

You are an old warehouse man on a foggy wharf
What horrors or riches will the latest cargo contain?

The Foggy Banana
Adventure
(Date: 22-Jan-2008) Adit
//www.adrift.org.uk/
cgi/new/download.cgi?1071

Test simple game codes: TALK (name), INSPECT (name), USE (name)

[Banana room] user, man, boxes, room.
x room (BROOM, HOVER, PHASE)

TALK MAN. INSPECT BOXES. INSPECT ROOM (SHOWS)
INSPECT SHADOWS. USE BROOM? USE HOVER?
INSPECT BOATS (SYSTEM) USE BROOM. USE HOVER. USE PHASE (ZOO)
{TALK ZOO or INSPECT HOVER?} TALK ZOO (WIN)

have to INSPECT ROOM first.

you have to use BROOM first.

(bananaadventure.taf)

Additional scripts are being developed to support automated transaction VOIDS, Settlement requests, batch uploading and downloading and Reporting functions.

IMPORTANT POINTS ABOUT THE TOOLKIT

The following relevant Authorize.Net features cannot be controlled or changed directly with this Toolkit. They all, however, can be edited or changed by the Authorize.Net account holder via their merchant log-in screen.

The merchant's password cannot be changed or requested.

If the merchant has requested an email for each transaction through their merchant configuration on Authorize.Net, this cannot be overridden with the Toolkit.

If the merchant has specified that unique invoice numbers should be enforced, they are NOT enforced within the Toolkit scripts. It is considered the web developer's responsibility to ensure that duplicate requests are not made.

If the merchant does not screen a ACH, it will be enforced within the Toolkit as well (with the exception of a TESTREQUEST).

If the merchant has placed their test into test mode, this CANNOT be overridden directly within merchanttest.asp. The merchant must be in live mode and the TESTREQUEST variable must be left out (or not "TRUE") for a transaction to be considered live.

[Home] [Contact Us] [Test Drive]

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