CircleMUD File Manifest

December 10, 2001

The main 'circle/' directory has the following subdirectories and files:

```
README            - Information for the new CircleMudder
automaint         - shell script to perform maintenance .. see running.doc
autorun           - shell script to run the MUD .. see running.doc
bin/              - directory of all the compiled programs (binaries)
doc/              - documentation
lib/              - MUD data (playerfile, world files, etc.)
log/              - system logs
src/              - source code
syslog            - the current system log
```

The bin/ directory contains only binaries: 'circle' (the main MUD) and its utilities, which are described in the CircleMUD Utility document.

The doc/ directory has its own README file, describing the contents of each of the documentation files.

The lib/ directory contains the following subdirectories:

```
etc               - Files which the MUD uses internally (playerfile, mail, etc.)
misc              - Misc. database files meant to be changed (i.e. socials)
plrobjs           - Player object hierarchy and utility scripts
plralias          - Hierarchy for saved player aliases.
text              - Text files such as MOTD, news, help, etc.
world             - The world hierarchy
```

The lib/etc/ directory contains the following files (the MUD actively maintains these files while it is running; they should not be modified unless the game is down):

```
Board.*          - Binary files with the contents of the bulletin boards
badsites         - List of banned sites
hcontrol         - Binary file with the state of the house control system
players          - Binary file containing data on all players
plrmail          - Binary file containing player mail
```

The `lib/misc/` directory contains the following files:

```
bugs             - Bugs reported by players with the 'bug' command
ideas            - Ideas from players from 'idea' command
messages         - Spell and skill damage messages
socials          - Text file with text of the socials
typos            - Typos reported by players with the 'typo' command
xnames           - Text file of invalid names
```

The `lib/plrobjs/` contains the following files and directories:

```
a-e  \
f-j   \
k-o    \ Subdirectories where player objects files are stored
p-t    /
u-z  /
zzz/
purgedir         - Script to purge an object dir (meant for use by purgeobjs)
purgeobjs        - Script to purge player objects (see utils.doc)
searchfor        - Script to search for objects in obj files (see utils.doc)
```

The `lib/plralias/` contains the following directories:

```
a-e  \
f-j   \
k-o    \ Subdirectories where player alias files are stored.
p-t    /
u-z  /
zzz/
```

The `lib/text/` directory contains the following files:

```
background       - Background story (for option 3 from main menu)
credits          - Text for 'credits' command
```

```
handbook         - Text for Immortal Handbook ('handbook' command)
help             - Text for 'help' command with no arguments
help_table       - File of all help entries for 'help' command
immlist          - Text for 'immlist' command
imotd            - Immortal MOTD -- seen by immortals on login
info             - Text for 'info' command
motd             - MOTD -- seen by mortals on login
news             - Text for 'news' command
policies         - Text for 'policy' command
wizlist          - Text for 'wizlist' command
```

The `lib/world/` directory contains the following subdirectories:

```
mob     - Contains *.mob files (mobile files)
obj     - Contains *.obj files (object files)
shp     - Contains *.shp files (shop files)
wld     - Contains *.wld files (world files)
zon     - Contains *.zon files (zone files)
```

Each of the 5 subdirectories in the `lib/world/` directory also contains two additional files – one called 'index', which specifies which files in that directory should be loaded when the MUD boots, and 'index.mini', which specifies which files should be loaded if the MUD is booted with the `-m` (mini-mud) option.

The `log/` directory contains several files of the form `syslog.`n, where n is a small number. These are the most recent CircleMUD syslogs.

In addition, it contains the following more permanent system logs:

```
badpws           - Records of bad password attempts
delete           - Players who have self-deleted
dts              - Players who have hit death traps
errors           - MUD system errors ("SYSERR" messages)
levels           - Records of all levels gained by all players
newplayers       - Records of the creation of new players
rentgone         - Players who have lost their items in rent
restarts         - List of times at which the MUD rebooted
rip              - Player deaths
usage            - Mud system usage (player load & memory usage info)
```

The src directory contains all of the C and header files for the MUD, along with a `Makefile`. The `src/util/` directory contains source for CircleMUD's utility programs. See

3

the Administering CircleMUD document for more information on how to compile the MUD. See the CircleMUD Utility document for more information on how to use CircleMUD's utilities.