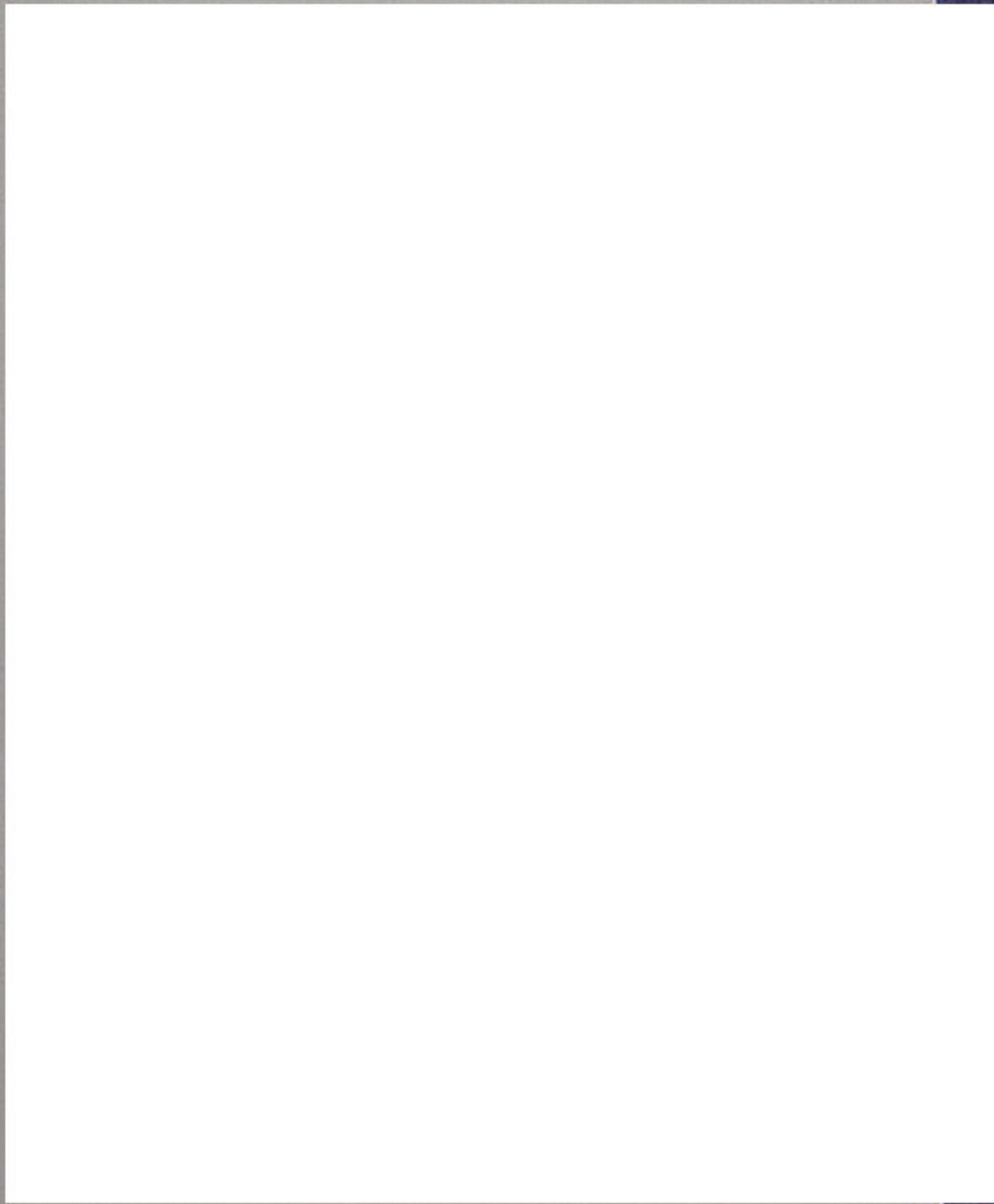


Offline KI



Offline KI: Documentation

Guild of Writers

Overview

The Offline KI is a downloadable version of KI commands and functions that can be used with Uru: Complete Chronicles. The following information can be found online on the Guild of Writer's wiki:

http://www.guildofwriters.org/wiki/Offline_KI:Documentation

Following are lists and descriptions of all the Offline KI features.

Contents

Overview	i
Contents	iii
KI Commands	1
Syntax.....	1
Avatar appearance and animation commands	1
Chat commands	3
Avatar warp and cheat commands	4
Admin, age developer and control commands	5
Flymode (requires admin access)	7
Other commands	8
Global shortcuts	9
Server-side commands (work only online)	9
Ages	11
Fan ages.....	11
Changes in Uru:CC ages.....	11
How to reach and what to do in MOUL ages.....	14
How to reach and what to do in Myst V ages	15
How to reach Crowthistle, Hex Isle and MagiQuest ages.....	15
Extras	17
Help Commands.....	17
Camera Commands.....	17
Flymode Commands.....	17
Link Commands.....	18
Manipulate Objects.....	18
Relto Commands.....	18

Offline KI Documentation

Admin Commands.....	19
Avatar Commands.....	20
KI Commands.....	20
Age-Related Commands.....	21
Location Settings.....	22
City: are available when you are in the City	22
Hood: are available when you are in a neighborhood	23
Eder Delin: is available when you are in Eder Delin	23

KI Commands

Syntax

Each argument is enclosed by < and >. Arguments enclosed by <[and]> are optional. From a list of optional arguments, you can only skip the last ones, because the KI has to know which ones you skipped - don't skip one argument and use another one coming after it, that is not possible. You can also get the syntax description in-game by passing "help" as first and only argument.

A "color" is either specified by a simple name like "white" or by three values for the red, green and blue part, e.g. "0.5 0.9 0.1". The "player name" is the name of an avatar in the same or another age, but without spaces - use "me" to run the command on yourself. An "object name" is the name of a scene object or a player in the age you are in. Accordingly, a "list of players" or a "list of objects" is a space-separated list of items of the corresponding type, with the additional possibility to use "all" as shortcut for everyone in the current age except for yourself. For lists of objects, you can also specify a pre-defined object list of the current age - see "/list objectlists". If such a list is optional, it defaults to the objects you have under control in flymode. If flymode is disabled, it defaults to your own avatar.

Commands requiring story or admin access only work for some players online - the Shard administrator has to grant these additional privileges. Offline, everyone is an admin. Admin access always includes story access.

Avatar appearance and animation commands

You can use all emotes from Uru:CC and MO:UL. The complete list is below.

- /afk <[afk-message]>
- /sit <[message]>
- /wave <[message]>
- /sneeze <[message]>
- /clap <[message]>
- /laugh <[message]>
- /lol <[message]>
- /rotfl <[message]>
- /dance <[message]>

- /yes <[message]>
- /no <[message]>
- /yawn <[message]>
- /cheer <[message]>
- /thanks <[message]>
- /thx <[message]>
- /cry <[message]>
- /cries <[message]>
- /dontknow <[message]>
- /shrug <[message]>
- /dunno <[message]>
- /point <[message]>
- /amazed <[message]>
- /askquestion <[message]>
- /beckonbig <[message]>
- /beckonsmall <[message]>
- /blowkiss <[message]>
- /bow <[message]>
- /callme <[message]>
- /cower <[message]>
- /crazy <[message]>
- /cringe <[message]>
- /crossarms <[message]>
- /doh <[message]>
- /flinch <[message]>
- /groan <[message]>
- /kneel <[message]>
- /leanleft <[message]>
- /leanright <[message]>
- /lookaround <[message]>
- /okay <[message]>
- /overhere <[message]>
- /peer <[message]>
- /salute <[message]>
- /scratchhead <[message]>
- /shakefist <[message]>
- /shoo <[message]>
- /slouchsad <[message]>
- /stop <[message]>

- /talkhand <[message]>
- /tapfoot <[message]>
- /taunt <[message]>
- /thumbsdown <[message]>
- /thumbsdown2 <[message]>
- /thumbsup <[message]>
- /thumbsup2 <[message]>
- /wavebye <[message]>
- /wavelow <[message]>
- /winded <[message]>
- /dance2 <[message]>
- /hug
- /unhug
- /glow (locked in some ages if you don't have at least story access)
- /noglow (locked in some ages if you don't have at least story access)
- /lite <w|r|g|b> (locked in some ages if you don't have at least story access)
- /nolite (locked in some ages if you don't have at least story access)
- /suitup
- /removeki: Remove the KI from your avatar (but keep it enabled in the GU). You can get it back using the dispenser in Gahreesen.
- /removereltobook: Remove the Relto book from your avatar (but keep it enabled in the GU). You can get it back using the dispenser in Gahreesen.
- /haircolor <color>: Change the color of your hair
- /skincolor <color>: Change the color of - guess what?
- /eyecolor <color>: Does what you think it does.

Chat commands

- /p <nickname> <message>: Directly send a private message to someone.
- /shout <message>
- /neighbors <message>
- /buddies <message>
- /reply: Send a private message to the person who sent you the last message.
- /startlog

- /stoplog
- /clearchat
- /addbuddy
- /removebuddy
- /ignore
- /unignore
- /me
- /my

Avatar warp and cheat commands

- /respawn or /sav or /a: Immediately move to the point you arrived at in the current age - useful if you want to avoid leaving to Relto.
- /goto <place> (locked in some ages if you don't have at least story access): Warp yourself to a predefined location in the current age. Type "/goto list" or "/goto listall" to see where you can go.
- /spawn (locked in some ages if you don't have at least story access): Warp yourself to the next spawn-point.
- /jump <height> (locked in some ages if you don't have at least story access)
- /float <[list of objects]> (locked in some ages if you don't have at least story access, the list of objects can only be used by admins): Turn off gravitation for you/the given objects. Also prevents avatars from moving!
- /nofloat <[list of objects]> (locked in some ages if you don't have at least story access, the list of objects can only be used by admins): Undo the effect of /float.
- /call <[Urwin|Monkey]> (works only in Negilahn and Payiferen): Make him appear right now!
- /rotsphere (works only in the MOUL version of Ahnonay): Rotate the spheres by one step.
- /relostars (works only in Relto): Change the way your Relto looks in an amazing way. Looks especially great in combination with "/struct trees"!
- /norelostars (works only in Relto): Undo the changes of "/relostars".
- /getfissure <fissure stage (1-4)> (works only in Relto): Enable the given fissure state in your Relto.
- /bahro <name> (requires admin access): Call a Bahro. Possible names in the city: 1-6, ferry, palace, library; in the hood: shouter.

- `/getzandoni` (requires admin access): Enable the Zandoni in the Cleft.
- `/getgzmarker` (requires admin access): Collect all GZ markers (works only for callibration missions).
- `/getjourneys` (requires admin access): Collect all journey cloths.
- `/growtree` (requires admin access): Grow your Relto tree.
- `/shrinktree` (requires admin access): Srhink your Relto tree.
- `/getyeeshapages` (requires admin access): Collect all Yeesha pages.
- `/getsparklies` (requires admin access): Collect all Sparklies.
- `/getfirstweek` (requires admin access): Enable the first-week clothing in the closet.

Admin, age developer and control commands

- `/fogcolor` <color> or `/fcol` <color> (locked in some ages if you don't have at least story access): Change the color of the fog in this age (you may have to enable fog first, using `/fogdensity`).
- `/fogdensity` <start> <end> <density> or `/fdens` <start> <end> <density> (locked in some ages if you don't have at least story access): Specify the fog density gradient. The fog density will grow linear from 0 at the start distance to the full density at the end distance.
- `/link` <age filename> [<list of players>]: Link you or someone else directly to the given age (requires story access, admin access if other players should be linked)
- `/linksp` <age filename> <spawn point name> [<list of players>] (requires story access, admin access if other players should be linked): Like `/link`, but uses a specific spawn-point instead of the default one.
- `/linkto` <player> (requires admin access): Link yourself to the given player.
- `/linkhere` [<list of players>] (requires admin access): Link the given players to yourself.
- `/autolink` <age filename|disable> (requires admin access): Immediately link you to the given age when Uru starts - useful for age development and testing.
- `/set` <option name> <new value> (type `"/set list"` or `"/set listall"` to see possible options, requires admin access)
- `/listsdl` <[filter]> (requires admin access)
- `/setsdl` <varname> <value> (requires admin access): Change the given SDL value (works only for integers).

- `/getsdl <varname>` (requires admin access): Print the current value of the given SDL variable.
- `/setpsnlsdl <varname> <value>` (integer SDL values only! Requires admin access)
- `/getpsnlsdl <varname>` (integer SDL values only! Requires admin access)
- `/console <uru console command>` (requires admin access): Run Uru console commands, like those possible in `fni` files.
- `/consolenet <uru console command>` (requires admin access and works only online): Run Uru console commands for everyone in the current age.
- `/loadpage <page name>` (requires admin access): Load the given PRP page. Behaviour is undefined if several ages contain a page with that name.
- `/anim <name of animation> <[list of players]>` (requires admin access): Runs an animation on you or the given avatars. Type `/anim list` to see the pre-defined animations, but you can also directly call an animation by its name, for example `"MaleBow"`.
- `/avatar <new avatar type>` (requires admin access): Change your avatar to, for example, `"Yeesha"` or `"DrWatson"` (`/avatar list` gives you a list of possible avatars).
- `/name <new avatar name>` (requires admin access)
- `/exec <python-command>` (requires admin access): Run the given python command.
- `/getchron <chronicle ename>` (requires admin access)
- `/getversion <player name>` (requires admin access)
- `/about <object name>` (requires admin access)
- `/struct <name of a struct> <[struct mode]>` (requires admin access): Build something awesome in the current age, also see `/list struct`.
- `/printstruct <list of objects>` (requires admin access)
- `/tour <tour name> <[camera name]> <[interval]>` (requires admin access): Start a camera tour (see `/list tours` for a list).
- `/tourstop` (requires admin access): Stop the current camera tour.
- `/observe <[object]> <[camera name]> <[offset for camera behind avatar]> <[camera height offset]> <[target height offset]>` (requires admin access): Set up the camera behind the given object.
- `/entercam <camera name> <[list of players]>` (requires admin access): Let the given players view through the camera.
- `/leavecam <camera name> <[list of players]>` (requires admin access): The players stop viewing through the camera.

- `/printcam <[camera name]>` (requires admin access)

Flymode (requires admin access)

- `/flymode <[list of objects]>`
- `/noflymode`
- `/xyz <relative x coordinate> <relative y coordinate> <relative z coordinate> <[list of objects]>`
- `/x <relative x coordinate> <[list of objects]>`
- `/y <relative y coordinate> <[list of objects]>`
- `/z <relative z coordinate> <[list of objects]>`
- `/hide <[list of objects]>`
- `/show <[list of objects]>`
- `/ghost <[list of objects]>`
- `/unghost <[list of objects]>`
- `/normalize <[list of objects]>`
- `/repos <[list of objects]>`
- `/location <[list of objects]>`
- `/warp <x coordinate> <y coordinate> <z coordinate> <[list of objects]>|<warp location> <[list of objects]>|<target object> <[list of objects]>`
- `/scale <scale factor> <[list of objects]>|<scale x> <scale y> <scale z> <[list of objects]>`
- `/rot <angle> <[axis (x|y|z)]> <[list of objects]>`
- `/attach <parent object> <list of child objects>` (works only offline)
- `/detach <parent object> <list of child objects>` (works only offline)
- Esc key: Toggles flymode for the avatar
- Up arrow: Move forward
- Back arrow: Move backward
- Left arrow: Rotate left
- Right arrow: Rotate right
- Comma: Move left / Rotate counter-clockwise / Rotate backward (depending on strafe key mode which is set by F9)
- Period: Move right / Rotate clockwise / Rotate forward (depending on strafe key mode which is set by F9)
- Num-pad "-": Move up
- Num-pad "+": Move down
- Space: Move up/down alternately
- Shift: Move/rotate faster

- Caps lock: Accelerate move/rotation when key is hold
- Insert: Reduce linear speed
- Scroll lock: Reduce rotational speed
- F9: Toggle between Strafe, X rotation, and Y Rotation modes for strafing keys
- F10: Reset avatar's X, Y and Z axes
- F11: Reset linear and rotational speed and position recalculation rate
- F12: Increase position recalculation rate

Other commands

- /hood
- /nexus
- /stopcam: Fix the camera in the current position. You can still move the avatar. This makes for some interesting pictures!
- /gocam: Let the camera move like normal again.
- /loadcolumns <filename> (works only in Jalak)
- /savecolumns <filename> (works only in Jalak)
- /export
- /import <filename> (works only offline)
- /kusage: Show how many images, marker missions etc. are available, and how many you used up.
- /info
- /savecolumns <[filename]>
- /loadcolumns <[filename]>
- /loadscript <filename>: Load a command script.
- /loopstart <interval> <command>|<interval> <count> <command> (requires admin access): Run the command every <interval> seconds.
- /loopstop (requires admin access): Stop th currently running loop.
- /m <command 1> & <command 2> & ... & <command n> (requires admin access): Run all commands sequentially (useful to have several commands in a loop, for example).
- /checkaccess: Print your current access level.
- /enablefp: Re-enable the first-person camera (which is disabled, for example, if you improperly leave a swim region).
- /clearcam: Clear the camera stack to repair a messed-up camera (the result will be less messed-up... hopefully).
- /copy: Copy the content of the chat area to the clipboard.

- /quit
- /hideki <hide time>: Entirely hide the KI for some seconds.
- /textcolor <color>
- /ping <[player name]> (works only online)
- /createmarkerfolder
- /toggleoffline (requires story access and works only online)
- /help: Shot a book explaining all commands.
- /list <list to show>

Global shortcuts

- F1: 1st/3rd person
- F2: Open KI
- F3: Relto book
- F4: Settings
- F5: Take picture
- F6: Create text note
- F7: Add marker
- F8: Create new marker mission
- Ctrl+1: /wave
- Ctrl+2: /laugh
- Ctrl+3: /clap
- Ctrl+4: /dance
- Ctrl+5: Chat/talk gesture
- Ctrl+6: /sneeze
- Ctrl+7: /sit
- Shift+Ctrl: paste from clipboard (focus must be in chat line)
- Ctrl+Pause or Ctrl+Num: Run next command of file loaded using /loadscript (key may depend on keyboard layout)

Server-side commands (work only online)

(you can also use /% as prefix if you can not enter the ! character)

- /!ping
- /!resetage

Ages

Fan ages

A full list of all fan-ages you have installed, including ages the Offline KI does not support (like an unreleased age you are creating yourself), can be found in the Nexus, category "Restoration Links".

In addition, you can use the lower Relto shelf to get to some ages (the books appear only if you have the corresponding ages installed): At the left, there are three big puzzle ages with story available. Then there is an area of 9 books which contain (from right to left) the most recently updated ages. The last four books are the Educational Uru ages, Big ages with a lot of hidden extras, Garden ages and the two Crowthistle ages (which are not fan-ages, but fit nowhere else).

Changes in Uru:CC ages

- The Offline KI enables the Nexus books in Gira, Kadish, Gahreesen and Teledahn as well as wall journals in Gahreesen
- Relto
 - You can collect all Relto pages from POTS and MOUL or use `"/getyeeshapages"` to get them all
 - Some MOUL and Myst V ages register as new books or entries in the city book in the upper shelf
 - You will find some new cloths in your closet
 - `"/getfissure <1-4>"` will do what it promises
 - `"/growtree"` and `"/shrinktree"` are self-explanatory as well
- Nexus
 - "Public Links" can link you to the Pubs from MOUL
- Sharper's Office
 - Use `"/set tree 1"` to enable the Christmas tree
- Hood
 - There are now links to Great Zero, Eder Delin, Eder Tsogal and the city in the linking room (the city link will register a special spawnpoint in your city book.)

- use `"/bahro shouter` to get a screaming Bahro in the linking room
- Use `"/set gzglass 1-3` to choose the stained glass for the GZ book (there also is `"delinglass"` and `"tsogalglass"` available)
- There are some additions you can enable:
 - `"/set newyear 1` gives you a banner and fireworks
 - `"/set webcam 1` enables the webcam known from UU
 - `"/set thanksgiving 1` enables the thanksgiving extras
 - `"/set darkshape 1` enables a strange dark swimming creature which can be seen from the balcony with the telescope
 - `"/set boats 1` enables Bahro boats swimming between the islands visible from the balcony with the telescope
- City
 - There are now links to Minkata, Jalak and Releeshan in the library (Minkata and Jalak journals are there too.)
 - You can find links to all five pods in the museum (Negilahn journal and pod map are there too.)
 - There is a linking stone to the new K'veer in the pub and a stone to the old Descent at the end of the Takotah alley
 - In the dead end at the lake, you can link to Teledahn, and the library balcony offers a link to Kadish
 - On the courtyard, you can find a link to the MOUL version of Kirel
 - Enable the bahro around the arch and the random bahro triggering with `"/set bahro 1`
 - To manually trigger Bahro flyers use `"/bahro 1` to `"/bahro 6`
 - To trigger a Bahro shouter, use one of `"/bahro ferry`, `"/bahro palace`, `"/bahro library`
 - There are a bunch of additions you can enable:
 - `"/set stage 1` (or 2) gives you a DRC stage in the Takotah place (1 without and 2 with DRC logos)
 - `"/set journeys 1` enables 5 journey cloths in the city
 - Near the big bridge
 - on the balcony around the library
 - at the balcony near the hall of kings
 - at the takotah road end
 - above a boulder at the ferry terminal (you can jump up there from the stones near there)

- `"/set guildhall 1` enables a flickering light at the guild hall
 - `"/set meeting 1` lights a room in the takotah building, near the takotah street link-in point
 - `"/set harborlights 1` enables lights in the ferry terminal
 - `"/set menorah 1` enables a menorah on the rooftop
 - `"/set lakemeter 1` enables the lake meter at the ferry terminal
 - `"/set guildhall 1` enables the guild hall construction sounds and some additional smoke
 - `"/set ticker 1` enables the tickers at the library and the museum (they are enabled per default)
 - `"/set mystvbooks 1` enables the linking books to Releeshan and Todelmer (they are enabled per default)
 - `"/set librarybooks 1` enables five additional linking books in the library
- There is now a soccer ball at the ferry terminal!
 - The Kadish Gallery doors are now working, and there is a music player there which adds a new song to the one in your Relto
- Er'cana
 - The "dead end" near the link-in point hides a Relto page
 - Click on the star fissure to get the Er'cana wedge
 - Teledahn
 - Shroomie may come a little closer
 - Gahreesen
 - There's a new Bahro stone linking to the Descent
 - Ahnonay Sphere 2
 - There are two Relto pages available here now! (at the same place)
 - Cleft
 - There are three Yeesha pages from MOUL
 - Zandi's firepit is present
 - After running `"/getzandoni`, you can drive some interesting vehicle in the rainy version

- Jump into the volcano to get to Myst V Descent (but make sure you have been in Relto at least once)

How to reach and what to do in MOUL ages

- Minkata: Available from the city, registers in Relto
 - finish the puzzle like in MOUL and get the wedge
 - There is a reward clothing to collect here (only works for Female avatars.)
- Jalak: Available from the city, registers in Relto
 - play around using the KI like in MOUL
- Eder Delin, Eder Tsogal: Available from the hood
 - You can play the puzzle and get the wedge like in MOUL:
 - The time is much slower
 - there is a delay of 15 seconds between pressing a cloth and its number being shown (you have enough time to check the numbers for each cloth)
 - Tsogal has one, Delin even two Yeesha pages
 - Eder Delin
 - Use `"/set winter 1"` and `"/set winter 0"` to switch between summer and winter version
- The Pods: Available from the city, registers in Relto
 - Even the old time tables from MOUL should still apply, so collecting the wedge is easily possible
 - Negilahn
 - There is a Yeesha page here
 - Use `"/call monkey"` and `"/call urwin"` to see these animals
 - Payiferen
 - Use `"/call"` to see the Sanskrit
- New K'veer: Available from the city, registers in Relto
- Great Tree Pub: Available from the Nexus, "Public Links"

- Features a link to the Ahnonay version of MOUL
- Use `"/set bahro 1"` to get and `"/set bahro 0"` hide the dead Bahro
- Guild Pubs: Available from the Nexus, "Public Links"
- Guild Neighborhood aka Kirel: Available from the city and the Nexus
 - Collect all the guild shirts here!
- MOUL version of the end of Ahnonay: Available from Great Tree Pub
 - Go through the Shell hologram to get the wedge
 - Use `"/rotsphere"` to let the Spheres rotate
 - (To get the Er'cana wedge, click the star fissure in Er'cana)
- Seret (created from the MOUL hood): Available from the city and the Nexus
 - use `"/bahro shouter"` to get a screaming Bahro in the linking room

How to reach and what to do in Myst V ages

- Clickables and interactivity do not work in Myst V ages. Besides, you should be able to explore all of them fine.
- Descent: Available from the Cleft (jump into the volcano, but you must have been to Relto at least once before), registers in Relto
 - There are four links to Direbo here
- Direbo: Available from Descent, registers in Relto
 - There are links to Noloben, Todelmer, Laki, Tahgira here
- Noloben, Todelmer, Laki, Tahgira: Available from Direbo
 - use the glowing symbols on the pedestals to warp around
 - These ages also link to each other from the final bubble
- Myst: Available in the MOUL version of K'veer
- Releeshan: Available in the city

How to reach Crowthistle, Hex Isle and MagiQuest ages

- Crowthistle (Marsh Scene and Rowan Green): Available from Relto (rightmost book on lower shelf)
- Hex Isle ages: Nexus, bottom of "Restauration Links"
- MagiQuest
 - Portal well: Nexus, almost at the bottom of "Restauration Links"
 - Forest, Courtyard: Through the portals in Portal Well

Extras

These KI commands are undocumented in /help.

Help Commands

- /<command> help
 - (show help for command)
- /set list
 - (list available variables for current age)
- /set listall
 - (list all available variables)

Camera Commands

- /entercam
- /leavecam
- /printcam
- /tour
- /tourstop

Flymode Commands

- /flymode all
 - (all other players)
- /flymode all me
 - (all players)
- /warp <x y z>
 - (warp to predefined point, location, or object)
- /scale
 - (scale 1 or 3 axes)
- /rot

- (rotate around a given axis)

Link Commands

- /link <location>
 - bahrocave
 - AhnonayMOUL
 - KirelMOUL
 - city
- /linkto
- /linkhere
- /listsdl
- /linksp
 - (link to age spawnpoint)
- /autolink <age>
 - (automatically link to age on next startup)
- /autolink disable

Manipulate Objects

- /xyz
- /x
- /y
- /z
- /hide
- /show
- /ghost
- /unghost
- /normalize
- /repos
- /location

Relto Commands

- /bookshelf <age>
 - (add fan age books to lower Relto bookshelf)

- /updateshelf
 - (get latest set of fan age books)
- /updateshelf silence
 - (silence bookshelf reminder)
- /updateshelf remind
 - (reminder to update Relto bookshelf)
- /getsparklies
 - (collect all 12 sparklies)
- /relostars
 - (show stars in Relto)
- /norelostars
 - (hide stars in Relto)
- /getfissure <stage>
 - (set Relto fissure to stage 1-4)

Admin Commands

- /m </command> & </command>
 - (string multiple commands)
- /loopstart <command>
 - (loop a KI command)
- /loopstop
 - (stop looping the KI command)
- /setpsnlsdl
 - (set personal SDL variables)
- /getpsnlsdl

- (show personal SDL variables)
- /<command> help
 - (show help for command)
- /loadscript <filename>
 - (loads plaintext script file of KI commands, 1 per line; Ctrl-Pause to run each command)
- /loadpage <filename>
 - (load a PRP file)
- /exec <command>
 - (execute Python command)

Avatar Commands

- /anim <variable>
 - (animate avatar)
- /anim list
 - (list available animations)
- /name
 - (change avatar name)

KI Commands

- /getversion
 - (check KI version of another player)
- /getki
- /removeki
- /hideki <time>
 - (hide KI for period of time)
- /kiusage

- (number of pictures, mails in KI)
- /textcolor <color>
- (change color of KI text)

Age-Related Commands

- /about
- (get information about object)
- /exec
- /float
- /nofloat
- /fogcolor
- /fogdensity
- /getfirstweek
- (get clothing)
- /getlibrarybooks
- (additional library books)
- /getchron
- (read chronicle value)
- /removereltobook
- /getmarkers
- /nexus
- (link to Nexus)
- /checkaccess
- (current access level)
- /loadpage
- /openleftdoor
- /ping
- (check if someone is online)

- /rotsphere
 - (rotate Ahnonay spheres)
- /toggleoffline
 - (show/hide online status to others)
- /goto <location>
 - (goto age location)
- /goto list
 - (list available destinations)
- /list warppoints
- /struct
- /printstruct
- /observe
- /export <filename>
- /import <filename>

Location Settings

- /bahro <variable>
 - shouter (Hood)
 - library
 - ferry
 - palace
 - 1-6 (City fliers)
- /set <variable> 0|1
- /set list
 - (list available variables for current age)
- /set listall
 - (list all available variables)

City: are available when you are in the City

- stage

- journeys
- guildhall (accident)
- meeting
- harborlights
- menorah
- librarybooks
- tickers
- mystvbooks
- christmastree
- lakemeter

Hood: are available when you are in a neighborhood

- darkshape
- boats

Eder Delin: is available when you are in Eder Delin

- winter

