The Quill

Adventure System

The Quill. Extra Facilities in Serial C

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The main differences between Serial A and Serial C Quill's are:-

a)   The Main Menu has been split into two.
b)   The System Messages can be amended using option R on the Main Menu.
c)   Words can be associated with objects using the Object Word Table (Option S on the Main Menu). These words are then used to automatically GET, DROP, WEAR & REMOVE objects.
d)   10 New actions have been provided.

Because of the above differences the databases are incompatible. Thus you can't load a Serial A database into a Serial C Quill or vice versa. In order that you may adapt your Serial A databases to work with your new Quill we have provided a conversion program after the Quill on the tape, details on how to use it are given on page 8 of this booklet.

The changes in detail:-

1) The Main Menu

The Main Menu has been split into two and you can switch between Main Menu A & Main Menu B using option T. Main Menu A contains the options used most often. Note that the full range of options (now A-T) is available whichever menu is displayed.

2) The System Messages

Option R on the Main Menu allows you to amend the System Messages. You should fully understand the detailed description of the interpreter in part 2 of The Quill manual before amending any of the messages. Messages 30 & 31 are not really messages but contain the positive and negative replies used in the QUIT & END actions, so be extra careful changing these as action END is the only way back to the editor from the interpreter. These can be used to change the Quill system to accept foreign languages completly e.g. by substituting J (Ja) for the Y in German games.

The messages are used as shown in the chart overleaf.

Mesno.	Message	Used in
0	Everything is dark. I can't see.	Describe current loc.
1	I can also see:-	Describe current loc.
2	I await your command	Get command
3	I'm ready for your instructions.	Get command
4	Tell me what to do.	Get command
5	Give me your command.	Get command
6	Sorry, I don't understand that. Try some different words.	See bottom of flow 1
7	I can't go in that direction.	See bottom of flow 1
8	I can't	See bottom of flow 1
		Also used in actions; AUTOG,AUTOD,AUTOW and AUTOR.
9	I have with me:-	Action INVEN
10	(worn)	Action INVEN
11	Nothing at all.	Action INVEN
12	Do you really want to quit now?	Action QUIT
13	END OF GAME Do you want to try again?	Action END
14	Bye. Have a nice day.	Action END
15	OK.	Action OK
16	Press any key to continue	Action ANYKEY
17	You have taken	Action TURNS
18	turn	Action TURNS
19	s	Action TURNS
20	.	Action TURNS
21	You have scored	Action SCORE
22	%	Action SCORE
23	I'm not wearing it.	Action WEAR
24	I can't. My hands are full.	Actions REMOVE & DROP
25	I already have it.	Action GET
26	It's not here.	Action GET
27	I can't carry any more.	Action GET
28	I don't have it.	Actions DROP & WEAR
29	I'm already wearing it.	Action WEAR
30	Y	Action QUIT
31	N	Action END

Due to this ability to change the System Messages, C series
Quill's are not provided with a 'YOU' file.

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3) The New Actions are as follows:-

PAPER n
  Where n ranges from 0 to 9. Changes global paper colour.

INK n
  Where n ranges from 0 to 9. Changes global ink colour.

BORDER n
  Where n ranges from 0 to 7. Changes screen border colour.

CLS
  Clears screen to current global colours.

DROPALL
  All objects which are carried or worn are created at the
  current location (ie all objects are dropped) and Flag 1 is set
  to zero.

PLACE objno. locno.
  The position of Object objno. is changed to locno.. Flag 1 is
  decremented if the object was carried.

AUTOG
  The object word table is searched for an entry which matches
  W2. If a match is not found, SM8 "I can't" is printed and
  action DONE is performed. If a match is found the object
  number of the matching entry is passed to the GET action. SM8
  means System Message 8.

AUTOD
  The Object Word Table is searched for an entry which matches
  W2. If a match is not found, SM8 "I can't" is printed and
  action DONE is performed. If a match is found the object
  number of the matching entry is passed to the DROP action.

AUTOW
  If the value in W2 is < 200, SM8 "I can't" is printed and
  action DONE is performed. Otherwise the Object Word Table is
  searched for an entry which matches W2. If a match is not
  found, SM8 "I can't" is printed and action DONE is performed.
  If a match is found the object number of the matching entry is
  passed to the WEAR action.

AUTOR
  If the value in W2 is < 200, SM8 "I can't" is printed and
  action DONE is performed. Otherwise the Object Word Table is
  searched for an entry which matches W2. If a match is not
  found, SM8 "I can't" is printed and action DONE is performed.
  If a match is found the object number of the matching entry is
  passed to the REMOVE action.

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4) The Object Word Table

The purpose of this table is to enable objects to be GOT, DROPPED, WORN or REMOVED without you making hundreds of entries in the EVENT table of the form:-

```
                       GET  HAT   Conds
                                  Acts  GET  6
                                  OK
```

This table is used by the new actions AUTOG, AUTOD, AUTOW & AUTOR.

Whenever an Object text is inserted a null entry is made for that object number in the Object Word Table. The null entry can be amended by selecting option S on the Main Menu. eg. If object 6 is a Deerstalker hat and HAT is a word in the Vocabulary then object 6 can be associated with the word HAT by entering A 6 HAT on the Object Word Menu. If you were to print the Object Word Table now , the entry for object 6 would be:-

```
       either    Object   6    HAT  GD
       or        Object   6    HAT  GDWR
```

The GD or GDWR signifies which of the actions AUTOG, AUTOD, AUTOW and AUTOR will operate on object 6. Whether GD or GDWR is printed depends on the word value of word HAT. If the word value for HAT is < 200 then GD will be printed otherwise GDWR will be printed. Thus if an object cannot be worn it should have a word in the Vocabulary with a word value < 200. If an object can be worn (eg a hat) then it should have a word in the Vocabulary with a word value > 199.

An example of using the Object Word Table

As a basis for an example we will use the mini adventure
described in the Quill manual. If the Object Word Table is not
to be used then the following Vocabulary & Event table entries
are needed.

Vocabulary

TORCH	20
APPLE	21
KNIFE	22
TELEVISION	23
TV	23
COAT	24
DEERSTALKER	25
HAT	25
KEY	26
SAFE	27
JEWEL	28
STICK	29

Event Table

Words		Conds		Acts		
GET	TORCH	PRESENT	0	GET	0	OK
GET	TORCH			GET	1	OK
GET	APPLE			GET	2	OK
GET	KNIFE			GET	3	OK
GET	COAT			GET	5	OK
GET	HAT			GET	6	OK
GET	KEY			GET	7	OK
GET	JEWEL			GET	9	OK
GET	STICK			GET	11	OK
DROP	TORCH	CARRIED	0	DROP	0	OK
DROP	TORCH			DROP	1	OK
DROP	APPLE			DROP	2	OK
DROP	KNIFE			DROP	3	OK
DROP	COAT			DROP	5	OK
DROP	HAT			DROP	6	OK
DROP	KEY			DROP	7	OK
DROP	JEWEL			DROP	9	OK
DROP	STICK			DROP	11	OK
WEAR	COAT			WEAR	5	OK
WEAR	HAT			WEAR	6	OK
REMOVE	COAT			REMOVE	5	OK
REMOVE	HAT			REMOVE	6	OK

If the Object Word Table is to be used then the following
Vocabulary, Event & Object Word table entries are needed.

Vocabulary

TORCH	20
APPLE	21
KNIFE	22
TELEVISION	23
TV	23
COAT	224
DEERSTALKER	225
HAT	225
KEY	26
SAFE	27
JEWEL	28
STICK	29

Event Table

Words		Conds		Acts		
GET	TORCH	PRESENT	0	GET	0	OK
GET				AUTOG		OK
DROP	TORCH	CARRIED	0	DROP	0	OK
DROP				AUTOD		OK
WEAR	_			AUTOW		OK
REMOVE	_			AUTOR		OK

Object Word Table

Object	0		
Object	1	TORC	GD
Object	2	APPL	GD
Object	3	KNIF	GD
Object	4		
Object	5	COAT	GDWR
Object	6	HAT	GDWR
Object	7	KEY	GD
Object	8		
Object	9	JEWE	GD
Object	10		
Object	11	STIC	GD

Notes

a)   The word values for HAT & COAT are now > 200

b)   The TV & SAFE do not have words in the Object Word Table
      because they are not to be manipulated.

c)   The torch (Objects 0 & 1) has object 1 handled by the
      Object   Word Table while object 0 still has to be handled
      explicitly   in the Event table.

d)   If a word used in the Object Word Table is deleted from the
      Vocabulary the entry in the table is set to null.

e)   The person playing the adventure still has to enter the
      command GET HAT to pickup the hat. The Object Word Table
      just   makes writing the adventure easier.

Further points of interest

1)   Printing to an RS232 printer can be done by using the
      following commands before loading the Quill:-

                        OPEN #3;"T"
                        FORMAT "T";x   (x=baud speed)

      Note though that any CHR$ 6's in the text tables will be
      ignored by the Interface 1.

2)   The minimum BASIC program needed to run a saved adventure
      is:-

          CLEAR 24999: LOAD""CODE: RANDOMISE USR 25000 for Serial A
      or CLEAR 24999: LOAD""CODE: RANDOMISE USR 25063 for Serial C

3)   Deleting a word from the vocabulary can take a long time
      (minutes) if the word is used many times in the Movement,
      Event, and Object Word tables.

4)   An entry in the Status table of the form:-

                            Conds
              —   —   Acts   DESC

      will cause the Interpreter to loop. Pressing the Break key
      will escape from the loop.

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5)   The Quill starts up by printing the address in memory where
       the UDG definitions are stored - this may vary from version
       to version so we will refer to it as 'uda'. In order to
       change them use the following method:-

       o   Define your udg's as you normally do. (eg the Horizons
             character definer or a small BASIC program and BIN
             statements).

       o   Save them as a file on tape, if you are using a BASIC
             program this will involve the following line;

                   SAVE "udgs" CODE USR "a",168

       o   Clear out the machine and type the following which
             forces the udg's to be at 'uda';

                   LOAD "udgs" CODE 'uda'   (remember to put it in!)
                   SAVE "qudg" CODE 'uda',168

             the last statement saves a file on tape which has come
             from 'uda'.

       o   Finally, load The Quill into the machine. Select
             option 'K' (load database) and load the file just
             saved. This will reload at the address it was saved
             from ('uda') thus overwriting the existing udg's.

6)   In order to highlight text for Objects,Messages etc you can
       insert FLASH and BRIGHT controls in a similar way to colour
       changes. i.e. press CAPS SHIFT & SYMBOL SHIFT to enter
       extended mode (cursor is a flashing 'E'). Now press key 9
       to turn on FLASH or CAPS & 9 to turn on BRIGHT. Turning
       them off again is just as easy; from extended mode press key
       8 to turn off FLASH or CAPS & 8 to tun off BRIGHT.

                        Database Conversion

After the main program on the accompanying cassette you will find
a program to convert an A series database to a C series one. The
program is loaded by typing;

                   LOAD "A-CCONVERT"

please note: the program is in two parts, the first part
automatically loads the second.

In order to use an A series database with the C series Quill or
with The Illustrator you must convert it to a C series database
using this program. If you have less than 990 bytes spare in
your database, the conversion will fail with an error report. In
this case you must reduce the database in size using an A series
Quill, and then convert.
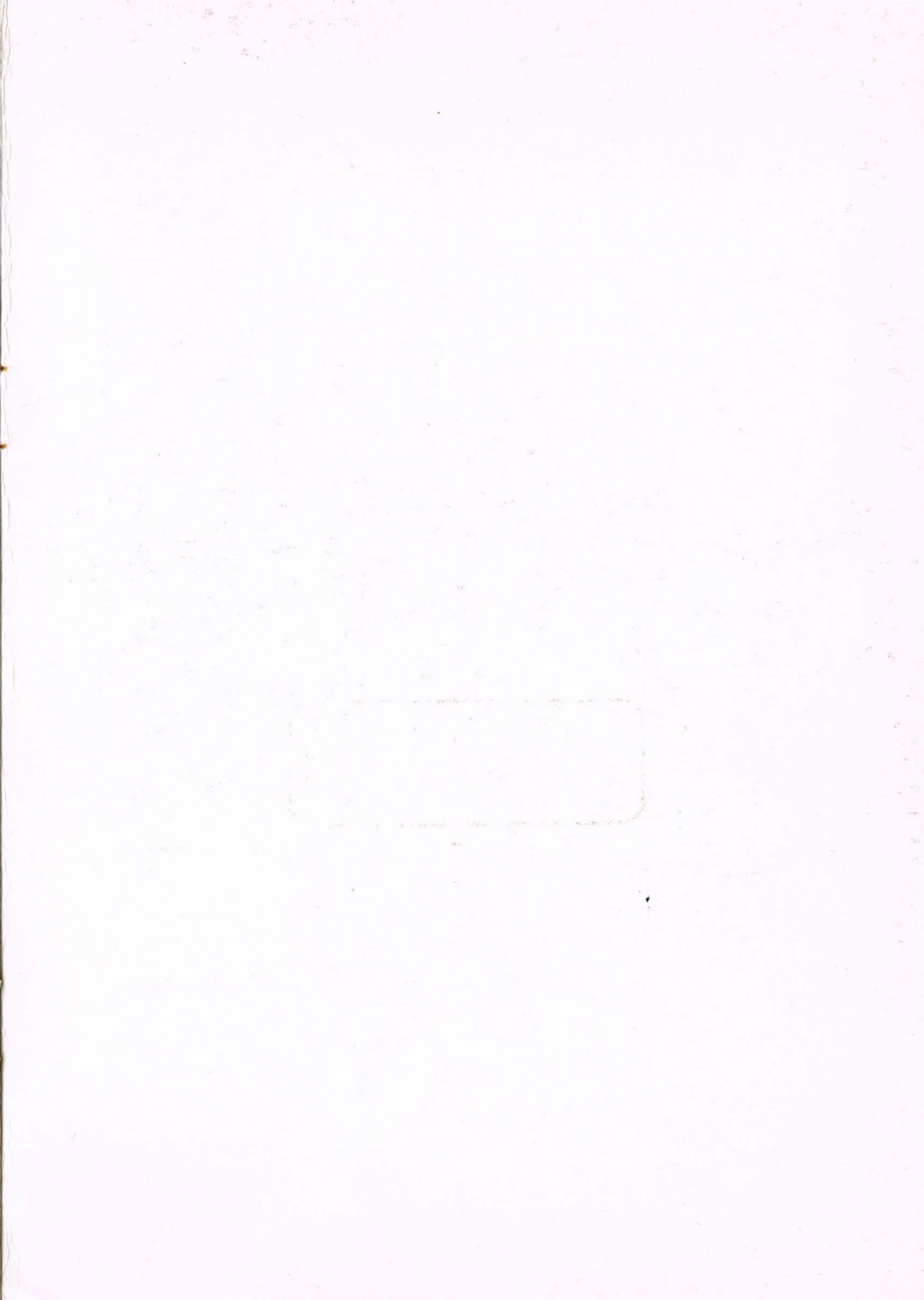
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