

File created: 17-Dec-87 08:25:10 {POGO:AINORTH:XEROX}<LOOPSCORE>LYRIC>USERS>TRUCKIN>TRUCKI
NR.;3

changes to: (CLASSES Truck SystemTruck RoadStop Producer PerishableCommodity OtherRoadStop FragileCommodity
Consumer CommodityTransportability Commodity)
(VARS TRUCKINRCOMS)

previous date: 25-Aug-87 11:51:37 {POGO:AINORTH:XEROX}<LOOPSCORE>LYRIC>USERS>TRUCKIN>TRUCKINR.;2

Read Table: INTERLISP

Package: INTERLISP

Format: XCCS

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(RPAQQ **TRUCKINRCOMS**

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

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:: TRUCKIN Domain for Expert Systems. Created by Loops Design Team - Danny Bobrow, Sanjay Mittal, and Mark Stefik
; Objects and associated methods for Commodity and RoadStop
; classes

(CLASSES * TRUCKINRCLASSES)
(FNS CommodityTransportability.CheckFragility CommodityTransportability.UpdateStatus RoadStop.BwPlace
RoadStop.ColorPlace RoadStop.DisplayIcon)
(METHODS Commodity.CanTransfer Commodity.CheckFragility Commodity.Display Commodity.TransferOwner
Commodity.UpdateStatus Consumer.Buy Consumer.BuyFuel Consumer.CanBuy Consumer.DisplayData
Consumer.DisplayIcon Consumer.Show FragileCommodity.CheckFragility
FragileCommodity.PartialTransfer OtherRoadStop.DisplayIcon OtherRoadStop.Initialize
OtherRoadStop.ReInitialize OtherRoadStop.Show PerishableCommodity.PartialTransfer
PerishableCommodity.UpdateStatus Producer.DisplayData Producer.DisplayIcon Producer.Sell
Producer.SellFuel Producer.Show RoadStop.AnyVictim RoadStop.BWDisplay RoadStop.Bandit?
RoadStop.BanditP RoadStop.BanditReady RoadStop.ColorDisplay RoadStop.Crash RoadStop.Display
RoadStop.DisplayData RoadStop.Flash RoadStop.GoingPast RoadStop.Initialize RoadStop.Park
RoadStop.Parked? RoadStop.Place RoadStop.ReInitialize RoadStop.RoomToPark? RoadStop.TimeSpent
RoadStop.TurnsStayed RoadStop.Unpark RoadStop.Visit SystemTruck.Buy SystemTruck.CanBuy
SystemTruck.Sell Truck.BuyFuel Truck.CanBuyFuel Truck.FillTank Truck.Initialize Truck.SellFuel
Truck.VisitUnionHall))

(DECLARE%: DONTCOPY

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

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:: Objects and associated methods for Commodity and RoadStop classes

(RPAQQ **TRUCKINRCLASSES** (Commodity CommodityTransportability Consumer FragileCommodity OtherRoadStop
PerishableCommodity Producer RoadStop SystemTruck Truck))

(DEFCLASSES Commodity CommodityTransportability Consumer FragileCommodity OtherRoadStop PerishableCommodity
Producer RoadStop SystemTruck Truck)

(DEFCLASS Commodity (MetaClass CommodityClassMeta Edited%: (* dgb%:"23-SEP-83 09:33"))

(Supers GameObject)

(ClassVariables (VolPerQty 1 doc "volume occupied by unit quantity")

(WtPerQty 1 doc "weight per unit qty")

(AvgPrice 1 doc "avg unit price for buying or selling by truckers")

(Icon defaultIcon doc "name of a variable which is bound to a Bitmap")

(CopyCV (VolPerQty WtPerQty AvgPrice Icon))

(InstanceVariables (qty 0 doc "actual qty on hand for truck")

(pr 0.9 doc "this is the actual price RATIO paid by a trucker")

(owner *SYSTEM* doc "truck object which owns this commodity")

(status T doc "whether the commodity is alright or not. NIL would mean the commodity has been
destroyed"))

(DEFCLASS CommodityTransportability (MetaClass GameClass Edited%: (* sm%:"26-JAN-83 17:34"))

(Supers GameObject)

(ClassVariables (CopyCV NIL))