

(CIT 11/27)

```
/*
SYNTAX FOR CONVERSATION TEXT FOR ULTIMA SIX
*/
```

Cheryl Chen

0) Usage

To compile the text file: talkcm filename

To compile the text file within Brief, the filename must be setup with the extension .t. Alt-F10 will do the compilation. If there is an error, the cursor will automatically go to the line that has an error. The error message will be at the bottom line of the screen.

The output data file "u6.tlk" will automatically be put into the \u6\game directory.

1) General Syntax

An npc conversation text should always begin with NPC, followed by this npc name within square brackets.

A DESC statement is mandatory after this. If you have any user-defined variables, you have to declare them at this stage. MAIN is mandatory to mark the beginning of a conversation statements.

Right now the compiler automatically numbers the npc. It starts zero, in a accending order.

NPC [npc-name]

DESC [npc-description]

STRING variable-name1, variable-name2, ... variable-nameN;

INTEGER variable-name1, variable-name2, ... variable-nameN;

MAIN statement-1

 statement-2

 .

 .

 .

 statement-N

Variable definitions can be anywhere within this npc conversation.

2) Statements

ASKTOP print "XXX says:"
 get a string and put it into %Z
 where XXX is the active player's name

ASKRES print "Your response :"
 get a string and put it into %Z

GETSTR %? get a string

	put it to a user string variable
GETINT #?	get an integer put it to a user integer variable
GET [...]	get a single character which matches one inside brackets and put it into \$1
GETCHR	get a single character and put it into \$2, echo it on the screen
WAIT	get a single character and put it into \$2, no echoing on the screen
KEY [key1,key2,...] RES statements	if any word in the input string matches a key, then statements followed RES will get executed. NOTE: a carriage-return is equivalent to a key of BYE. RES is mandatory after KEY statement. RES statements are ended by either KEY or ENDRES !!!
LEAVE	exit the conversation. An npc conversation should have at least one LEAVE statement.
GOTO label	a label should always begin with a colon, followed by a label name
IF (expression) statements ELSE statements ENDIF	ELSE part is optional, but ENDIF is mandatory at the end !!!
LET variable = expression	
PRINTSTR(a string-variable)	i.e. printstr(HelloMsg[3]) or printstr(\$2)
or PRINTSTR [... text ...]	
GIVEOBJ (p1,p2,p3,p4)	p1 = npc number
TAKEOBJ (p1,p2,p3,p4)	p2 = obj base type p3 = quality number p4 = quantity
MOVEOBJ (p1,p2)	p1 = obj number p2 = npc number
TRANSFEROBJ (p1,p2,p3,p4)	p1 = obj type p2 = quality number p3 = source npc num p4 = destination npc num
ADDKARMA (amount)	
SUBKARMA (amount)	
SET (q1,q2)	q1 = npc number

CLR (q1,q2)

q2 = flag number

[.....]

text string to be printed when encountered

SHOW_INVENTORY (npc number)

SHOW_CONVERSE (npc number)

LEAVEPARTY (npc number)

SETMODE (npc number, work type)

3) Expressions

An expression is a combination of the following factors through operators.

factors ---) number
 or (expression)
 or function (parameter-list)
 or #?
 or \$?
 or variable
 or variable [expression]

operators ---) *, /, AND multiplication, division and logical and
 +, -, OR addition, subtraction and logical or
 =, !=, (),),)=, {, {=

function (parameter-list) ---)
 RND (expression, expression)
 or STRSEARCH (array-variable-name, string variable)
 or VALSEARCH (array_variable-name, integer variable)
 or TESTOBJ (npc number, obj type)
 or TST (npc number, flag number)
 or BUYPRICE (obj number, quantity)
 or SELLPRICE (obj number, quantity)
 or SELECT_OBJECT
 or OWNER (obj number)
 or WHOSGOT (obj type, quality)
 or OBJTYPE (obj number)
 or ISINPARTY (npc number)
 or JOIN (npc number)

The precedence of operators is from upper to lower. If you want to do the lower one first, please use parentheses.

Note: if the result of an expression is non-zero, it is TRUE; otherwise, it is FALSE.

4) Text

Any text that you want to print on the screen is enclosed in []. This includes '"' (quotation marks) and '\n' (carriage return). Any variables can be embedded inside strings as \$? or #?. Pluralization can be done by appending 's' at the end of a string variable, like

#?s or \s.

Note: the quotation marks are controlled by you, not the talk driver.

5) Internal Variables

There are 10 user string variables, referred to as \$0-\$9. \$A-\$Z are system reserved string variables. The definition of these are

```
$A
$B
$C
$D
$E
$F
$G --- Gender of PC ( Milord or Milady )
$H
$I
$J
$K
$L
$M
$N --- Name of NPC
$O
$P --- Name of PC
$Q
$R
$S
$T --- Time of Day ( Morning, Afternoon, Evening )
$U
$V
$W
$X
$Y
$Z --- Input String
```

There are 10 user integer variables, referred to as #0-#9. #A-#Z are system reserved integer variables. The definition of these are

```
#A --- PC's Agility / Dexterity
#B
#C --- Eclipse ( 0 = no, 1 = naturally, 2 = magically )
#D --- Day ( 1 - 28 )
#E --- PC's Experience
#F
#G --- Gender of PC ( 0 = SIRmale, 1 = MADAMfemale )
#H --- Hour of day ( 0 - 23 )
#I --- PC's Intelligence
#J
#K --- PC's Karma value
#L --- Flag for whether PC speaks Gargish ( 0 = no, 1 = yes )
#M --- Month ( 1 - 12 )
#N --- PC's Hit points
#O --- PC's Hit points
#P --- PC's Hit points
```


#Q
 #R
 #S --- PC's Strength
 #T --- Trade value $PC's - (NFC's)$
 #U
 #V
 #W --- NFC's work type
 #X
 #Y --- Year
 #Z --- Input value

6) Reserved Keyword

ADDKARMA
 ASKRES
 ASKTOP
 BUYPRICE
 CLR
 DESC
 ELSE
 ENDIF
 ENDRES
 ENDSEARCH
 GET
 GETCHR
 GETINT
 GETSTR
 GIVEOBJ
 GOTO
 IF
 INTEGER
 ISINPARTY
 JOIN
 KEY
 LEAVE
 LEAVEPARTY
 LET
 MAIN
 MOVEOBJ
 NFC
 OBJTYPE
 OWNER
 PLR
 PRINTSTR
 RES
 SELECT_OBJECT
 SELLPRICE
 SET
 SETMODE
 SHOW_INVENTORY
 SHOW_CONVERSE
 STRING
 STRSEARCH
 SUBKARMA
 TAKEOBJ
 TESTOBJ
 TRANSFEROBJ
 TST

VALSEARCH
WAIT
WHOSGOT

7) Comments

Any text or string between /* and */ will not be compiled. They merely served as comments.

8) Variable Definitions

```
string-variable-name    [string1] 0  
                        [string2] 0  
                        .  
                        .  
                        [stringN] 0
```

If you use this string variable in STRSEARCH function, you have to put ENDSEARCH at the end of last string.

```
integer-variable-name   [num1, num2, ... numN]
```

If you use this integer variable in VALSEARCH function, you have to put ENDSEARCH after the "]".

9) Special Functions

RND (lower bound, upper bound)

Return a random number between lower bound and upper bound. Both lower bound and upper bound can be expressions.

PRINTSTR [text...]

or

PRINTSTR (a string variable)

STRSEARCH (array variable, string variable)

Finds the first occurrence of the first four characters in the string variable as the first four characters of a word in the array variable, returning the index number of the array variable. Remember, the first index is 0 and the last index is (array size - 1). If not find, return the array size.
ENDSEARCH is mandatory after the array variable.

VALSEARCH (array variable, integer variable)

Finds the first occurrence of the value of integer variable in array variable, returning the index number of the array variable. Remember, the first index is 0 and the last index is (array size - 1). If not find, return -1.
ENDSEARCH is mandatory after the array variable.

TAKEOBJ (npc number, obj type, quality, quantity)

GIVEOBJ (npc number, obj type, quality, quantity)

TESTOBJ (npc number, obj type)

returns the number of object that npc holds.

MOVEOBJ (obj number, npc number)
move the object to npc (from the map)

TRANSFEROBJ (obj type, quality, src npc, des npc)
transfer an object (even if it contains other objects)
from source npc number to destination npc number

ADDKARMA (amount)
SUBKARMA (amount)

SET (npc number, flag number)
CLR (npc number, flag number)
TST (npc number, flag number)
NOTE: predefined so far: MET, HATE
ISONSCREEN (npc#)
ISINPARTY (npc number)
returns 1 if npc is in party; 0 otherwise.

SHOW_INVENTORY (npc number)
Show inventory window of npc number.

SHOW_CONVERSE (npc number)
Show the normal conversation window of npc number.

SELECT_OBJECT
Allow user to indicate an object in either the map window
or the the inventory window. Return the object number or -1
if none is selected.
This function generates a double CR and the prompt
"Select item: _", where _ is a text cursor.

OWNER (obj number)
Returns owner's npc number of the object.

WHOSGOT (obj type, quality)
Scan the whole party inventory, return the first owner's
npc number; -1 if none of the party member owns the object.

OBJTYPE (obj number)
Returns the base type of the object.

BUYPRICE (obj number, quantity)
SELLPRICE (obj number, quantity)

JOIN (npc number)
Returns 0 if succeed; returns 1 if the party is on a ship;
returns 2 if the party is full; returns 3 if npc is already
in party.

LEAVEPARTY (npc number)
Returns 0 if succeed; returns 1 if the party is on a ship;
returns 2 if npc is not in party.

SETMODE (npc number, work type)

NOTE: If a parameter of a function is npc number, it can be
entered in either FLR or NPC or others.

PLR --- the active player
NPC --- the npc whom you are talking to.

10) Labels and Variable Names

Both labels and variable names should be unique for each npc conversation. But they can be duplicated for different npc conversation. The lengths of them are arbitrary, but only the first 10 characters are useful. In other words, if two different names have the same first 10 characters, then they are the identical names to the compiler.

11) Object Names

Object names that you use in GIVEOBJ, TAKEOBJ, and TESTOBJ etc. should have already been defined in the game. That is, they should appear in the file "objtype.h". If they are not there, you can add the object name you want from the map editor.

12) NPC Names

NPC Names that you use in some special functions should have already been defined in the game. That is, they should appear in the file "npcnames". If they are not there, you can add the npc name you want from the map editor.

13) NPC Modes

NPC Modes that you use in SETMODE should have already been defined in the game. That is, they should appear in the file "npcmode.h".

As usual, these special characters can be escaped with the % symbol: %#, %\$, %\\, %<, %>. */
/*
