CircleMUD File Manifest

November 17, 2002

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):

1

```
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 the Administer-

ing 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.