

Help on module input_model:

NAME

input_model - Represent different user inputs (commands, directives, unrecognized).

FILE

c:\users\phoenix\dropbox\nickmontfort-curvedship-814de6e\input_model.py

CLASSES

`__builtin__.object`
 InputList
 RichInput

```
class InputList(__builtin__.object)
|   Encapsulates all user inputs that have been typed, in order.
|
|   Distinguishes between a session (everything since the program has started
|   running) and a traversal (when the current game started, which might be
|   because the player typed 'restart.')
```

Methods defined here:

```
    __init__(self)
|
|   count_commands(self)
|       Counts commands in the session and current traversal.
|
|   count_directives(self)
|       Counts directives in the session and current traversal.
|
|   count_unrecognized(self)
|       Counts unrecognized inputs in the session and current traversal.
|
|   latest_command(self)
|       Returns the most recently entered command.
|
|   reset(self)
|       Sets the list so that the next input will begin a new traversal.
|
|   show(self, number)
|       Produces a nicely-formatted list of up to number inputs.
|
|   total(self)
|       Counts inputs in the whole session and in the current traversal.
|
|   undo(self)
|       Changes a command to a directive. Used when the command is undone.
|
|       Since the input no longer maps to an Action in this World, it makes
|       to reclassify it as a directive.
```

```

| update(self, user_input)
|     Adds an input.
|
| -----
| Data descriptors defined here:
|
| __dict__
|     dictionary for instance variables (if defined)
|
| __weakref__
|     list of weak references to the object (if defined)
|
class RichInput(__builtin__.object)
| Encapsulates a user input string and information derived from it.
|
| Methods defined here:
|
| __init__(self, input_string, tokens)
|
| __str__(self)
|
| get_category(self)
|     Getter for the input category (e.g., "command").
|
| set_category(self, value)
|     Setter for the input category (e.g., "command").
|
| -----
| Data descriptors defined here:
|
| __dict__
|     dictionary for instance variables (if defined)
|
| __weakref__
|     list of weak references to the object (if defined)
|
| category
|     Getter for the input category (e.g., "command").

```

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