

## \*\*\*\* Mir-o-Bot's Help (KI # 32319 in MO:ULa Online)

Shorah! I'm an automated avatar created by Mirphak.  
I'm not a magic bot, the commands you can PM to me are different.  
Here the list of available commands (last update 2017-08-13):

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help : sends you this text note.  
help [command name]: PM you a specific help on a command.

### \*\* LINKING THROUGH AGES:

link or meet : links your avatar to Mir-o-Bot's current Age.

to {city/library/ferry/dakotah/tokotah/concert/palace} : links YOU to different points of the public city  
or some public ages {gog/gome/kirel/kveer/phil/chiso/messengerspub/veelay}

or a Mir-o-Bot age

{aegura/ahnonay/cathedral/cleft/dereno/descent/ercana/gahreesen/gz/gira/hood/jalak/kadish/kemo/  
minkata/myst/negilahn/office/payiferen/pelletcave/relto/silo/spyroom/teledahn/tetsonot/mobkveer/  
mobgomepub}.

linkbotto [age name]: links Mir-o-Bot to the specified Age.

Available Mir-o-Bots ages:

aegura, ahnonay, cathedral, cleft, dereno, descent, ercana, gahreesen, gira, gz, hood, jalak, kadish,  
kemo, minkata, mobkveer, myst, negilahn, office, payiferen, pelletcave, relto, silo, spyroom, teledahn,  
tetsonot, mobkveer, mobgomepub

Some more arrival points in Mir-o-Bots ages that works with the to and linkbotto commands:

Cleft : cleft1, cleft2.

Er'cana : oven.

Gahrissen : gear, pinnacle, training, team, prison, veranda, gctrl, gnexus.

## \*\*\*\* Mir-o-Bot's Moving Help

\*\* MOVING IN Mir-o-Bot AGES:

onbot or warp or w : warps your avatar to Mir-o-Bot's current position.

onlake: Adds an invisible floor and warps you on it.

/!\ Once added by a player all others visiting will have the invisible floor.

It will follow you in other ages til you quit the game.

nolake: Removes the invisible floor, maybe ...

warp or warp [avatar name] or warp [x] [y] [z] : see onbot, find and rgoto.

(the avatar name can be incomplete).

wd : warps your avatar to the default linkin point.

You can save and return to 10 positions in each age with:

save [n] : Save your current position. Where n = 0 to 9

ws [n] : Warps you to your n-th saved position. Where n = 0 to 9

I save them on my disk. You will be able to return to a saved position when you want!

sp [number]: warps you to a spawn point (number depending of the age). Works in city, ercana, gahreesen, kadish, minkata, teledahn.

City specific spots (sp 0 to sp 22):

Ferry Gate = FG (= sp 1)

Ferry Roof = FR (= sp 2)

Opera House = OH (= sp 3)

Tokotah Roof = TR (= sp 4)

Kahlo Roof = KR (= sp 5)

Library Roof = LR (= sp 6)

Palace Roof = PR (= sp 7)

Concert Hall = CH (= sp 9)

Museum = MU

Tokotah Roof Top = DAKOTAH or TRT

Palace Balconies = PB1, PB2 and PB3.

Er'cana specific spots (sp or e 0 to 14)

Gahreesen specific spots (sp or g 0 to 34)

Kadish specific spots (sp or k 0 to 19)

Minkata specific spots (sp, cave, k, kiva or m 0 to 5)

Teledahn specific spots (sp or t 0 to 19)

rsph : Rotates the Ahnonay spheres. Works only if the bot is in Ahnonay.

nopanic : Disables most of the panic zones.

coord : returns your current position.

agoto [x] [y] [z] or teleport [x] [y] [z] : disable physics and warps your avatar to an absolute position.

rgoto [x] [y] [z] or xwarp [x] [y] [z] or warp [x] [y] [z] : disable physics and warps your avatar relative to your current position.

rot [axis] [angle] : disables physics and rotates your avatar along the specified x, y or z axis, and following the specified angle in degrees.

turn [angle] : disables physics and rotates your avatar on Z axis relative to your current position.

float [height]: disables physics and warps your avatar up or down relative to your current position.

jump [height] or jump [forward] [height]: jump in the air.

land or normal: enables physics.

find [object or avatar name]: warps you to the first object or avatar found (use \* as any unknown characters but not only a \*), this command is case sensitive.

list [object name]: shows you the list of object names found (use \* as any unknown characters but not only a \*), this command is case sensitive.

Some animations: [animation name] [n]

where [animation name] is in:

{ladderup/ladderdown/climbup/climbdown/stairs

/walk/run/back/moonwalk/swim

/dance/crazy/what/zomby/hammer/wait/laugh/thank/talk}.

and [n] is the number of times you want to do.

## \*\*\*\* Mir-o-Bot's Fun Help

\*\* HAVING FUN IN Mir-o-Bot AGES:

You want to see stars? Try that:

night [on/off]: on = enables night, off = disable night.

day : disables night.

cms [on/off]: on = enables Colored Moving Sky, off = disables Colored Moving Sky.

soccer : Drops some soccer balls.

ring [yellow/blue/red/white] [on/off] : Activates and deactivates a ring of Firemarbles.

Optionally: ring [color] [on] [height] [radius].

If it not works anymore, you can reset the rings: ring reset.

style [value] : Changes the "style". Where value can be default or an age file name (i.e. city for Ae'gura)

fogshape [start] [end] [density]: Changes the "shape" of the fog. Where start, end and density are integers.

fogcolor [r] [g] [b] : Changes the fog color. Where r, g and b (red, green and blue) are numbers between 0 and 100.

fogcolor [color name] : Changes the fog color. Where [color name] can be white, red, pink, orange, brown, yellow, green, blue, violet, purple, black or gold.

fog [on/off]: Adds or removes the fog layer.

nofog : Disables the fog.

skycolor [r] [g] [b] : Changes the sky color. Where r, g and b (red, green and blue) are numbers between 0 and 100.

skycolor [color name] : Changes the sky color. Where [color name] can be white, red, pink, orange, brown, yellow, green, blue, violet, purple, black or gold.

sky [on/off]: Adds or removes the sky layers.

nosky : Disables the sky.

sendme : Sends you the list of the marker games I have.

sendme [id]: Sends you the #id game.

## \*\*\*\* Mir-o-Bot's Jalek Help

\*\* HAVING FUN IN Mir-o-Bot JALAK:

-- Jalak creations (thanks to Michel) --

savestruct [savename] : Saves a structure.

loadstruct [savename] : Loads a structure.

savecolumns [savename]: Saves only columns.

loadcolumns [savename]: Loads only columns.

savecubes [savename] : Saves only widgets.

loadcubes [savename] : Loads only widgets.

resetcubes : Takes off widgets.

**\*\*\*\* From mtn'man, a full list of spawn points in Mir-o-Bot's Ae'gura**

City specific spots (sp 0 to sp 22):

<b>LINK IN LOCATION</b>	<b>SPAWN CODE</b>
Link In Default (Ferry)	= sp 0
Ferry Gate = FG	= sp 1
Ferry Roof = FR	= sp 2
Opera House = OH	= sp 3
Tokotah Roof = TR	= sp 4
Kahlo Roof = KR	= sp 5
Library Roof = LR	= sp 6
Palace Roof = PR	= sp 7
Ferry Terminal Default	= sp 8
Concert Hall Foyer = CH	= sp 9
Takotah Alley Link In (Dakotah)	= sp 10
Great Tree Center	= sp 11
Islm Library (Front facing doors)	= sp 12
Library Link In	= sp 13
Palace Hall Link In	= sp 14
Kadish Gallery Link In Point	= sp 15 (the music follows you if you spawn again)
Islm01 Oval Balcony Canyon Mall	= sp 16
Islm02 Balcony looking at Canyon Mall	= sp 17
Islm03 Oval Balcony Landing by Library	= sp 18
Islm04 Ferry by doors to Dock	= sp 19
Islm05 Top of the Great Steps	= sp 20
Museum Door, bottom of steps	= sp 21
Ferry Terminal Default Link In	= sp 22