

CocoMUD client - Feature #47

Add speed walking

11/05/2016 10:54 PM - Vincent Le Goff

| | | | |
|--|-----------------|----------------|----|
| Status: | Open | % Done: | 0% |
| Priority: | Normal | | |
| Assignee: | Vincent Le Goff | | |
| Category: | MUD client | | |
| Sprint/Milestone: | | | |
| Description | | | |
| <p>Some players have reported using speed walking often and needing it in their client. The presented syntax doesn't seem to make much sense for non-English MUDs, which should be considered. In fact, using command stacking (#32) with a delay between commands seems much more logical. One could link it to macros or aliases.</p> <p>The syntax in MushCLIENT is:</p> <ul style="list-style-type: none">- Begin the line by a # sign.- Single-letter exits are written with no separator.- A digit preceding a letter will repeat this letter several times.- Exits with more than one letter should be surrounded by parenthesis. <p>Example: #3nw(door) means 3 times north, one time west, one times door.</p> | | | |

History

#1 - 11/06/2016 02:14 AM - Vincent Le Goff

- *Sprint/Milestone set to 5*

#2 - 11/12/2016 06:06 AM - Vincent Le Goff

- *Sprint/Milestone deleted (5)*

#3 - 10/10/2018 01:49 PM - Vincent Le Goff

- *Description updated*

- *Assignee set to Vincent Le Goff*

- *Sprint/Milestone set to 16*

#4 - 12/20/2018 08:53 PM - Vincent Le Goff

- *Sprint/Milestone deleted (16)*

I'll remove this for the sprint [16](#). This is an important job requiring to focus on "delays" and shouldn't be rushed. Next time!