

```
0 decimal ( fields03.cmp )
1
2 \ attribute fields for planets
3 \ definition of stars files
4 \ regions objects, get hooked to planets
5 \ attribute file for regions
6 decimal
7
8 \ orders fields
9 \ continue orders
10 \ species fields
11 \ continue species fields
12 \ continue species fields
13 \ finish species description
14 \ addition to phrase compiler: order
```

0

3

```

0 decimal ( fields03.cmp )
1
2 40704 constant plstart
3 5 constant pl#rec
4 40714 constant plend
5 26 constant pirlen \ size of attribute file
6 13 constant plslen
7 33 constant planets
8
9
10
11
12
13
14
15

```

```

\ definition of stars files
decimal
40704 constant ststart
7 constant st#rec
40714 constant stend
3 constant strlen
0 constant stslen
15 constant stars

```

1

4

```

0
1 planets iheadlen 1 1 ifield life
2 planets iheadlen 1 + 1 ifield difficulty
3 planets iheadlen 2 + 1 ifield roughness
4 planets iheadlen 3 + 2 ifield lseed
5 planets iheadlen 5 + 2 ifield tseed
6 planets iheadlen 7 + 2 ifield aruin
7 planets iheadlen 9 + 2 ifield rruin
8 planets iheadlen 11 + 2 ifield plhi
9 \ latter two hold record #'s of first and last
10 \ creature attribute files
11
12
13
14
15

```

```

\ regions objects, get hooked to planets
decimal
40576 constant regstart
6 constant reg#rec
40588 constant regend
28 constant regrlen
2 constant regslen
16 constant regions

```

```

regions iheadlen 2 ifield crowding

```

2

5

```

0 \ attribute fields for planets
1
2 planets 0 1 afield slot \ this is the determining attrib
3 planets 1 3 afield mineral1 \ record# in minerals file
4 planets 4 3 afield mineral2
5 planets 7 3 afield mineral3
6 planets 10 1 afield coldest \ holds record# in region file
7 planets 11 1 afield warmest \ ditto
8 planets 12 1 afield gravity
9 planets 13 2 afield atmo.corrosive
10 planets 15 2 afield hydro.level
11 planets 17 2 afield atmo.activity
12 planets 19 1 afield atmo.density
13 planets 20 3 afield narrowest
14 planets 23 3 afield flattest
15

```

```

\ attribute file for regions
regions 0 1 afield low-temp
regions 1 1 afield hi-temp
regions 2 2 afield %life
regions 4 3 afield name \ token value
regions 7 8 afield niches
regions 15 1 afield carpets regions 15 1 afield #plants
regions 16 1 afield producers regions 16 1 afield #animals
regions 17 1 afield herbivores regions 17 1 afield tplants
regions 18 1 afield carnivores regions 18 1 afield tanimals
regions 19 8 afield ncount
regions 27 1 afield #species

```

6

9

```

0 decimal
1 38784 constant crstart
2 200 constant cr#rec
3 40575 constant crend
4 152 constant crrlen
5 0 constant crslen
6 68 constant creatures
7
8
9
10
11
12
13
14
15

```

```

\ continue orders
creatures 38 3 afield g.mobility
creatures 41 3 afield a.mobility
creatures 44 2 afield orlo \ lo record# for an order
creatures 46 2 afield orhi \ hi record#

```

7

10

```

0
1 creatures 0 2 afield cilo \ lo record# for this class
2 creatures 2 2 afield clhi \ hi record#
3 creatures 4 3 afield shape \ token
4 creatures 7 3 afield exterior \ token
5
6
7
8
9
10
11
12
13
14
15

```

```

\ species fields
creatures 48 1 afield slowest
creatures 49 1 afield fastest
creatures 50 1 afield color#
creatures 51 1 afield stun.effect
creatures 52 1 afield hit.points
creatures 53 1 afield t.level \ temperament
creatures 54 1 afield i.level \ intelligence
creatures 55 1 afield a.level \ aggression
creatures 56 2 afield height
creatures 58 2 afield volume
creatures 60 2 afield proportion

```

8

11

```

0 \ orders fields
1 creatures 10 1 afield region \ record# in REGIONS file
2 creatures 11 1 afield size.index
3 creatures 12 1 afield niche
4 creatures 13 3 afield reddest
5 creatures 16 3 afield bluest
6 creatures 19 3 afield texture
7 creatures 22 3 afield w.append
8 creatures 25 1 afield w#
9 creatures 26 3 afield d.append
10 creatures 29 1 afield d#
11 creatures 30 3 afield a.append
12 creatures 33 1 afield a#
13 creatures 34 3 afield g.append
14 creatures 37 1 afield g#
15

```

```

\ continue species fields
creatures 63 3 afield d.hue
creatures 66 3 afield d.tint
creatures 69 3 afield d.lumens
creatures 72 3 afield d.struc
creatures 75 3 afield d.propor
creatures 78 3 afield d.size

creatures 81 3 afield w.hue
creatures 84 3 afield w.tint
creatures 87 3 afield w.lumens
creatures 90 3 afield w.struc
creatures 93 3 afield w.propor
creatures 96 3 afield w.size

```

12

```

0 \ continue species fields
1 creatures 99 3 afield a.hue
2 creatures 102 3 afield a.tint
3 creatures 105 3 afield a.lumens
4 creatures 108 3 afield a.struc
5 creatures 111 3 afield a.propor
6 creatures 114 3 afield a.size
7
8 creatures 117 3 afield g.hue
9 creatures 120 3 afield g.tint
10 creatures 123 3 afield g.lumens
11 creatures 126 3 afield g.struc
12 creatures 129 3 afield g.propor
13 creatures 132 3 afield g.size
14
15

```

13

```

0 \ finish species description
1 creatures 135 3 afield s.hue \ surface hue
2 creatures 138 3 afield s.tint
3 creatures 141 3 afield s.lumens
4 creatures 144 2 afield icon
5 creatures 146 3 afield resembles
6 creatures 149 3 afield size
7
8
9
10
11
12
13
14
15

```

14

```

0 \ addition to phrase compiler: order
1
2 69 constant ord: \ file# for order# instances
3 0 constant ordstart
4 0 constant ordend
5
6
7 ord: iheadlen 1 ifield order#
8
9
10
11
12
13
14
15

```

15

```

\ addition to phrase compiler: order

: order: ( DOESN'T CREATE ORDER INSTANCE)
  DROP CDROP ICLOSE ;
\ ord: 0 icreate ci iinsert
\ iopen order# c! iclose iclose iclose ;

: ord record# @ >r file# @ >r
  >c set-current \ given iaddr
  iopen order# c@ iclose iclose
  r> file# ! r> record# ! ;

```