account for logging into Virtual Venues (VV), and know how to start up your AG node and navigate to VV rooms.

It is beyond the scope of this document to provide thorough instructions for those connecting to the MOO from computers other than their Access Grid Display machine. However, it is reasonably simple to connect in this way, and a few tips are provided in appropriate places in the document which should provide adequate direction to savvy readers.

Feedback on this document should be sent to the author at <jtvh@bu.edu>.

## Acknowledgments

Many thanks are due to all the kind, patient people on the Waterfall Glen MUD at Argonne National Laboratory who taught me how to use the MUD, set bits which allowed me to play around with stuff, and forgave my lapses of MUD etiquette even when severe (a special nod to the folks in the Treetop Hangout Room who kindly sent me on my way when I didn't realize how rudely I was testing my verbs in their space). Thanks also to Tom Coffin, whose Access Grid MOO Directions<sup>1</sup> provided useful information, including most of the links to various MOO clients.

## Conventions Used in this Document

Within this document, the following conventions are used:

- A command is indicated like this: **command** .
- A command with options is indicated like this: **command** options . Please note that in this document, there is not a distinction made between optional and required options.

It is also worth noting that an account which allows you to connect to a MOO is generally referred to as a MOO "character", and that communications among people logged into MOOs are generally referred to as communications among characters. The word "account" is rarely used in MOO circles.

## About the Venues MOO

The Access Grid Venues MOO at Argonne National Laboratory serves as the official virtual hangout of the AG community, as well as the primary backchannel for communication among AG node operators during AG-based events. MOO stands for "MUD, Object Oriented", and is a specific implementation of a MUD system. (In practice, the difference between a MUD and a MOO is not apparent to the casual user.) To borrow (and slightly modify) from Internet.com's Webpoedia, a MUD is:

"Short for Multi-User Dungeon (or Multi-User Dimension) a text-based virtual space where users can take on an identity in the form of an avatar and interact with one another. Originally, MUDs tended to be adventure games played within enormous old castles with hidden rooms, trap-doors, exotic beasts, and magical items."

Our hangout room tends to be a bit light on the exotic beasts and magical items, but it's full of sociable, AG-knowledgable people who'd like to help you. There's almost always somebody hanging around on the MUD during US business hours -- and frequently at other times as well. As international AG usage increases, we'll probably see more round-the-clock conversations. And many of us find it useful to leave a MUD connection open all the time, so we can catch up on current events by reading the discussions which take place while we're away.

## **Notes**

1. [http://www.accesscenterdc.org/demos/AccessGrid/moo\\_directions.html](http://www.accesscenterdc.org/demos/AccessGrid/moo_directions.html)

## Chapter 2. How to Use the Venues MOO

### Connecting to the Venues MOO

Assuming you have a properly-functioning Access Grid software installation, connecting to the Venues MOO is simple. For each virtual room in the Virtual Venues (VV) space, there is a corresponding room on the Venues MOO. When you connect your AG node to the Venues, a MOO client will appear on your Display machine. This client is part of the Virtual Venues software suite, and will move from VV room to VV room along with your vic and rat applications. You will be logged into this MOO with a character name which matches the login name of your AG Virtual Venues account.

If you do not have access to a properly-functioning AG Display machine, or want to connect from an additional computer as well as your Display machine, any MOO client will do. Here are a few that some people in the AG community have used:

- Tinkeri View<sup>1</sup>
- tkMOO-light<sup>2</sup> (the client which is installed on AG Display machines)
- SimpleMU MU\* Client<sup>3</sup>
- Savitar<sup>4</sup> (for Macintosh)

Any MOO client should be able to connect to the Venues MOO using the configuration information below. You may also need to know that this is in fact a MOO and not a MUD; some clients may care about the difference.

- Server: `venues.accessgrid.org`
- Port: `7777`

If you are connecting from a computer other than your AG Display machine, it's recommended that you get a separate MOO character for these purposes. To do so, connect to the Venues MOO using the information above. When you connect to the MOO, follow the steps below. (Please note that some MOO clients automatically put a "@" at the beginning of commands; if you run into trouble with these instructions, try leaving off the "@" symbols at the beginning of the commands.)

1. Connect as a guest by typing `@connect guest` . On some MOO clients, you may need to omit the "@" sign and simply type `connect guest` .
2. Once you've connected, type `@request name for email-address` , where "name" is your desired user name and "email-address" is the address to which you would like the character password sent.
3. Within a few minutes, you will receive an email at the address you specified in the previous step. In this message will be confirmation of the creation of your character, along with the character's password.
4. Once you have the information for your new character, disconnect from your current connection (as "guest") to the MOO by typing `@quit` .
5. Reconnect to the MUD with your new character. Once you've connected, you may change your password by typing `@password old-password new-password` , where "old-password" is the current password for the character and "new-password" is the password to which you'd like to change.

### Navigation

If you're connecting to the MOO from your AG Display machine, the only MOO room you should ever need to navigate to is the Meadow, the official virtual hang-out room of the AG community. To get to that room, type "go to meadow".

If you're connecting from a different machine, you can navigate to whatever VV-associated room you need by typing `go to room`, where "room" is the name of the room to which you'd like to go. For more information about navigating in the MOO, type `help movement`.

## Communication

Below are a few tips for how to communicate in the MOO. Please note that this list is not exhaustive, and that there are frequently multiple ways to accomplish the same task; for more detailed information, type `help communication`. Please also note that the MOO output shown below reflects what *you* will see; the MOO output in each person's client reflects their MOO character's point of view through appropriate use of the word "you." In the examples below, it is assumed that your MOO character name is "jennifer."

The table below really is but a mere start on the possible communications among characters on a MOO. For more useful (and often fun) MOO communications commands (often known as "verbs"), type `help carpal tunnel`, or `help anti-social`.

Before you begin communicating on the MOO, it is strongly suggested to read up a bit on MOO etiquette. Type `help manners` for a good introduction to this topic. Also, remember that while many people are logged into the MOO at any given time, some of them may have stepped away from their desks. If you ask a question and don't receive a quick answer, try leaving your character connected to the MOO for a while (even if you also have to leave your desk from time to time), then, when you return, read the MOO conversations which have accumulated in your MOO client over time (this is commonly referred to as "reading scrollback"). In fact, many of us heavy-duty MOO users leave our characters connected 24 hours a day, 7 days a week, even when we're on vacation.

You may wish to revisit the section on "Conventions Used in this Document" before perusing this table.

Table 2-1. Frequently Used Communications Commands

Type of Communication	Command	Sample Command	Sample Output
Speaking to everybody in the room	<code>" message</code>	<code>"Hello, world!</code>	You say, "Hello, World!"
Speaking to a specific person	<code>character-name, message</code>	<code>russ, When will beta2 be ready?</code>	You [to russ]: When will beta2 be ready?
Emoting	<code>: message</code>	<code>: goes for coffee</code>	jennifer goes for coffee
Whispering ( <i>output will only be seen by you and the person to whom you are whispering</i> )	<code>mu character-name message</code>	<code>mu rdo we need more MOO roomss</code>	You whisper to rdo, "we need more MOO rooms"
Waving	<code>wa character-name</code>	<code>wa mgh</code>	You wave to mgh.
Poking ( <i>used to get somebody's attention</i> )	<code>poke character-name</code>	<code>poke lcc</code>	You poke lcc.
Heh-ing	<code>h character-name</code>	<code>h bigal</code>	You heh at bigal.

## Disconnecting from the MOO

How could you possibly want to leave the Venues MOO? Was it something that we said?

Seriously, though, many of us almost never disconnect our client software from the MOO, simply catching up on "scrollback" whenever we return. The MOO is great for this blend of synchronous and asynchronous communication. But of course, we all have to leave *sometime*.

To disconnect from the MOO, simply type **@quit** at the command line (or, if your MOO client prepends its commands with the @ for you, simply type **quit**). You may then close your client in whatever way the application requires (in the case of tkMOO on the Display machine, you can simply click on the "x" in the upper-right-corner of the Window, as with any Windows application).

## Notes

1. <http://www.tinkeri.com/>
2. <http://www.awns.com/tkMOO-light/>
3. <http://simplemu.onlineroleplay.com/>
4. <http://www.heynow.com/Savitar/index.html>

