

Help on module curveship:

NAME

curveship - An interactive fiction system offering control over the narrative discourse.

FILE

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

CLASSES

`__builtin__.object`
Multistream

```
class Multistream(__builtin__.object)
|   Encapsulates multiple output streams.
|
|   Methods defined here:
|
|   __init__(self, streams, log=None)
|
|   close(self)
|       Close each of the streams.
|
|       If one or more of the streams returns some exit status, the maximum
|       value is returned by this method.
|
|   write(self, string)
|       Write string to each of the streams.
|
|   -----
|   Data descriptors defined here:
|
|   __dict__
|       dictionary for instance variables (if defined)
|
|   __weakref__
|       list of weak references to the object (if defined)
```

FUNCTIONS

`each_turn(world, discourse, in_stream, out_streams)`
Obtain and processes input, if the session is interactive.

`handle_input(user_input, world, discourse, in_stream, out_streams)`
Deal with input obtained, sending it to the appropriate module.

The command character's concept is used when trying to recognize commands.

`initialize(if_file, spin_files, out_streams)`
Load all files and present the header and prologue.

```
main(argv, in_stream=<open file '<stdin>', mode 'r'>, out_stream=<open file '<stdout>', mode 'w'>)
```

Set up a session and run Curveship's main loop.

```
parse_command_line(argv)
```

Improved option/argument parsing and help thanks to Andrew Plotkin.

```
simulator(user_input, world, commanded, actions_to_do=None)
```

Simulate the IF world using the Action from user input.

```
start_log(out_streams)
```

Open a log file named with the next available integer.

```
teller(id_list, concept, discourse)
```

Narrate actions based on the concept. Update the discourse.

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
```