

Semantics of Standard Rules Actions (Inform 7 6M62)

HOW TO READ THIS CHART

(comments and corrections are welcome; preferred contact is via intfiction.org forums)

COLOR CODING

(orange)	default definition may cause what would be considered a genuine problem by most authors
(yellow)	default definition may cause what may be considered a genuine problem by a careful author interested in consistency of responses
(pale yellow)	default definition is inconsistent in a manner that may cause confusion to a new author but is unlikely to cause what would be considered a genuine problem in gameplay

COLUMN KEY

I7 action name	the action name given to the action in Inform 7
I6 Verb	the action identifier given to the action in Inform 6
out of world?	whether or not the action is designated an “out of world” action in Inform 7
# params	the number of “parameters” applicable to the action when parsing; a parameter is a meaningful part of the player’s input, either the name of an object or text corresponding to some other kind of value (e.g. a topic, a number, etc.)
first?	the specification of the first parameter in the action’s declaration in the Standard Rules; a parameter that does not meet this specification will not be parsed
second?	the specification of the second parameter in the action’s declaration in the Standard Rules; a parameter that does not meet this specification will not be parsed

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allows multiple?	whether or not the action allows multiple objects to be specified for the first parameter; this is determined by the grammar lines (Understand lines) provided for the action; where multiple objects are allowed, the type of token is specified (see DM4 section 31 Tokens of grammar)
pref held?	whether or not the parser will give preference to an object "held" by the actor in cases where the player's input was ambiguous (usually due to multiple identical objects being in scope); this is determined by the grammar lines provided for the action and the small influence that it exerts is usually outweighed by other aspects of the action's definition
req light?	whether or not the action is declared as requiring light; some actions may deviate from naive expectations in order to allow them to occur in darkness
req touch 1?	whether or not the action is interpreted by the parser as requiring a touchable noun; some actions may deviate from naive expectations because touchability is sometimes treated as a proxy for air-based transmittal of sensory information (e.g. odor and sound)
req touch 2?	whether or not the action is interpreted by the parser as requiring a touchable second noun; some actions may deviate from naive expectations
req carry 1?	whether or not the action is interpreted by the parser as requiring that the noun be carried by the actor; the parser will automatically generate a taking action for the noun in such cases, if it is not carried by the actor at the start of the action; note that in some cases carrying requirements are enforced by check rules that explicitly call for a taking action to be tried
req carry 2?	whether or not the action is interpreted by the parser as requiring that the second noun be carried by the actor; the parser will automatically generate a taking action for the second noun in such cases, if it is not carried by the actor at the start of the action
default outcome	whether or not the action is likely to count as succeeded according to internal action tracking records; "SUCCESS" means that the action will always register as a success, "SUCCESS*" (with asterisk) means that the action will register under certain circumstances (as explained in the notes on rules), and "FAILURE" means that the action will always result in a failure

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primary governing rule(s)	the rules most important to determining whether or not the action counts as a success; in some cases applicable rules are mentioned only in the “notes on rules” column
notes on rules	information on notable aspects of rule definition and/or their interaction; terminology used assumes some familiarity with the jargon of Inform 7 object definition
action variables	any action variables used by the action, which may be useful when crafting rules applicable to the action; in some cases these are not true action variables but global variables that may be of interest
special rules for NPCs	in situations where rule definitions can only apply to actors that are not the player, the applicable rule(s) are listed here; additional information may be found in the “notes on rules” column
notes on grammar	high-level notes on the grammar lines applicable to each action; this is most useful for identifying limitations on parsing that are not evident in the action declaration and for identifying “command word” associations that may not be expected by naive authors (and which may cause surprising parsing results in some cases)
functional meaning of success	a definition of what the registration of action “success” means in practice according to default rules, and therefore the meaning of any “if we have...” condition referencing the action; this may diverge from naive author expectations and/or from reasonable inferences drawn from output produced by rule operation

