

VKC Dogs Command Reference 9.0

These are all the commands you can give your dog, in alphabetical order. The ** after a command means only the owner (or selected friend) can give that command. Search for the command in the manual to find more complete descriptions.

- * active - actively interact with the environment according to conditioning.
- * attach <number>** - attaches dog to it's owner, position based on number
- * bad** - extinguish an active behavior
- * drop <name> - drop a toy (see take).
- * follow** - follow a person, place or thing until given another command
- * forget <name>** - forget a trick (learn) or a location (mark)
- * friend <avatar name>** - allow a friend to have full control.
- * fwd <number> - move forward a number of meters.
- * go <name> - move to a person, place or thing by walking.
- * good** - reinforce an active behavior.
- * greet-quiet - have the dog keep quiet, not use the chat channel.
- * greet-verbal - have the dog say what it's thinking on the chat channel.
- * heel** - follow speaker.
- * help - get basic instructions and a list of tricks.
- * learn <name> <sequence>** - remember a sequence of commands.
- * list marks - lists all the marks in memory.
- * list <trick> - lists the contents of the named trick.
- * manual - receive copy of this manual.
- * mark <name>** - remember current location.
- * mode? - reports whether passive or active, and whether staying, settled or roaming.
- * moveto <name> <range> <speed> [flags] - move to within <range> meters of <name> at <speed> meters/sec. Flags are optional and control how the dog moves.

* mute <name> - ignore anyone whose name starts with the given name. Use 'all' or 'none' in addition to an avatar name.

* noseit - moves the dog so his nose is precisely above the previously named target, eg 'go bowl noseit'.

* on <name> - move to a person, place or thing, more slowly but more precisely.

* override <name> <sequence>** - replaces a built-in instinct.

* passive - stop actively interacting, follow only direct commands.

* ping** - shout the dogs current region coordinates.

* pop - get unstuck from ground or other object.

* pose <name> - primitive command to strike poses. Used in preset commands, like 'sit'.

* position <number> <number> - sets the angle and range of the trail command (and thus follow and heel).

* problem? - describes reason why dog failed to obey command (signalled by being in 'bad dog' pose)

* quiet sound <name | uuid> - plays a sound file at half volume.

* remember - restores memory from backup copy kept at VKC.

* rename <name>** - rename dog to new name.

* repeat <number> <name> - repeat the named trick a number of times.

* roam** - cancel settle or stay.

* run - move to person, place or thing, faster but less precise.

* settle** - stay on the Parcel on which the dog currently sits.

* sound <name | uuid> - plays sound file at full volume. Sound may be a named file in the dogs contents or a uuid in owner's inventory.

* status - reports current settings.

* stay <number>** - stay in a square area of said length.

* take <name> - pick up an object (object must have 'toy' script)

* tint <number> - change color from 1 to 100, -1 returns to default.

* trace <number> - for debugging, reports internal activity of dog, 0 turns off.

- * trail <name> <number> <number> - follow target with given range and speed.
- * turn <direction> - turn to one of eight compass directions or five relative directions.
- * wait <number> - wait number of seconds.
- * wander - go to a randomly selected person, place or thing<p />
- * water <name> - either swim, avoid or ignore water.