Connecting to MicroMUSE using `tf` (tinyfugue) from Unix:

1. Log in to your Harvard Unix account.
2. Type the command
   ```
   ~libcse10/bin/tf micromuse.musenet.org 4201
   ```
   at the Unix prompt. That command will launch a program called `tf` and connect you to MicroMUSE.
3. Log in, using your MicroMUSE username and password. These are not the same as your Harvard Unix userid and password! You have received e-mail with your user name and password. If you have any trouble logging in let me know and I will review your username and password with you.

The first time you log in:

(a) Change your password by typing `@password <oldpassword> = <newpassword>` in the muse. **There is no prompt -- just start typing.** You will get a notification that your password was changed, or an error message if it didn't change. **Passwords must have a number or a symbol embedded in the middle of them** (e.g. dog4cat is okay, but dogcat4 is not). When there is an explanation of syntax, as above, the angle brackets, < and >, are not typed. For example, type

   ```
   @password csci e10=app$le
   ```

   **Unlike** most MUSE commands, **passwords are case-sensitive**: `app$l e` and `App$l e` are different.

(b) Although the MUSE server does not allow you to change your character name yourself until you become a full member of MicroMUSE, I can change it for you. If you would prefer to be known by a name other than the one I gave you, please let me know. You will want to change sooner rather than later if you plan to spend much time in the MUSE, so that people who come to know you will not get confused. Changing your character name is a lot like changing your identity -- people know you, in large part, **only** by your character name.

Connecting to DragonMUD using `tf` (tinyfugue) from Unix:

1. Log in to your Harvard Unix account.
2. Type the command
   ```
   ~libcse10/bin/tf dragonmud.org 4201
   ```
   at the Unix prompt.
3. Follow the on-screen instructions to create a new character. You can pick your own name at this time. You can also choose to change it later.
How to Use MicroMUSE and DragonMUD:

Once you are connected, you control your character through a large set of commands. Command sets are slightly different in different worlds, but some basic commands generally stay the same. With these commands you can explore, look at things around you, communicate with other people, and (if you've been granted that power) build. This page contains a short collection of commands that will help you get started. Additional help is available from multiple sources: on MicroMUSE, there is an extensive built-in help system -- type help for a brief overview of the help system, help getting started for some tips for beginners, or type help <command> for any specific command (e.g. help look will give you the syntax and brief explanation of the look command.) For DragonMUD, there's a website http://www.dragonmud.org/tome/index.html with a list of commands. Once you know how to communicate, you can ask for help; that's a good way to meet people, as well!

A few basic MUSE commands:

QUIT - quit and leave the muse. Unlike most MUSE commands, this one must be typed in all-uppercase. **Note that this command does not cause you to exit tinyfugue!** See the list of tf commands, below.

WHO - print list of users currently on this muse. Notice the "idle" column, which tells you how long it has been since the user typed any commands. Long idle times indicate the user probably isn't really around right now. MicroMUSE has a tradition of many people logging in and staying idle, and there may be very few people active and alert at a time.

say <something> - make your character 'say' <something>
Example: say Hi Everyone!

pose <something> - make your character take a visible action described by <something>
Example: pose jumps up and down

page <player>=<message> - send a <message> to a <player> on the muse
Example: page Aslan=Hello, Can you help me?

look - look at the room you're in, to see what or who is there, and what the exits are.

look <thing> - look at a specific person, thing, or exit, to see what it looks like.
Example: look Table

go <exit> - go through one of the obvious exits in the room.
Example: go Hallway
(Hint: exits often have shortcut names. For instance, if you see an exit named Hallway <H>, you can usually type either "go Hallway" or just "go H" to go in that direction. Furthermore, the word "go" can even be left out, so you could type simply "Hallway" or "H".)

home - send your character "home". If you get lost, type "home", then start exploring again.

whisper <player>=<message> - whisper something to one other player in the room with you, so that nobody else in the room can hear what you are saying.
@teleport #<number> - teleport to a particular room if you know the number. The Community Center room is #9999, so the following example would take you there.
Example: @teleport #9999

Shortcut Commands:
Several of the most-used communication commands have one-character shortcuts. Specifically, the say command has the " shortcut, and the pose command has the : shortcut; the letter l is short for look, p for page, and @el for @teleport.

"hi there! -- equivalent to say hi there!
:jumps up and down -- equivalent to pose jumps up and down
:p Aslan=Hi there -- equivalent to page Aslan=Hi there!

The basic tinyfugue (tf) commands:

/quitt - Exit tinyfugue. If you are still connected to the MUSE when you type this command, you will be logged out of the MUSE as well.

/more on - Turns on the scrolling feature. After typing this, scrolling text will stop at the end of each screen. **The only way to move to the next screen is to type the TAB key. Don’t forget this! If you forget that you need to press TAB to continue, you will be completely, totally stuck! The TAB key!**

/more off - Turns off the scrolling feature. Text will continue to scroll up your screen as fast as the MUSE sends it to you. You may miss the beginning of long descriptions or long help pages.

/visual <on|off> - Turns on (/visual on) or off (/visual off) the screen-splitting feature. With this feature on, the screen is split into a large upper portion for output from the MUSE, and a small lower portion where you type your input. Some people like their input and output to be separated in this way; others do not.

/recall <number> - Shows you the last <number> of lines that were sent to your screen. Useful if you did not have /more on before and have just turned it on and want to see something you missed that has already scrolled off your screen. Not particularly useful until you type /more on since the lines will simply scroll past too fast once again.

You probably won't need any other tinyfugue commands for a while, but there is complete online help by typing /help. Notice that all tinyfugue commands begin with the / symbol. Any command beginning with that symbol is interpreted by tinyfugue and not passed through to the MUSE. All other commands are passed through to the MUSE and interpreted by the MUSE server.