

Help on module command_map:

NAME

command_map - Translate commands, from user input or elsewhere, to Actions.

FILE

c:\nickmontfort-curveship-814de6e\command_map.py

FUNCTIONS

burn(agent, tokens, _)

to consume with fire; to reduce to ashes by means of heat or fire

check_for_metonymy(tag, concept)

close(agent, tokens, concept)

to stop an opening; to shut; as, to close the eyes; to close a door

doff(agent, tokens, _)

to strip; to divest; to undress

drink(agent, tokens, _)

to swallow a specific liquid, as, to drink water

drink_from(agent, tokens, concept)

to swallow from a vessel or source

drink_it_from(agent, tokens, _)

to swallow a specific liquid from a vessel or source

drop(agent, tokens, concept)

to let go; to set aside; to have done with; to let fall to the ground

eat(agent, tokens, _)

to chew and swallow as food; to devour

enter(agent, tokens, concept)

to go into something, such as a compartment or door

extinguish(agent, tokens, concept)

to quench; to put out, as a light or fire

feed(agent, tokens, _)

to give food to; to supply with nourishment

fill_from(agent, tokens, concept)

to make full from a source or vessel

fill_with(agent, tokens, _)

to make full with a substance; to supply with as much as can be contained

fill_with_from(agent, tokens, _)
to make full with a substance from a source or vessel

free(agent, tokens, concept)
to bring out from confinement

free_from(agent, tokens, concept)
to bring out from some specified compartment

freeze(agent, _, __)
to halt; to stop moving as if congealed by cold

give(agent, tokens, concept)
to yield possession of; to deliver over, as property

illuminate(agent, tokens, concept)
to make light; to supply with light; to brighten

inventory(agent, tokens, concept)
to make an inventory of one's own possessions

kick(agent, tokens, _)
to strike, thrust, or hit violently with the foot

leave(agent, tokens, _)
to pass from one place to another on foot at a normal pace

leave_from(agent, tokens, concept)
to bring oneself out of some location

listen(agent, tokens, concept)
to give close attention with the purpose of hearing; to hearken

listen_to(agent, tokens, _)
to give close attention to something specified with the purpose of hearing

lock(agent, tokens, _)
to fasten with a lock, or as with a lock; to make fast; as, to lock a door

look(agent, tokens, concept)
to examine the surrounding room or compartment

look_at(agent, tokens, _)
to inspect something carefully, visually

open_up(agent, tokens, concept)
to make or set open; to render free of access

Since 'open' is a builtin function, this one is called 'open_up.'

open_with(agent, tokens, world)
to attempt to make or set open using a tool; to render free of access

pour_in(agent, tokens, _)
to cause a substance to flow in a stream into somewhere

pour_in_from(agent, tokens, _)
to cause a substance to flow from somewhere into somewhere else

pour_on(agent, tokens, _)
to cause a substance to flow in a stream onto something

pour_on_from(agent, tokens, _)
to cause a substance to flow from somewhere onto something

press(agent, tokens, _)
to exert pressure or force upon

put_in(agent, tokens, _)
to bring to a position or place; to place; to lay; to set

put_on(agent, tokens, _)
to bring to a position or place; to place; to lay; to set

read(agent, tokens, concept)
to take in the sense of, as of language, by interpreting characters

remove(agent, tokens, concept)
to bring out of some location

remove_from(agent, tokens, concept)
to bring out of some location

shake(agent, tokens, _)
to cause to move with quick or violent vibrations; to make to tremble

shake_at(agent, tokens, _)
to cause to move with quick or violent vibrations at something

smell(agent, tokens, concept)
to perceive generally by the sense of smell

smell_of(agent, tokens, _)
to perceive something by the sense of smell

strike(agent, tokens, _)
to touch or hit with force, with the hand; to smite

strike_with(agent, tokens, _)
to touch or hit with force, with an instrument; to smite

take(agent, tokens, concept)
to get into one's hold or possession; to procure; to seize and carry away

taste(agent, tokens, _)
to perceive by the sense of taste, by sampling a small bit

tell(agent, tokens, _)
to utter or recite to one or more people; to say

throw(agent, tokens, concept)
to fling, cast, or hurl with a certain whirling motion of the arm

toggle(agent, tokens, concept)
to switch from one state to the other possible state

touch(agent, tokens, _)
to come in contact with; to extend the hand so as to reach and feel

touch_with(agent, tokens, _)
to come in contact with; to extend an object so as to reach

turn_off(agent, tokens, _)
to deactivate; to switch something from an active state to an inactive one

turn_on(agent, tokens, _)
to activate; to switch something from an inactive state to an active one

turn_to(agent, tokens, _)
to rotate; to revolve; to make to face differently

unlock(agent, tokens, _)
to unfasten, as what is locked; as, to unlock a door or a chest

utter(agent, tokens, _)
to speak; to pronounce (to no one in particular)

wait(agent, _, __)
to remain idle

wander(agent, _, __)
to ramble here and there without any certain course; to rove

wave(agent, _, __)
to move the hands one way and the other

wave_at(agent, tokens, _)
to gesture at someone by moving the hands

wear(agent, tokens, _)

to carry or bear upon the person, as an article of clothing, etc.

DATA

```
__author__ = 'Nick Montfort'
__copyright__ = 'Copyright 2011 Nick Montfort'
__license__ = 'ISC'
__status__ = 'Development'
__version__ = '0.5.0.0'
```

VERSION

```
0.5.0.0
```

AUTHOR

```
Nick Montfort
```