# Place-RFC

Metacosm Development Team

## Revision History

Revision 0.1.1May, 10th 2001Revised by: Janselmeer
Initial release.

This document describes Places.

# 1. License



# 2. Metacosm

For more information on Metacosm, check our site: Metacosm (http://metacosm.org).

# 3. Definition

### Place

The sum of Places in a world defines its geographical space. The Place is a rule independent concept, that is it may be as well a 2D space, a 3D space or a MUD room.

A Place is an Entity which contains others Entities. Each entity in a Place is located by coordinates.

## 4. Relations between Places

Being an Entity, a Place may be contained in another Place. This is a current situation in the real world. For instance a city contains a lot of houses each of one being a Place. If `P1` contains `P2`, each Entity contained in `P2` is contained in `P1` by transitity. By this mean, it is possible to create a Place that contains all Places (i.e. all Entities) in a World. We call such a Place a *Root-Place*

Places may be contiguous too. There are for example rooms in a house.

But a Place can never intersect another one. This is an implementation issue: an Entity can never be in several Places at the same time.

# Glossary

### Root-Place

A Root-Place is a Place that is not contained by any other Place.

*See Also:* Place.