

File created: 14-Aug-2022 10:36:07 {DSK}<home>larry>loops>truckin>TRUCKIN.;2

changes to: (FNS GameClass.New GameMasterMeta.New GameObject.NewInstance)  
(VARS TRUCKINCOMS)

previous date: 3-Aug-2022 11:36:04 {DSK}<home>larry>loops>truckin>TRUCKIN.;1

Read Table: INTERLISP

Package: INTERLISP

Format: XCCS

::  
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(RPAQQ **TRUCKINCOMS**

((DECLARE%: DONTCOPY (PROP MAKEFILE-ENVIRONMENT TRUCKIN))

; Copyright (c) 1983 by Xerox Corporation.

:: Source Code for Truckin. This program is a mini-expert system for teaching knowledge representation techniques in the Loops  
:: programming system. Truckin provides a simple simulation environment for novice Loops users in which small bodies of knowledge can be  
:: created and tested interactively. Knowledge in Truckin is in the form of rules for controlling a game piece to maximize profit along a truck  
:: route.

; Written in January 1983 by the Loops Design Team -- Daniel  
; Bobrow, Sanjay Mittal, and Mark Stefik.

:: JRB - Had to take fonts out of TRUCKINCONSTANTS; DFASL's can't dump font descriptors.

(CONSTANTS \* TRUCKINCONSTANTS)  
[INITVARS (roadSignFont (FONTCREATE 'HELVETICA 8 'BOLD))  
(driverFont (FONTCREATE 'HELVETICA 8))  
(dataFont (FONTCREATE 'HELVETICA 10 'BOLD))  
(commodityFont (FONTCREATE 'HELVETICA 8 'BOLD))  
(gameStatusBoldFont (FONTCREATE 'HELVETICA 12 'BOLD))  
(CLASSES \* TRUCKINCLASSES)  
(GLOBALVARS \* TRUCKINVARS)  
(FNS \* TRUCKINFNS)  
(GLOBALVARS PlayerProcRestFlg GameProcRestFlg)  
(VARS GameCommandX GameCommandY GameParamRegion HandicapRatio aliceCount banditCount banditMoveFrequency  
banditMoveRange debugMode debugTimeTrace defaultGaugesFlg GameControlRegion (GameControlMenu)  
(GameControlWindow)  
(GameSuspendMenu)  
(GameAwakeMenu))  
[APPENDVARS (BREAKRESETFORMS (TTY.PROCESS (THIS.PROCESS))  
(METHODS CommodityMeta.New CommodityMeta.Subs! GameAbstractClass.New GameBoard.NewInstance  
GameClass.AddCV! GameClass.DeleteCV! GameClass.RenameCV! GameClass.Subs! GameMetaClass.New  
GameObject.AddGauges GameObject.Initialize GameParameters.LoadPara GameParameters.SetUp  
GameParameters.StorePara))

(DECLARE%: DONTCOPY

(PUTPROPS **TRUCKIN MAKEFILE-ENVIRONMENT** (:PACKAGE "IL" :READTABLE "INTERLISP" :BASE 10))  
)

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(RPAQQ **TRUCKINCONSTANTS**

((lineSize 1)  
(iconSide 16)  
(boardShade 23130)  
(BLACKCOLOR 0)  
(roadColor 15)  
(roadStopColor 14)  
(roadStopNameColor 13)  
(otherRoadStopIconColor 12)  
(consumerIconColor 11)  
(producerIconColor 10)  
(borderColor 9)))

(DECLARE%: EVAL@COMPILE

(RPAQQ **lineSize** 1)

(RPAQQ **iconSide** 16)

(RPAQQ **boardShade** 23130)

(RPAQQ **BLACKCOLOR** 0)

(RPAQQ **roadColor** 15)

```

(RPAQQ roadStopColor 14)
(RPAQQ roadStopNameColor 13)
(RPAQQ otherRoadStopIconColor 12)
(RPAQQ consumerIconColor 11)
(RPAQQ producerIconColor 10)
(RPAQQ borderColor 9)
(CONSTANTS (lineSize 1)
  (iconSide 16)
  (boardShade 23130)
  (BLACKCOLOR 0)
  (roadColor 15)
  (roadStopColor 14)
  (roadStopNameColor 13)
  (otherRoadStopIconColor 12)
  (consumerIconColor 11)
  (producerIconColor 10)
  (borderColor 9))
)
(RPAQ? roadSignFont (FONTCREATE 'HELVETICA 8 'BOLD))
(RPAQ? driverFont (FONTCREATE 'HELVETICA 8))
(RPAQ? dataFont (FONTCREATE 'HELVETICA 10 'BOLD))
(RPAQ? commodityFont (FONTCREATE 'HELVETICA 8 'BOLD))
(RPAQ? gameStatusBoldFont (FONTCREATE 'HELVETICA 12 'BOLD))
(RPAQQ TRUCKINCLASSES (CommodityClassMeta CommodityMeta GameAbstractClass GameBoard GameClass GameMetaClass
  GameObject GameParameters TDMTPParameters TruckinDMPParameters TruckinParameters))
(DEFCLASSES CommodityClassMeta CommodityMeta GameAbstractClass GameBoard GameClass GameMetaClass GameObject
  GameParameters TDMTPParameters TruckinDMPParameters TruckinParameters)
(DEFCLASS CommodityClassMeta (MetaClass GameMetaClass Edited%: (* sm%:"20-JAN-83 17:32")
  doc "MetaClass for all classes of commodities")
  (Supers GameAbstractClass)
  (ClassVariables (CopyCV NIL)
    (ComsVar Commodities)))
(DEFCLASS CommodityMeta (MetaClass GameMetaClass Edited%: (* sm%:"20-JAN-83 14:28")
  doc "MetaClass for all commodities which are not classes of commodities")
  (Supers GameClass)
  (ClassVariables (ComsVar Commodities)))
(DEFCLASS GameAbstractClass (MetaClass GameMetaClass Edited%: (* sm%:"20-JAN-83 17:29"))
  (Supers GameClass))
(DEFCLASS GameBoard (MetaClass GameClass Edited%: (* sm%:"27-JUN-83 17:36"))
  (Supers GameObject)
  (ClassVariables (CopyCV NIL))
  (InstanceVariables (gameWindow NIL dontSave Value doc "A Lisp Window in which the game board is
    displayed.")
    (windowRegion NIL doc "This is the region decribing the board.")
    (simulator NIL doc "pointer to simulator which is playing this board")))
(DEFCLASS GameClass (MetaClass GameMetaClass Edited%: (* sm%:"20-JAN-83 14:29"))
  (Supers Class)
  (ClassVariables (ComsVar TRUCKINCLASSES)
    (CopyCV NIL)))
(DEFCLASS GameMetaClass (MetaClass MetaClass Edited%: (* sm%:"20-JAN-83 14:29"))
  (Supers MetaClass)
  (ClassVariables (ComsVar TRUCKINCLASSES)))

```