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[12:51:14 AM] Kepa Auwae: Check screply.df and sharp.df - also

currently blogic.df is set up to run one of the blurbs I did as

examples over and over. Do that and put gnomey or mason or santa in a

group.

[12:51:28 AM] Kepa Auwae: It works, but I have no idea how it works

really.

[12:51:34 AM] Kepa Auwae: Which isn't a great sign.

[12:52:07 AM] Kepa Auwae: Like with useful-info in sharp-df, lines 6

and 8 and 10 ... I really don't know for sure how the logic works here.

[12:52:33 AM] Kepa Auwae: Same with screply.df line 66

[12:53:24 AM] Kepa Auwae: With sharp.df lines 8 and 10, I'm not sure

why sc-reply is returning 1.

[12:54:21 AM] Kepa Auwae: With sc-check in screply.df, not sure why

sc-pick returns 0 if something picked successfully. Or what it returns

if unsuccessful really.

[12:54:34 AM] Kepa Auwae: But when trying to logic it out, I failed to

have anything work right.

\*)

// EZ changes to the tone of what a special char says. I liked how this turned out.

0 value sc-mood

: sc-silent "..." ;

: sc-horse "嘶鸣!" ;

: sc-octodad "\*喋喋不休\*" ;

: sc-turkey "咯咯 咯咯" ;

: sc-clown "哈 哈 哈!" ;

: sc-grf "\*低沉的喉音\*" ;

: sc-dog "旺!" ;

: sc-panda "呃呃呃!" ;

: sc-lnk "咔呀呀呀!" ;

: sc-billy " ><> " ; // maybe replace with bfish

: sc-gnomey

sc-mood 0 > if "Ooo! Ooo!" then;

sc-mood 0 < if "你就是个若智!" then;

"我脚疼!"

;

: sc-alvis

sc-mood 0 > if "灰常感谢" then;

sc-mood 0 < if "兄弟这可不酷" then;

"uh huh huh"

;

: sc-santa

sc-mood 0 > if "厚! 厚! 厚!" then;

sc-mood 0 < if "对我来说，这听起来像是一个悲伤的圣诞节..." then;

"厚, 厚, 厚!" ;

: sc-evilsanta "厚 厚 厚" fbold ;

: sc-tlb

sc-mood 0 > if "吔! 吔!" fbold then;

sc-mood 0 < if "你需要锻炼锻炼再锻炼!" then;

"BUILD MASS! BUILD BULK!"

;

(\*

The goal here was to avoid my original plan where I had a big word

called sc-verify, that checked if the 2nd character's specialtype

was a valid one, and then had an almost identical word of logic

checks that determined what the character said. So I tried to have

just one word, sc-pick, that would serve as both.

\*)

: sc-pick

2nd-st 1 = 2nd-st 15 = 2nd-st 58 = or or if sc-silent then;

2nd-st 49 = if sc-silent then;

2nd-st 3 = if sc-santa then;

2nd-st 4 = if sc-evilsanta then;

2nd-st 5 = if sc-octodad then;

// maybe boxer later? 2nd-st 9 = if sc-boxer then;

// maybe cat lady? 2nd-st 11 = if sc-catlady then;

2nd-st 22 = if sc-dog then;

2nd-st 35 = if sc-panda then;

2nd-st 25 = if sc-tlb then;

2nd-st 27 = if sc-turkey then;

2nd-st 29 = if sc-clown then;

2nd-st 31 = if sc-grf then;

2nd-st 33 = if sc-gnomey then;

2nd-st 34 = if sc-horse then;

2nd-st 36 = if sc-alvis then;

2nd-st 52 = if sc-lnk then;

// maybe knight later? 2nd-st 53 = if sc-knight then;

2nd-st 59 = if sc-billy then;

// maybe anime girl later? 2nd-st 62 = if sc-anime then;

// There used to be a false here, but having it in made characters that failed the check just say "0" (false)

;

: sc-reply

sc-pick blurbsay exit

;

// Shortcut word to avoid typing this logic for each mood.

: sc-check

sc-pick 0= if sc-reply then;

false // I tested this without the false and it still works, so this probably doesn't even do anything?

;

(\* TESTING THING

: sc-check

2nd-st 33 = 2nd-st 1 = 2nd-st 15 = 2nd-st 58 = or or or if screply then;

false ;

sc-blah 0= if then; // Switch to this later?

use-the-string

return 0 return 1

\*)

// Quick words for blurb writer to indicate tone of voice of the special character

: screply 0 to sc-mood sc-check ;

: screply+ 1 to sc-mood sc-check ;

: screply- -1 to sc-mood sc-check ;

// Below didn't work well, tried it as an experiment before abandoning concept of all-in-one words to handle both the response and the morale change.

: screply-1stmorale-- screply- STAT\_MORALE 1st-char .stat-- ;