

**NAME**

`cpcc` — Central Park Control Console, Dennis Nedry edition

**SYNOPSIS**

**cpcc**

**cpcc** -h | --help

**cpcc** -v | --version

**DESCRIPTION****Overview**

This is the **CPCC** “Central Park Control Console” of the Jurassic Park System Security Interface. Your job is to keep the system up and running and get the dinosaurs back in their enclosures before it is too late. Don’t forget the magic word!

**Details**

Just launch **cpcc** by calling it. You will be greeted with a prompt like:

```
Jurassic Park, System Security Interface
Version 4.0.5, Alpha E
Ready...
>
```

You can type in commands like **help** to get an overview of the available commands.

**man** [**command**] is available to get a brief description of the distinctive command.

Quitting the game is possible by sending the EOT signal to the prompt or just type **quit** and press [Enter] to exit the game.

**Options**

The only options are as follows:

- h     Print out a short help to *stdout*(4). No other option is viable with -h.  
In case of an error, this short help will be printed out to *stderr*(4) with a brief description of the nature of the error.
- v     Print out information about version, date, author, copyright and contact data to *stdout*(4). No other option is viable with -v.

**EXIT STATUS**

The **cpcc** utility exits 0 on success, and >0 if an error occurs.

**SEE ALSO**

*intro*(6), *stdin*(4), *stdout*(4), *stderr*(4)

**STANDARDS**

**cpcc** is expected to be written in valid IEEE Std 1003.2 (“POSIX.2”).

**HISTORY**

A **cpcc** game exists since December 24, 2023. This version of it has been implemented in *sh*(1), beginning on that same date. It has been inspired by *jurassic*systems.com of *Tully Robinson*.

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**AUTHOR**

*Marc Fege* designed and implemented this game and wrote this man page.

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**BUGS**

This game is **magic word** dependent. Thus do not expect **cpcc** to do anything productive without it except rebooting.