

Update 023 New FML Tags

Author: Aleksi Asikainen (sanct@furcadia.com)

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Scope: Description of the new FML tags introduced by Furcadia update 023

Introduction

The following tags are currently in regular use.

| Tag | User access | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---------------------------|--|-----------------|-------------|----------------------|-----------------|--------------------|---------------|----------------------|-------------------------|----------------------|---------------------------|----------------------|----------|--------------------|--------|-------------------|-------|-----------------------|-----------------|--------------------|------------|-------------------|---------------|--------------------|--------|--------------------|-------|--------------------------|-------------|---------------------|----------------------|--------------------|----------------|
| <code>,</code> | Restricted | <p>Encloses an arbitrary length text that will be formatted based on the given parameters. The supported parameters are <code>face</code>, <code>size</code>, and <code>color</code>, of which only <code>color</code> is in regular use by the Furcadia server.</p> <p>The <code>color</code> parameter of the <code></code> tag can be used to tell to which group the line belongs:</p> <table border="1"><thead><tr><th>Parameter value</th><th>Description</th></tr></thead><tbody><tr><td><code>warning</code></td><td>Server warnings</td></tr><tr><td><code>error</code></td><td>Server errors</td></tr><tr><td><code>success</code></td><td>Server success messages</td></tr><tr><td><code>channel</code></td><td>Beekin and Guild Channels</td></tr><tr><td><code>whisper</code></td><td>Whispers</td></tr><tr><td><code>emote</code></td><td>Emotes</td></tr><tr><td><code>emit</code></td><td>Emits</td></tr><tr><td><code>myspeech</code></td><td>Player's speech</td></tr><tr><td><code>bcast</code></td><td>Broadcasts</td></tr><tr><td><code>roll</code></td><td>ROLL and roll</td></tr><tr><td><code>shout</code></td><td>Shouts</td></tr><tr><td><code>trade</code></td><td>Trade</td></tr><tr><td><code>dragonspeak</code></td><td>Dragonspeak</td></tr><tr><td><code>notify</code></td><td>Server notifications</td></tr><tr><td><code>query</code></td><td>Server queries</td></tr></tbody></table> | Parameter value | Description | <code>warning</code> | Server warnings | <code>error</code> | Server errors | <code>success</code> | Server success messages | <code>channel</code> | Beekin and Guild Channels | <code>whisper</code> | Whispers | <code>emote</code> | Emotes | <code>emit</code> | Emits | <code>myspeech</code> | Player's speech | <code>bcast</code> | Broadcasts | <code>roll</code> | ROLL and roll | <code>shout</code> | Shouts | <code>trade</code> | Trade | <code>dragonspeak</code> | Dragonspeak | <code>notify</code> | Server notifications | <code>query</code> | Server queries |
| Parameter value | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>warning</code> | Server warnings | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>error</code> | Server errors | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>success</code> | Server success messages | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>channel</code> | Beekin and Guild Channels | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>whisper</code> | Whispers | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>emote</code> | Emotes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>emit</code> | Emits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>myspeech</code> | Player's speech | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>bcast</code> | Broadcasts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>roll</code> | ROLL and roll | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>shout</code> | Shouts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>trade</code> | Trade | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>dragonspeak</code> | Dragonspeak | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>notify</code> | Server notifications | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <code>query</code> | Server queries | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| <name>, </name> | Restricted | <p>Encloses the name of a Furcadia character. Parameter <code>shortname</code> contains the name of the character in abbreviated (“machine readable”) form.</p> <p>Note: While the text enclosed between <code><name></code> and <code></name></code> tags currently always contains the name of a Furcadia Character, this practice is not guaranteed. An application should refer to the <code>shortname</code> parameter to find out to which player the tag refers.</p> |
| <desc /> | Restricted | <p>Marks the beginning of a Furcadia character description. Parameter <code>shortname</code> contains the name of the character in abbreviated (“machine readable”) form.</p> |
| <channel /> | Restricted | <p>Marks the beginning of a Furcadia channel message, including Beekin Channels, broadcasts, and News and Event channels. Parameter <code>name</code> contains the channel name, which always begins with an “at” (‘@’) symbol, followed by lowercase, alphanumeric name.</p> |
| | Restricted | <p>Image descriptor. The supported parameters are <code>src</code>, <code>width</code>, <code>height</code>, and <code>alt</code>.</p> |