

Re: Need a script to understand name's posts

Source: <http://www.tech-archive.net/Archive/Scripting/microsoft.public.scripting.wsh/2004-04/0485.html>

From: Al Dunbar [MS-MVP] (alan-no-drub-spam_at_hotmail.com)

Date: 04/28/04

Date: Wed, 28 Apr 2004 10:21:12 -0600

"Joe Fawcett" <joefawcett@hotmail.com> wrote in message
news:e2dFEkPLEHA.808@tk2msftngp13.phx.gbl...
> "Al Dunbar [MS-MVP]" <alan-no-drub-spam@hotmail.com> wrote in message
> news:uIx0XOOLEHA.620@TK2MSFTNGP10.phx.gbl...
>>
>> "nnever (at) katamail. com" <noone@no.void> wrote in message
>> news:4089946d.6057358@powernews.libero.it...
>>> Need a script to understand name's posts.
>>
>> LOL!
>>
>>> Comments in the code would be helpful to understand the key passages
of
>> the translation.
>>> Vbscript more appreciated than jscript.
>>
>> Please note that the following is untested and incomplete "air code"...
>>
>> read post
>> StillConfused = (poster = "name")
>> do while StillConfused
>> sort post ' re-arrange words in random order, deleting one
letter
> at
>> random
>> if post = "" then exit do
>> loop
>>
>> if isEmpty(post) or isNull(post) then
>> wscript.echo "ah! now I get it"
>> else
>> wscript.echo "ah! now I get it"
>> end if
>>
>>> Have mercy. :-)
>>> Giovanni.
>>> --

> > > *Giovanni Cenati (Aosta, Italy)*
> > > *Write to user "nnever" and domain "@katamail.com"*
> >
> *You missed out the "header file":*

To be fair, I *did* say my code was untested and incomplete. If you are saying that missing the header file was the only problem, then I would have to assume I did a pretty good job, eh? but...

> *define classifiedSubstance "whatever mind bending substance 'name' has been taking or your own preference"*
>
> *classifiedSubstance.use()*

... for the above purpose, I would have substantiated a wshnetwork object, using the poorly documented features that are available for those with a "tokin' ring" network, i.e.:

```
set wno = createobject("wscript.network")
set toke = wno.tokin-ring("preferredSubstance")
do while toke.toker.stillThinkingStraight
  if toke.MyTurn then
    toke.takeOne
  else
    toke.passItOn
  end if
loop
```

Even though ethernet has the market share in networking, there are still those that prefer to pass the token around around the ring.

Disclaimer: this is not to be confused with the more modern (and, at the same time, ancient) networking model based on the "Tolkein Ring". I have not studied this in detail, but it seems to be a four-layer model that is, in some ways, roughly equivalent to the ISO seven layer model:

1) One ring to rule them;

This is either analogous to a single master domain, or it is equivalent to the physical layer of the ISO model, augmented by providing all of the logic (i.e. rules) governing all data transmission. One would assume from the tone of the model that this would also include penalties to be exacted in the event that the rules are transgressed – see layer four for more detail on this.

2) One ring to find them;

Hey! a network model that does more than just detect the fact that packets have been lost – it goes out and finds them for you! This obviously includes at least the equivalent of the Data Link, Network, and Transport layers.

3) One ring to bring them all;

... and brings them back onto the network as if they had never been lost.
Well almost. This combines the session layer (i.e. court is now in session)
with the presentation layer.

4) And in the darkness, bind them.

Now this is somewhat unclear, but it would appear that the protocol is
designed either for a "light's out" mode of operation, *or* it ensures that
the packets previously lost will never ever be lost again, even in the event
of a full power failure. This is the application layer, in that this is
where the penalties are applied, and the transgressing packets are bound in
the equivalent of electronic chains.

The term "bind" is also a bit of a double-entendre, as the application layer
contains the code that provides the classes substantiated into objects to
allow ADSI-compliant script code to bind to them as in the following
example:

```
set eye = createobject( "Tolkein://Saruman:palantir" )
for each packet in eye.lost-packets
    eye.punish packet.originalSender
    ' maybe if we tweak the packet contents it will get through...
    eye.resend packet.randomized
next
```

The code is not literal, however, as it was transliterated from the original
language "pressshiousss". I cannot render it here in the original, because
the Orc font would likely cause problems for most newsreaders.

More interestingly, the whole model appears to deal only with lost packets,
seemingly taking no responsibility for ever ensuring that *any* packet ever
arrives in correct sequence at its intended destination. I would assume,
therefore, that name's posts may indeed be given in the pressshiousss
scripting language, made somewhat more readable than if rendered in Orc
font. And, true to form, the Tolkein-ring to newsgroup interface is
seemingly unable to deliver the packets coherently.

/AI