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(-----Communications Overlay Prefix-----)

V= 'XCOMM

VOCABULARY COMM-VOC IMMEDIATE

93 OPEN-OVERLAY
COMM-VOC DEFINITIONS

3900 TRANS-ALLOT

NEWT-DP

6

9

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0      ( Communications Expert: Variables      AWK 2/21/85 )
1      V: SUBJECT      \ subject used for finding phrase
2      V: #A-HAILS      \ # alien's attempts at hailing
3      V: #A-PHRASES-LIMIT \ # phrases alien may say before tired
4      \ of talking
5      V: LEAST-USED      \ use count of least-used phrase in subj.
6      2V: TIRED-TIME      \ clock time after which alien is tired
7      \ of waiting
8      2V: OK-TALK-TIME      \ clock time after which alien may talk;
9      \ time enough for player to read phrase
10     0 C: ?FIRED-WEAPONS \ did the player fire his weapons
11     \ V: TERMINATED      \ terminated communications flag
12     0 C: ?WAITING-FOR-ANSWER \ T= alien is waiting for answer
13     V: SPACIAL-CONTEXT \ 1= space 2= homeworld
14     0 C: ?A-TALKING      \ T= alien is current talker
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0      ( Huffman Decode Vectors      AWK 10/31/85 ) ( Communications Expert: Variables      AWK 2/21/85 )
1
2      ( exit )
3
4      V: HUFFSPACE 254 ALLOT
5
6      HEAD: 0HUFFSPACE ( -- ) T: LSCAN OFF T;
7      ' 0HUFFSPACE ' DVECTOR-INIT !
8
9      HEAD: B>HUFFSPACE ( b -- )
10     T: LSCAN DUP C@ + 1+ C! 1 LSCAN +! T;
11     ' B>HUFFSPACE ' DVECTOR !
12
13
14
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0      ( Communications Expert: Variables      AWK 6/25/85 ) ( Communications Expert: Constants      AWK 2/21/85 )
1      2V: (ORIGINATOR) \ iaddr of originator when finding phrase
2      2V: (PHRASE)      \ iaddr of last phrcontrl record output
3      V: HAILER          \ who hailed 1= player 2= alien 0= no one
4      0 C: ?P-RESPOND    \ did the player respond
5      V: P-POSTURE      \ player's current posture
6      V: P-POSTURES      \ bit field of all P-POSTURES this encnt
7      V: P-SUBJECT      \ player's current subject
8      V: P-QUES         \ player's current subject
9      V: #P-PHRASES      \ # player's phrases not incl. hail
10     \ V: A-POSTURE      \ alien's posture
11     V: A-SUBJECT      \ alien's current subject
12     V: #A-PHRASES      \ # alien's phrases not incl. hail
13     V: POSTURE         \ posture used for finding phrase
14     V: LAST-LEN        \ length of last phrase sent or rec'd
15

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12

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0 ( Communications Expert: Fields
1 48 11 255 IFIELD: PHRASE$
2
3 50 11 1 IFIELD: LSC 50 12 1 IFIELD: LP
4 50 13 1 IFIELD: FC 50 14 1 IFIELD: UA
5 50 15 1 IFIELD: DEDLN 50 16 1 IFIELD: DEDLY
6
7 52 11 1 IFIELD: TC 52 12 1 IFIELD: TX 52 13 1 IFIELD: CSF
8 52 18 1 IFIELD: BASE-EDL 52 29 1 IFIELD: CPIC
9 52 19 1 IFIELD: AET 52 20 1 IFIELD: BET 52 21 1 IFIELD: CET
10 52 22 1 IFIELD: OPE 52 23 1 IFIELD: FPE 52 24 1 IFIELD: HPE
11 52 25 1 IFIELD: MSW 52 26 3 IFIELD: VST-PTR
12
13 20 69 4 IFIELD: %STATUS 20 23 2 IFIELD: %COMM
14 17 17 3 IFIELD: CAPTAIN 17 29 3 IFIELD: COMM-OFF
15 16 29 1 IFIELD: ^CMC 16 11 15 IFIELD: ^NAME

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0 ( Communications Expert: Support
1 : ORIGINATOR>C ( -- )
2 (ORIGINATOR) 1.5@ >C+S TC C@ CTCOLOR ! ;
3 : A>ORIGINATOR ( -- )
4 (AORIGINATOR) 1.5@ (ORIGINATOR) 1.5! A-POSTURE @ POSTURE !
5 A-SUBJECT @ SUBJECT ! 1 ' ?A-TALKING ! ;
6 HEAD: P>ORIGINATOR ( -- )
7 T: *COMM-OFF (ORIGINATOR) 1.5! P-POSTURE @ POSTURE !
8 P-SUBJECT @ SUBJECT ! ' ?A-TALKING OFF T;
9 HEAD: PHRASE>C ( -- ) T: (PHRASE) 1.5@ >C+S T;
10 HEAD: DELTA-NO ( -- n )
11 T: A-QUES 1.5@ >C+S DEDLN +-@ ICLOSE T;
12 HEAD: DELTA-YES ( -- n )
13 T: A-QUES 1.5@ >C+S DEDLY +-@ ICLOSE T;
14 HEAD: !A-SUBJECT T: A-SUBJECT ! T;
15

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14

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0 ( Communications Expert: Support
1
2 CASE POSTURE>AFIELD
3 2 IS FPE 8 IS HPE
4 OTHERS OPE
5
6 HEAD: POSTURE-EFFECT ( -- addr )
7 T: (AORIGINATOR) 1.5@ >C+S
8 P-POSTURE @ POSTURE>AFIELD +-@ ICLOSE T;
9
10 HEAD: (>BUTTON) ( -- )
11 T: XYSKAN DROP ?DUP IF NEW-BUTTON THEN T;
12 HEAD: >BUTTON ( -- ) T: BEGIN (>BUTTON) ?TRIG UNTIL T;
13 HEAD: CAPT: ( -- ) T: P>ORIGINATOR WHITE CTCOLOR ! T;
14
15

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AWK 9/16/85 ) ( Communications Expert: Support
AWK 3/06/85 )

10 20 2C: OP# 10 15 2C: FP# 5 10 2C: NP# 4 7 2C: HP#

CASE (#PHRASES)
  OBSEQUIOUS IS OP# FRIENDLY IS FP#
  NEUTRAL IS NP# HOSTILE IS HP#
  OTHERS NULL

HEAD: GET-PHRASE-LIMIT ( -- )
T: A-POSTURE @ (#PHRASES) RAND #A-PHRASES-LIMIT ! T;

CASE N>POSTURE
  0 IS FRIENDLY 1 IS NEUTRAL 2 IS HOSTILE 3 IS FIGHT
  OTHERS OBSEQUIOUS

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AWK 2/21/85 ) ( Communications Expert: Support
AWK 3/06/85 )

HEAD: EDL>POSTURE ( -- )
T: (AORIGINATOR) 1.5@ >C+S
EDL @ DUP AET C@ < NOT
  OVER BET C@ < NOT +
  SWAP CET C@ < NOT + DUP ICLOSE
P-STRENGTH @ A-STRENGTH @ -
2DUP 5 > SWAP 3 = AND ROT 2 = ROT 15 > AND OR 2* +
N>POSTURE A-POSTURE ! GET-PHRASE-LIMIT T;

: +!EDL ( n -- )
EDL @ + 0 MAX 100 MIN EDL ! EDL>POSTURE P-SUBJECT OFF
ALIEN-RACE @ 3 = A-POSTURE @ 2 = AND \ FRIENDLY Mechans?
IF (AORIGINATOR) 1.5@ >C+S \ if so their BASE-EDL
1 BASE-EDL C! ICLOSE THEN ; \ is now FRIENDLY too.

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AWK 7/23/85 ) ( Communications Expert: Support
AWK 7/18/85 )

HEAD: SET-OK-TIME ( -- )
T: TIME D@ LAST-LEN @ 45 * \ 45 ms/char base reading rate
  DUP 2/ ?A-TALKING * \ 22 ms/char for alien words
  COMM-OFF-SKILL @ 250 */ + \ % pro rata for xlation
0 D+ OK-TALK-TIME D! T;

HEAD: SET-TIRED-TIME ( -- )
T: TIME D@ 12000. D+ TIRED-TIME D! T;

HEAD: ?LOCKED-OUT ( n -- f )
T: >R I 10 12 WITHIN
IF 0 101 RAND 40 < I BIT * (LOCK-OUT) @ OR (LOCK-OUT) ! THEN
R> BIT (LOCK-OUT) @ AND 0= 0= T;

```


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0 ( Communications: phrase search words
1
2 HEAD: FIND-PHRASE ( -- f )
3 T: 0 256 LEAST-USED !
4 BEGIN FC C@ LEAST-USED @ < LP C@ POSTURE C@ AND 0> AND
5 LSC C@ SPACIAL-CONTEXT @ AND 0> AND
6 IF CI (PHRASE) 1.5! FC C@ LEAST-USED ! DROP 1 THEN
7 INEXT ?FIRST
8 UNTIL T;
9
10 HEAD: ?SPACE<>SUBJ ( -- f )
11 T: SUBJECT @ DUP ! = OVER 2 = OR SWAP 5 = OR NOT T;
12
13
14
15

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0 ( Communications: phrase search words
1 HEAD: FIND-SUBJECT ( -- )
2 T: SUBJECT @ 51 OVER IFIND 0= SWAP ?LOCKED-OUT OR
3 ?A-TALKING SPACIAL-CONTEXT @ 2 = AND
4 IF ?SPACE<>SUBJ OR THEN
5 IF IFIRST 51 5 IFIND DROP 5 SUBJECT ! THEN T;
6
7 HEAD: PHRASE-SEARCH ( -- )
8 T: 0. (PHRASE) 1.5!
9 ORIGINATOR>C ?CHILD
10 IF IOPEN FIND-SUBJECT ?CHILD
11 IF IOPEN FIND-PHRASE 0=
12 IF ICLOSE 5 SUBJECT ! FIND-SUBJECT IOPEN
13 FIND-PHRASE DROP THEN CDROP
14 THEN CDROP
15 THEN ICLOSE T;

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0 ( Communications: Buttons & Player actions
1
2 HEAD: COMM$( -- )
3 T: 58 FILE# ! 5 RECORD# ! T;
4 HEAD: JCOMM$ ( addr cnt -- )
5 T: 18TN SWAP CMOVE SET-CURRENT T;
6
7 HEAD: >RESPOND$ ( -- ) T: COMM$ " RESPOND" JCOMM$ T;
8 HEAD: >HAIL$ ( -- ) T: COMM$ " HAIL " JCOMM$ T;
9
10
11
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13
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21

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AWK 2/25/85 ) ( Communications Alien comm scrambler
AWK 10/31/85 )

HEAD: PAD+WORD ( addr cnt -- )
T: SWAP PAD PAD C@ + 1+ ROT DUP PAD C@ + PAD C! CMOVE T;

HEAD: HASH-WORD ( addr cnt -- n )
T: 0 ROT ROT OVER + SWAP DO I C@ + 1 /LOOP T;

V: A-SYLLABLES 222 ALLOT

HEAD: MOVE-SYLLABLES ( -- )
T: A-SYLLABLES 224 BL FILL
ORIGINATOR>C VST-PTR 1.5@ >C+S IOPEN
32 0 DO PHRASE$ 1+ COUNT HUFF> LSCAN
A-SYLLABLES I 7 * + OVER C@ 1+ CMOVE INEXT
LOOP CDROP CDROP ICLOSE T;

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22

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AWK 2/25/85 ) ( Communications Alien comm scrambler
AWK 5/29/85 )

HEAD: A-SYLL ( n -- addr cnt )
T: 7 * A-SYLLABLES + COUNT T;

HEAD: A-WORD ( n n' -- addr cnt )
T: PAD 64 BL FILL 0 PAD C!
ORIGINATOR>C MSW C@ >R ICLOSE
DUP R) MOD 2+ 1 DO
2DUP HASH-WORD I * 32 MOD A-SYLL PAD+WORD
LOOP
2DROP PAD COUNT T;

\ creates n for A-SYLL from addr & cnt of original word;
\ bases number of syllables on cnt of original word & MSW

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23

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AWK 2/26/85 ) ( Communications Alien comm scrambler
AWK 3/07/85 )

EXIT

3 C: 3

CASE ORIG#>CREW#
VELOX IS 1 THRYNN IS 2 ELWAN IS 3
OTHERS 0

HEAD: ?RACE=ALIEN ( n -- f )
T: ALIEN-RACE @ ORIG#>CREW# 1+ BIT AND 0= 0= T;

HEAD: COMM-FACTOR ( -- n )
T: COMM-OFF-SKILL @
COMM-RACE @ BIT ?RACE=ALIEN 25 * +
P-RACES @ ?RACE=ALIEN 25 * + T;

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0 ( Communications Alien comm scrambler          AWK 11/16/85 ) ( Communications Output mechanics          AWK 11/04/85 )
1
2 HEAD: ?SCRAMBLE ( addr cnt n n' -- f )
3 T: ?FOREIGN-LANGUAGE ?A-TALKING AND
4 2OVER * ABS 250 MOD ( COMM-FACTOR ) COMM-OFF-SKILL @ > AND T;
5
6 HEAD: TERMINATE ( -- )
7 T: TERMINATED ON XTALK OFF ' CEX+WAX 'EXTERNAL-EVENTS ! T;
8
9 HEAD: A>TERMINATE ( n -- ) T: DROP TERMINATE T;
10
11
12
13
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15

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28

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0 ( Communications phrase connected actions        AWK 3/15/85 ) ( Communications Output mechanics          AWK 7/18/85 )
1
2 CASE ACTION-CASE ( n' n -- )
3 0 IS +!EDL 1 IS A>TERMINATE
4 OTHERS DROP
5
6 HEAD: >ACTION ( n -- )
7 T: (ORIGINATOR) 1.5@ (AORIGINATOR) 1.5@ D=
8 IF DUP 127 = OVER -127 = 2* + ACTION-CASE ELSE DROP THEN T;
9
10 HEAD: DO-UA ( -- ) T: PHRASE>C UA +-@ ICLOSE >ACTION T;
11
12
13
14
15

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0 ( Communications Output mechanics                AWK 3/21/85 ) ( Communications Output mechanics          AWK 2/26/85 )
1 HEAD: -LEADING ( addr cnt -- addr' cnt' )
2 T: 2DUP 0 DO DUP C@ BL =
3 IF 1+ ELSE LEAVE THEN
4 LOOP >R SWAP I - + R> SWAP T;
5
6 HEAD: PARSE ( addr cnt -- addr cnt cnt' )
7 T: -LEADING
8 2DUP 1+ OVER + SWAP 0 ROT ROT DO
9 1 C@ BL = I 1+ I' = OR
10 IF DROP I 3 PICK - LEAVE THEN
11 LOOP
12 DUP 4 PICK + 1+ ROT 3 PICK - 1- 2SWAP T;
13
14 HEAD: +1CHAR ( addr cnt -- addr+1 cnt-1 ) T: 1- SWAP 1+ SWAP T;
15

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0 ( Communications Output mechanics
1
2 HEAD: YOU$ ( -- ) T: " YOUR" WORD>CT " RACE" T;
3 HEAD: OTHER$ ( -- ) T: " OTHER" WORD>CT " RACES" T;
4 HEAD: OEMP$ ( -- )
5 T: " THE" WORD>CT " OLD" WORD>CT " EMPIRE" T;
6 HEAD: ANC$ ( -- ) T: " THE" WORD>CT " ANCIENTS" T;
7 HEAD: NO$ ( -- ) T: +1CHAR 0 T;
8
9
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11
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31

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0 ( Communications Output mechanics
1
2 CASE {?SUBJ}
3 THEMSELVES IS YOU$ OTHER-RACES IS OTHER$
4 OLD-EMPIRE IS OEMP$ ANCIENTS IS ANC$
5 OTHERS NO$
6
7 HEAD: ?SUBJ ( -- ) T: P-QUES @ {?SUBJ} T;
8
9 CASE SPECIAL-CASE
10 ASCII * IS CNAME ASCII & IS SNAME ASCII % IS ANAME
11 ASCII / IS ?SUBJ ASCII ( IS OPTION$
12 ASCII ) IS NO$ ASCII + IS ASHIP ascii # is no$
13 OTHERS 0
14
15

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32

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0 ( Communications Output mechanics
1
2 : SPECIAL ( addr cnt -- addr' cnt' )
3 OVER C@ SPECIAL-CASE ?DUP
4 IF WORD>CT +1CHAR THEN ;
5
6
7
8
9
10
11
12
13
14
15

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33

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AWK 2/26/85 ) ( Communications Output mechanics AWK 11/02/85 )
: (PHRASE>CT) ( addr cnt -- )
DUP LAST-LEN ! CTINIT 0 & CTPOS. CTCOLOR @ !COLOR
CTCNT OFF CTSCROLL CTCNT OFF
BEGIN PARSE SPECIAL ?SCRAMBLE
IF A-WORD THEN WORD>CT 1 CTX +! DUP 0<
UNTIL
2DROP CTSCROLL ;

HEAD: PHRASE>CT ( -- )
T: (PHRASE) 1.5@ OR
IF DO-UA CTCOLOR @ !COLOR PHRASE>C FC C@ 1+ FC C! IOPEN
PHRASE$ 1+ COUNT HUFF> LSCAN COUNT (PHRASE>CT)
CDROP ICLOSE
THEN T;

```

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AWK 2/26/85 ) ( Communications Output mechanics AWK 10/21/85 )
ASCII . C: XTRAIL
HEAD: -XTRAILING ( addr cnt b -- addr' cnt' )
T: ' XTRAIL ! ' XTRAIL CFA ' -TRAILING 14 + !
-TRAILING
' BL CFA ' -TRAILING 14 + ! T;
\ perform a -TRAILING where b is the delimiter instead of BL

HEAD: ?VINITIAL ( addr -- f )
T: C@ DUP ASCII A = OVER ASCII E = OR OVER ASCII I = OR
OVER ASCII O = OR SWAP ASCII U = OR T;

HEAD: !A-SUBJECT+
T: !A-SUBJECT A>ORIGINATOR PHRASE-SEARCH PHRASE>CT 'KEY DROP T;

```

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AWK 3/06/85 ) ( Communications expert: actions EDL AWK 2/20/85 )
HEAD: +5>EDL ( -- ) T: 5 +!EDL T;
HEAD: -5>EDL ( -- ) T: -5 +!EDL T;
HEAD: +10>EDL ( -- ) T: 10 +!EDL T;
HEAD: -10>EDL ( -- ) T: -10 +!EDL T;
HEAD: +4/9>EDL ( -- )
T: #A-HAILS @ DUP 2 4 WITHIN SWAP DUP * * +!EDL T;
HEAD: 100>EDL ( -- ) T: 100 +!EDL T;

HEAD: YES>EDL ( -- ) T: DELTA-YES +!EDL T;
HEAD: NO>EDL ( -- ) T: DELTA-NO +!EDL T;

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0 ( Communications expert: actions EDL
1
2 HEAD: NEW-POSTURE>EDL ( -- )
3 T: POSTURE-EFFECT +!EDL
4 P-POSTURES P-POSTURE @ OVER @ OR SWAP ! T;
5
6 HEAD: RESPOND>EDL ( -- )
7 T: POSTURE-EFFECT +!EDL 0 ' ?P-RESPOND ! T;
8
9 HEAD: STATEMENT>EDL ( -- )
10 T: POSTURE-EFFECT #P-PHRASES C@ / +!EDL T;
11
12 HEAD: QUESTION>EDL ( -- )
13 T: ?NEW-QUESTION
14 IF POSTURE-EFFECT #P-PHRASES C@ / 2/ +!EDL
15 0 ' ?NEW-QUESTION ! THEN T;

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0 ( Communications expert: actions TALKATIVENESS AWK 2/21/85 )
1
2 HEAD: @TX ( -- n ) T: A>ORIGINATOR ORIGINATOR>C TX C@ ICLOSE T;
3 HEAD: *!XTALK ( n1 n2 -- ) T: @TX SWAP */ 100 MIN XTALK ! T;
4 HEAD: !XTALK ( n -- ) T: XTALK ! T;
5
6 HEAD: 1.5*TX ( -- ) T: 3 2 *!XTALK T;
7 HEAD: 2*TX ( -- ) T: 2 1 *!XTALK T;
8 HEAD: 2.5*TX ( -- ) T: 5 2 *!XTALK T;
9 HEAD: 1*TX ( -- ) T: 1 1 *!XTALK T;
10 HEAD: 0.5*TX ( -- ) T: 1 2 *!XTALK T;
11
12 HEAD: 70>TX ( -- ) T: 70 !XTALK T;
13 HEAD: 100>TX ( -- ) T: 100 !XTALK T;
14 HEAD: 0>TX ( -- ) T: 0 !XTALK T;
15

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0 ( Communications expert: actions AUXILIARY AWK 2/21/85 )
1 HEAD: RAISE-SHIELDS ( -- )
2 T: 1 ' ?A-SHIELDS-UP ! CAPT;
3 " CAPTAIN, THEY'VE RAISED THEIR SHIELDS." (PHRASE>CT) T;
4
5 HEAD: LOWER-SHIELDS ( -- )
6 T: ' ?A-SHIELDS-UP OFF CAPT;
7 " CAPTAIN, THEY'VE LOWERED THEIR SHIELDS." (PHRASE>CT) T;
8
9 HEAD: ARM-WEAPONS ( -- )
10 T: 1 ' ?A-WEAPONS-ARMED ! CAPT;
11 " CAPTAIN, THEY'VE ARMED THEIR WEAPONS." (PHRASE>CT) T;
12
13 HEAD: DISARM-WEAPONS ( -- )
14 T: ' ?A-WEAPONS-ARMED OFF CAPT;
15 " CAPTAIN, THEY'VE DIS-ARMED THEIR WEAPONS." (PHRASE>CT) T;

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( Communications expert: actions AUXILIARY AWK 2/21/85 )
HEAD: CALL-FOR-SHIPS ( -- )
T: 1 ' ?CALLED ! CAPT;
" CAPTAIN, I'M PICKING UP A TRANSMISSION, BUT IT'S NOT DIRECTED
TOWARD US." (PHRASE>CT) T;

HEAD: SHIPS-ARRIVE ( -- )
T: ' ?CALLED OFF CAPT;
" CAPTAIN, MORE ALIEN SHIPS HAVE WARPED IN." (PHRASE>CT) T;

HEAD: SCAN-PLAYER ( -- )
T: 1 ' ?SCANNED ! CAPT;
" CAPTAIN WE'RE BEING SCANNED." (PHRASE>CT) T;

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( Communications expert: actions COMMUNICATIONS AWK 7/24/85 )
V: ?COMM-BTNS ?COMM-BTNS OFF

HEAD: HAIL ( -- )
T: 1 !A-SUBJECT+
1 #A-HAILS +! SET-TIRED-TIME SET-OK-TIME 2 HAILER !
>RESPOND# ?COMM-BTNS @
IF 5 0 .ABTN THEN +4/9>EDL T;

HEAD: RESPOND ( -- )
T: 2 !A-SUBJECT+
1 #A-PHRASES +! SET-OK-TIME T;

HEAD: ANSWER ( -- )
T: P-QUES @ !A-SUBJECT+
1 #A-PHRASES +! SET-OK-TIME P-QUES OFF T;

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( Communications expert: actions COMMUNICATIONS AWK 7/18/85 )
HEAD: STATEMENT ( -- )
T: 13 !A-SUBJECT+ 1 #A-PHRASES +! SET-OK-TIME T;

HEAD: QUESTION ( -- )
T: 14 !A-SUBJECT+
(PHRASE) 1.5@ A-QUES 1.5!
1 #A-PHRASES +! SET-TIRED-TIME SET-OK-TIME
1 ' ?WAITING-FOR-ANSWER ! 10 .BTN-TEXT INIT-BUTTON
1 #A-HAILS ! 'KEY DROP T;

```


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```

0 ( Communications expert: actions COMMUNICATIONS   AWK 2/22/85 ) ( Communications expert: conditions   AWK 2/21/85 )
1
2 HEAD: TIRED-OF-WAITING ( -- )
3 T: 6 !A-SUBJECT+ SET-TIRED-TIME SET-OK-TIME ! #A-HAILS +! T;
4
5 HEAD: TIRED-OF-TALKING ( -- )
6 T: 15 !A-SUBJECT+ TERMINATE T;
7
8
9
10
11
12
13
14
15

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HEAD: @XSTATUS ( -- n )
T: *SHIP >C+S XSTATUS @ ICLOSE T;
HEAD: !XSTATUS ( n -- )
T: *SHIP >C+S XSTATUS ! ICLOSE T;

HEAD: ?SHIELDS-UP ( -- f ) T: @XSTATUS C@ 8 AND 0= 0= T;

HEAD: ?SHIELD-FLAG ( -- f )
T: @XSTATUS DUP 16 AND 0= 0= SWAP -17 AND !XSTATUS T;

HEAD: ?WEAPONS-ARMED ( -- f ) T: @XSTATUS C@ 1 AND T;

HEAD: ?WEAPON-FLAG ( -- f )
T: @XSTATUS DUP 32 AND 0= 0= SWAP -33 AND !XSTATUS T;

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0 ( Communications expert: conditions   AWK 2/21/85 ) ( Communications expert: conditions   AWK 2/21/85 )
1
2 HEAD: ?RACE ( -- f )
3 T: ALIEN-RACE @ >R
4 I ELOWAN = I GAZURTOID = OR I MECHAN = OR
5 I SPENIN = OR I THRYNN = OR I VELOX = OR R> UHLEK = OR T;
6
7 HEAD: ?OBSEQUIOUS ( -- f ) T: A-POSTURE C@ 1 = T;
8 HEAD: ?FRIENDLY ( -- f ) T: A-POSTURE C@ 2 = T;
9 HEAD: ?NEUTRAL ( -- f ) T: A-POSTURE C@ 4 = T;
10 HEAD: ?HOSTILE ( -- f ) T: A-POSTURE C@ 8 = T;
11 HEAD: ?FIGHT ( -- f ) T: A-POSTURE C@ 16 = T;
12
13 HEAD: ?TALKATIVENESS ( -- f ) T: XTALK @ 0= 0= T;
14 HEAD: ?TIRED-OF-TALKING ( -- f )
15 T: #A-PHRASES @ #A-PHRASES-LIMIT @ < NOT T;

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HEAD: ?P-HAILED ( -- f ) T: HAILER @ 1 = T;
HEAD: ?A-HAILED ( -- f ) T: HAILER @ 2 = T;

: ?TIRED-OF-WAITING ( -- f ) TIRED-TIME D@ TIME D@ D< ;
HEAD: ?OK-TO-TALK ( -- f ) T: OK-TALK-TIME D@ TIME D@ D< T;

HEAD: ?P-STATEMENT ( -- f ) T: P-SUBJECT C@ 13 = T;
HEAD: ?WAS-QUESTIONED ( -- f ) T: P-QUES @ 0= 0= T;

HEAD: ?NEW-POSTURE ( -- f )
T: P-POSTURE @ P-POSTURES @ AND 0= T;

```

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0 ( Communications expert: conditions   AWK 2/21/85 ) ( Communications expert: conditions   AWK 2/21/85 )
1
2 HEAD: ?CALL ( -- f ) T: 0 100 RRND 0= T;
3 HEAD: ?SCAN ( -- f ) T: 0 100 RRND 0= T;
4 HEAD: ?ARRIVE ( -- f ) T: 0 100 RRND 0= T;
5
6 HEAD: ?WANT-TO-TALK ( -- f )
7 T: 0 100 RRND XTALK @ < \ chance of talking
8 0 20 RRND 0= AND T; \ 1 out of 20 loops
9
10
11 HEAD: ?REPEAT ( -- f ) T: #A-HAILS @ 3 < T;
12
13
14
15

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HEAD: ?<3SHIPS ( -- f ) T: #A-SHIPS @ 3 < T;

HEAD: ?IN-COMM ( -- f )
T: #P-PHRASES C@ 0> #A-PHRASES C@ 0> OR TERMINATED @ 0= AND T;

HEAD: ?TERMINATED ( -- f )
T: TERMINATED @ A-POSTURE @ 16 = OR T;

```

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0 ( Communications expert: conditions      AWK 2/21/85 )
1
2 HEAD: ?MAKE-STATEMENT ( -- f )
3 T: 0 2 RRND 0= 13 + !A-SUBJECT A>ORIGINATOR PHRASE-SEARCH
4 SUBJECT @ 14 = LEAST-USED @ 0= AND NOT T;
5
6 HEAD: ?CAN-SURRENDER ( -- f )
7 T: (AORIGINATOR) 1.5@ >C+S CSF C@ ICLOSE T;
8
9 HEAD: ?SURRENDER ( -- f )
10 T: ?IN-COMM ?CAN-SURRENDER AND ?OBSEQUIOUS AND T;
11
12
13
14
15

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( Communications expert: rules TALKATIVENESS      AWK 2/21/85 )
RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?OBSEQUIOUS TRUE
      ?P-HAILED FALSE --> 2*T%
RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?OBSEQUIOUS TRUE
      ?P-HAILED TRUE --> 2.5*T%
RULE: ?IN-COMM TRUE ?CAN-SURRENDER TRUE ?TIRED-OF-TALKING FALSE
      --> 70>T%
RULE: ?IN-COMM TRUE ?OBSEQUIOUS FALSE ?TIRED-OF-TALKING FALSE
      --> 70>T%
RULE: ?IN-COMM TRUE ?CAN-SURRENDER TRUE ?OBSEQUIOUS TRUE
      ?TIRED-OF-TALKING FALSE --> 0>T%
RULE: ?IN-COMM TRUE ?TIRED-OF-TALKING TRUE --> 0>T%

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0 ( Communications expert: rules EDL      AWK 2/21/85 )
1
2 12 12 EXPERT <EDL>
3
4 RULE: ?SHIELD-FLAG TRUE ?SHIELDS-UP TRUE --> +5>EDL
5 RULE: ?SHIELD-FLAG TRUE ?SHIELDS-UP FALSE --> -5>EDL
6 RULE: ?WEAPON-FLAG TRUE ?WEAPONS-ARMED TRUE --> +10>EDL
7 RULE: ?WEAPON-FLAG TRUE ?WEAPONS-ARMED FALSE --> -10>EDL
8 RULE: ?P-HAILED TRUE ?NEW-POSTURE TRUE --> NEW-POSTURE>EDL
9 RULE: ?P-STATEMENT TRUE --> STATEMENT>EDL
10 RULE: ?WAS-QUESTIONED TRUE ?NEW-QUESTION TRUE --> QUESTION>EDL
11 RULE: ?P-RESPOND TRUE --> RESPOND>EDL
12 RULE: ?FIRED-WEAPONS TRUE --> 100>EDL
13 CR ." EDL #conds=" COND-CNT ?
14
15

```

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( Communications expert: rules TALKATIVENESS      AWK 2/21/85 )
RULE: ?IN-COMM FALSE ?TERMINATED TRUE ?OBSEQUIOUS FALSE
      --> 0>T%
RULE: ?IN-COMM FALSE ?TERMINATED TRUE ?CAN-SURRENDER FALSE
      --> 0>T%
RULE: ?IN-COMM FALSE ?TERMINATED TRUE ?HAS-SURRENDERED TRUE
      --> 0>T%
RULE: ?IN-COMM FALSE ?TERMINATED TRUE ?OBSEQUIOUS TRUE
      ?CAN-SURRENDER TRUE ?HAS-SURRENDERED FALSE --> 100>T%
." TALK #conds=" COND-CNT ?

```

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0 ( Communications expert: rules TALKATIVENESS      AWK 2/21/85 )
1 12 20 EXPERT <TALK>
2
3 RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?FRIENDLY TRUE
4       ?P-HAILED FALSE --> 1.5*T%
5 RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?FRIENDLY TRUE
6       ?P-HAILED TRUE --> 2*T%
7 RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?NEUTRAL TRUE
8       ?P-HAILED FALSE --> 1*T%
9 RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?NEUTRAL TRUE
10      ?P-HAILED TRUE --> 1.5*T%
11 RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?HOSTILE TRUE
12      ?P-HAILED FALSE --> 0.5*T%
13 RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?HOSTILE TRUE
14      ?P-HAILED TRUE --> 1*T%
15 RULE: ?IN-COMM FALSE ?TERMINATED FALSE ?FIGHT TRUE --> 0>T%

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( Communications expert: rules AUXILLARY      AWK 2/21/85 )
16 11 EXPERT <AUX>
RULE: ?IN-COMM FALSE ?A-SHIELDS-UP FALSE ?FRIENDLY FALSE
      ?SURRENDER FALSE --> RAISE-SHIELDS
RULE: ?IN-COMM FALSE ?A-SHIELDS-UP TRUE ?FRIENDLY TRUE
      --> LOWER-SHIELDS
RULE: ?A-SHIELDS-UP TRUE ?SURRENDER TRUE --> LOWER-SHIELDS
RULE: ?A-WEAPONS-ARMED TRUE ?FRIENDLY FALSE ?NEUTRAL FALSE
      --> ARM-WEAPONS
RULE: ?A-WEAPONS-ARMED TRUE ?HOSTILE FALSE ?OBSEQUIOUS FALSE
      ?FIGHT FALSE --> DISARM-WEAPONS

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0 ( Communications expert: rules AUXILLARY      AWK 2/21/85 ) ( Communications expert: rules COMMUNICATIONS      AWK 2/22/85 )
1
2 RULE: ?A-WEAPONS-ARMED TRUE ?SURRENDER TRUE --> DISARM-WEAPONS
3 RULE: ?CALL TRUE ?CALLED FALSE ?RACE TRUE ?<3SHIPS TRUE
4       ?FRIENDLY FALSE ?NEUTRAL FALSE ?SURRENDER FALSE
5       --> CALL-FOR-SHIPS
6 RULE: ?CALLED TRUE ?ARRIVE TRUE --> SHIPS-ARRIVE
7 RULE: ?RACE TRUE ?SCAN TRUE ?SCANNED FALSE --> SCAN-PLAYER
8
9 ." AUX #conds=" COND-CNT ?
10
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RULE: ?IN-COMM TRUE ?WAS-QUESTIONED TRUE ?OK-TO-TALK TRUE
      ?TIRED-OF-TALKING FALSE --> ANSWER

RULE: ?IN-COMM TRUE ?TIRED-OF-TALKING TRUE ?OK-TO-TALK TRUE
      ?WAITING-FOR-ANSWER FALSE --> TIRED-OF-TALKING

RULE: ?IN-COMM TRUE ?TALKATIVENESS FALSE
      ?TIRED-OF-TALKING FALSE --> TERMINATE

." COMM #conds=" COND-CNT ? CR

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0 ( Communications expert: rules COMMUNICATIONS      AWK 2/22/85 ) ( Communications: Buttons & Player actions      AWK 2/26/85 )
1
2 13 12 EXPERT <COMM>
3
4 RULE: ?IN-COMM FALSE ?P-HAILED FALSE ?WANT-TO-TALK TRUE
5       ?OK-TO-TALK TRUE ?A-HAILED FALSE --> HAIL
6
7 RULE: ?IN-COMM FALSE ?A-HAILED TRUE ?WANT-TO-TALK TRUE
8       ?OK-TO-TALK TRUE ?TIRED-OF-WAITING TRUE ?REPEAT TRUE
9       --> HAIL
10
11 RULE: ?IN-COMM FALSE ?P-HAILED TRUE ?WANT-TO-TALK TRUE
12       ?OK-TO-TALK TRUE --> RESPOND
13
14
15

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HEAD: P-PHASE ( -- )
T: P>ORIGINATOR PHRASE-SEARCH PHRASE>CT
P-SUBJECT @ 1 = NOT #P-PHRASES +! SET-OK-TIME T;

```

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0 ( Communications expert: rules COMMUNICATIONS      AWK 2/22/85 ) ( Communications: Buttons & Player actions      AWK 2/26/85 )
1
2 RULE: ?IN-COMM TRUE ?WANT-TO-TALK TRUE ?WAS-QUESTIONED FALSE
3       ?OK-TO-TALK TRUE ?MAKE-STATEMENT TRUE
4       ?WAITING-FOR-ANSWER FALSE ?TIRED-OF-TALKING FALSE
5       --> STATEMENT
6
7 RULE: ?IN-COMM TRUE ?WANT-TO-TALK TRUE ?WAS-QUESTIONED FALSE
8       ?OK-TO-TALK TRUE ?MAKE-STATEMENT FALSE
9       ?WAITING-FOR-ANSWER FALSE ?TIRED-OF-TALKING FALSE
10      --> QUESTION
11
12 RULE: ?IN-COMM TRUE ?WAITING-FOR-ANSWER TRUE ?OK-TO-TALK TRUE
13       ?TIRED-OF-WAITING TRUE ?REPEAT TRUE --> TIRED-OF-WAITING
14
15

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0 (Communications: Buttons & Player actions

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AWK 2/26/85) (Communications: Buttons & Player actions

AWK 2/26/85)

HEAD: >P-POSTURE (--)
 T: 8 .BTN-TEXT INIT-BUTTON >BUTTON
 3 THIS-BUTTON @ - DUP 3 = + BIT P-POSTURE !
 5 ?IN-COMM 4 * + .BTN-TEXT INIT-BUTTON T;

CASE (>QUESTION)
 0 IS THEMSELVES 1 IS OTHER-RACES
 2 IS OLD-EMPIRE 3 IS ANCIENTS
 OTHERS GEN'L-INFO

HEAD: >QUESTION (--)
 T: 11 .BTN-TEXT INIT-BUTTON >BUTTON 1 ' ?NEW-QUESTION !
 THIS-BUTTON @ (>QUESTION) P-QUES ! 14 P-SUBJECT ! P-PHRASE
 9 .BTN-TEXT INIT-BUTTON T;

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0 (Communications: Buttons & Player actions

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AWK 2/26/85) (Communications: Buttons & Player actions

AWK 7/23/85)

HEAD: >STATEMENT (--) T: 13 P-SUBJECT ! P-PHRASE T;

CASE (COMM-MENU)
 0 IS >STATEMENT 1 IS >QUESTION 2 IS >P-POSTURE
 OTHERS TERMINATE

HEAD: >YES (--) T: YES>EDL " YES." (PHRASE>CT) T;
 HEAD: >NO (--) T: NO>EDL " NO." (PHRASE>CT) T;
 HEAD: >IMPATIENT (--) T: A-POSTURE @ 2* +!EDL T;
 HEAD: >TERMINATE (--)
 T: >IMPATIENT TERMINATE T;

CASE YES/NO-CASE
 0 IS >YES 1 IS >NO 2 IS >TERMINATE
 OTHERS >IMPATIENT

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0 (Communications: Buttons & Player actions

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AWK 2/26/85) (Communications: Buttons & Player actions

AWK 10/10/85)

HEAD: >HAIL (--)
 T: >P-POSTURE 1 P-SUBJECT ! P-PHRASE 1 HAILER ! 5 .BTN-TEXT T;

HEAD: >RESPOND (--)
 T: >P-POSTURE
 2 P-SUBJECT ! P-PHRASE ' ?P-RESPOND ON #A-HAILS OFF T;

: EDL+Aux (--)
 ' <AUX> DISTRACT <AUX> DROP
 ' <EDL> DISTRACT <EDL> DROP ;

: COMM-EXPERTS (--)
 EDL+Aux
 ' <TALK> DISTRACT <TALK> DROP
 ' <COMM> DISTRACT <COMM> DROP ;

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66

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0 ( Communications: Buttons & Player actions
1
2 HEAD: .COMM-PIC ( -- )
3 T: >MAINVIEW DARK >DISPLAY V>DISPLAY
4 (AORIGINATOR) 1.5@ >C+S CPIC C@ ?DUP
5 IF 4 191 PDS. HBUF-SEG @ SWAP FILE<
6 HBUF-SEG @ ' .HYBRID MODULE
7 THEN ICLOSE T;
8
9
10
11
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15

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0 ( Communications: Buttons & Player actions
1
2 HEAD: COMM-LOOP2 ( -- )
3 \ comm loop after someone has RESPONDED
4 T: .COMM-PIC 9 .BTN-TEXT INIT-BUTTON 'XCOMM @ MODULE
5 BEGIN COMM-EXPERTS (>BUTTON) ?TRIG
6 ?WAITING-FOR-ANSWER ?TIRED-OF-WAITING AND ?REPEAT NOT AND OR
7 IF THIS-BUTTON @ ?WAITING-FOR-ANSWER
8 IF ' ?WAITING-FOR-ANSWER OFF ?REPEAT NOT 3 * +
9 CAPT: YES/NO-CASE #A-HAILS OFF
10 9 .BTN-TEXT INIT-BUTTON ELSE (COMM-MENU)
11 THEN
12 THEN ?TERMINATED
13 UNTIL
14 #A-PHRASES OFF #P-PHRASES OFF HAILER OFF >HAIL$
15 5 .BTN-TEXT INIT-BUTTON FTRIG OFF T;

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0 ( Communications: Buttons & Player actions
1
2 HEAD: COMMUNICATE ( -- )
3 T: *SHIP >C+S 2 XCOMM 1+ C@ ICLOSE ' ov?.EQUIP-DK MODULE
4 IF HAILER @ 2 = NOT
5 IF >HAIL ELSE >RESPOND THEN
6 THEN T;
7
8 V: (STOP-COMM)
9 HEAD: STOP-COMM T: (STOP-COMM) ON T;
10
11 CASE (COMM-BTN)
12 0 IS COMMUNICATE
13 1 IS NOP ( SOS Drone )
14 2 IS NOP ( messages )
15 OTHERS STOP-COMM

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0 ( Communications: Buttons & Player actions
1 : COMM-LOOP1 ( -- )
2 \ comm loop while conversation is one-sided ie before a RESPOND
3 5 .BTN-TEXT INIT-BUTTON (STOP-COMM) OFF ?COMM-BTNS ON
4 BEGIN (AORIGINATOR) 1.5@ OR
5 IF COMM-EXPERTS THEN (>BUTTON) ?TRIG
6 IF THIS-BUTTON @ (COMM-BTN) THEN
7 #P-PHRASES @ #A-PHRASES @ OR (AORIGINATOR) 1.5@ D@= NOT AND
8 IF COMM-LOOP2
9 >MAINVIEW DARK >DISPLAY V>DISPLAY
10 WHITE !COLOR " COMMUNICATIONS HAVE BEEN TERMINATED" .TTY
11 THEN (STOP-COMM) @
12 UNTIL 0 .BTN-TEXT ?COMM-BTNS OFF
13 CLR-BUTTONS BLUE 4 .HIGHLIGHT 4 THIS-BUTTON ! ;
14
15 ?COMM-BTNS OFF

```

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```

0 ( Communications: Initialization routines
1 HEAD: INIT-ACOMM ( i -- )
2 T: (AORIGINATOR) 1.5!
3 TIME D@ OK-TALK-TIME D! TERMINATED OFF
4 ' ?A-WEAPONS-ARMED OFF ' ?A-SHIELDS-UP OFF 14 !A-SUBJECT
5 A-STRENGTH OFF #A-PHRASES OFF #A-HAILS OFF A>ORIGINATOR
6 ORIGINATOR>C TX C@ XTALK ! BASE-EDL C@ EDL ! EDL>POSTURE
7 @INST-SPECIES-DUP >R>ALIEN-RACE ! ?CHILD
8 IF 1 1 = 1 2 = OR 1 4 = OR
9 6 9 WITHIN OR DUP \ alien race = 1/2/4/6/7/8
10 IF MOVE-SYLLABLES THEN ' ?FOREIGN-LANGUAGE !
11 (ENCOUNTER) 1.5@ 2DUP
12 15 AND A-WORD 15 MIN OVER 1- C! 1- A-SHIP $!
13 SWAP 15 AND A-WORD 15 MIN OVER 1- C! 1- A-CAPT $!
14 ELSE TERMINATED ON THEN ICLOSE T;

```

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```

0 ( Communications: Initialization routines
1 HEAD: INIT-BCOMM ( -- )
2 T: P-STRENGTH OFF (LOCK-OUT) OFF ' ?NEW-QUESTION OFF
3 ' ?SCANNED OFF ' ?CALLED OFF ' ?P-RESPOND OFF
4 P-POSTURES OFF ' ?FIRED-WEAPONS OFF ' ?WAITING-FOR-ANSWER OFF
5 HAILER OFF #P-PHRASES OFF
6 P-SUBJECT OFF P-QUES OFF
7 ' ?HAS-SURRENDERED OFF P-RACES OFF COMM-RACE OFF
8 *ASSIGN-CREW >C+S CAPTAIN 1.5@ >C+S
9 ^NAME P-CAPT $! ICLOSE COMM-OFF 1.5@ >C+S
10 ^CMC C@ COMM-OFF-SKILL ! @INST-SPECIES COMM-RACE ! ICLOSE
11 0 CAPTAIN 18 + CAPTAIN DO 1 1.5@ >C+S
12 @INST-SPECIES 1+ BIT OR ICLOSE
13 3 +LOOP ICLOSE P-RACES !
14 *SHIP >C+S XNAME P-SHIP $! ICLOSE T;

```

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0 ( Communications: Initialization routines      AWK 8/13/85 ) ( -----Communications Overlay Suffix-----)
1
2 HEAD: INIT-MCOMM ( -- )                      DISPOSE
3 T: ALIEN-RACE @ DUP 1+ BIT                    CLOSE-OVERLAY  SAVE-BUFFERS
4 P-RACES @ AND 0> 25 * SWAP \ +50 for same race on crew  93 OVERLAY COMM-OV
5 COMM-RACE @ = 25 * +      \ +50 more for same race comm off COMM-OV
6 ALIEN-RACE @ 6 =          \ Is alien a Spemin?          FORTH DEFINITIONS
7 4 ' ov?ARTIFACT MODULE AND \ and is Whining Orb on board?
8 250 * +                  \ if so, +250
9 COMM-OFF-SKILL @ + 250 MIN COMM-OFF-SKILL ! T;
10
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0 ( Communications: Initialization routines      AWK 8/13/85 ) ( Suffix Continued )
1
2 : INIT-COMM ( i spacial-ctxt -- )             : ovINIT-COMM ( originator-iaddr spacial-ctxt -- )
3 SPACIAL-CONTEXT !                             : COMM-OV COMM-VOC INIT-COMM SAVE-OVERLAY ;
4 ' OHUFFSPACE ' DVECTOR-INIT !                 : U-COMM ( -- ) COMM-OV COMM-VOC COMM-LOOP1 SAVE-OVERLAY ;
5 ' B>HUFFSPACE ' DVECTOR !                     : COMM-EXPERTS ( -- )
6 INIT-ACOMM INIT-BCOMM INIT-MCOMM              : COMM-OV COMM-VOC COMM-EXPERTS SAVE-OVERLAY ;
7 >DISPLAY ;      \ .COMM-STATS >OFONT ;        : ?TOW COMM-OV COMM-VOC ?TIRED-OF-WAITING ;
8                                                  : A>O COMM-OV COMM-VOC A>ORIGINATOR SAVE-OVERLAY ;
9                                                  : D>C COMM-OV COMM-VOC ORIGINATOR>C SAVE-OVERLAY ;
10                                                 : ov+!EDL COMM-OV COMM-VOC +!EDL SAVE-OVERLAY ;
11                                                 : P>CT COMM-OV COMM-VOC (PHRASE>CT) SAVE-OVERLAY ;
12                                                 : ovEDL+AUX COMM-OV COMM-VOC EDL+AUX SAVE-OVERLAY ;
13                                                 : mCOMM-EXPERTS ' COMM-EXPERTS MODULE ;
14                                                 : mEDL+AUX ' ovEDL+AUX MODULE ;
15                                                 ' mCOMM-EXPERTS 'CEX+ ! ' mEDL+AUX 'CEX !
OV-CANCEL

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