

Help on module can:

#### NAME

can - Rules for what can be a child of an item for use in fictions.

#### FILE

c:\users\phoenix\dropbox\nickmontfort-curveship-814de6e\can.py

#### FUNCTIONS

contain\_and\_support\_any\_item(\_, link, \_\_)

contain\_and\_support\_things(tag, link, world)

contain\_any\_item(\_, link, \_\_)

contain\_any\_thing(tag, link, world)

contain\_permit\_and\_have\_parts(\_, link, \_\_)

have\_any\_item(link, tag, world)

Mainly to turn off checking in non-interactive plots, not for IF.

have\_only\_things(tag, link, world)

The item being checked and all its descendants must be Things.

not\_have\_items(link, tag, world)

The default; most items are not containers.

permit\_any\_item(\_, link, \_\_)

possess\_and\_wear\_any\_thing(tag, link, world)

possess\_any\_item(\_, link, \_\_)

possess\_any\_thing(tag, link, world)

#### DATA

\_\_author\_\_ = 'Nick Montfort'

\_\_copyright\_\_ = 'Copyright 2011 Nick Montfort'

\_\_license\_\_ = 'ISC'

\_\_status\_\_ = 'Development'

\_\_version\_\_ = '0.5.0.0'

#### VERSION

0.5.0.0

#### AUTHOR

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