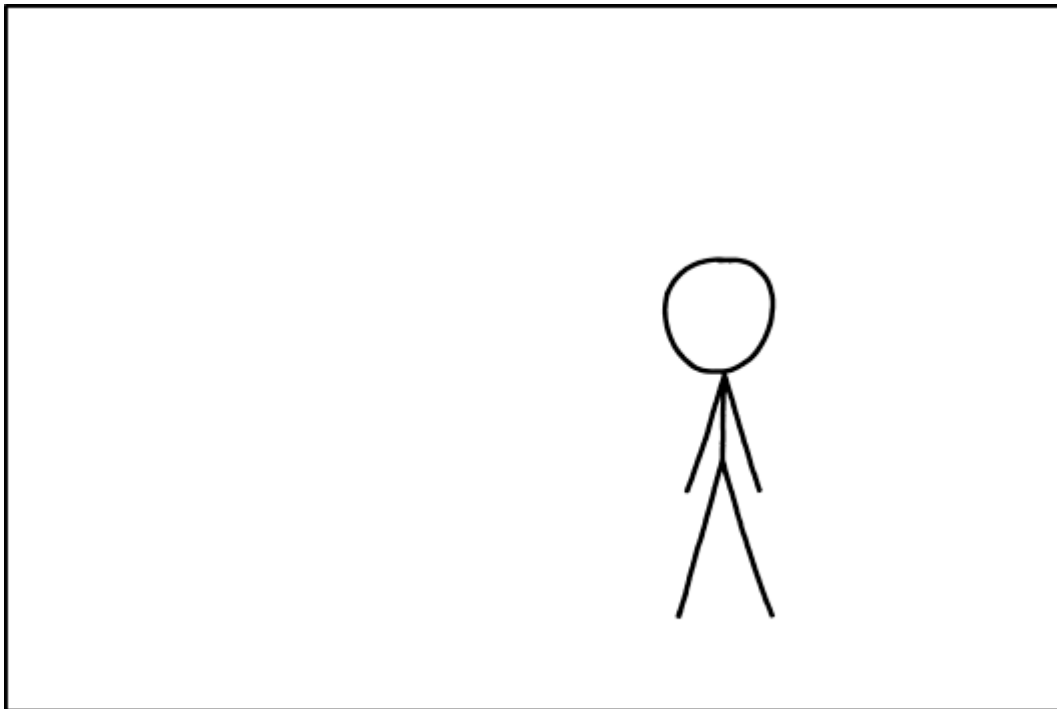


1975: Right Click

Explain xkcd: It's 'cause you're dumb.

[add a comment!](#) (http://www.explainxkcd.com/wiki/index.php?title=Talk:1975:_Right_Click&action=edit)
[add a topic \(use sparingly\)!](#) (http://www.explainxkcd.com/wiki/index.php?title=Talk:1975:_Right_Click&action=edit§ion=new) · [refresh comments!](#) (http://www.explainxkcd.com/wiki/index.php?title=1975:_Right_Click&action=purge)

Right Click



EDITOR'S NOTE: TODAY'S COMIC IS OPTIMIZED FOR LOCAL VIEWING.
TO SEE THE FULL VERSION, JUST SAVE A COPY OF THE IMAGE!

Title text: Right-click or long press (where supported) to save!

- **NOTE:** The above is what is seen when viewing the comic on xkcd.
 - But it is just the stating point of an interactive comic experience, which begins when you *Right Click* the comic.
 - To experience the interactive content, click here (<https://www.xkcd.com/1975/>) .
 - See an example of what happens in the Trivia section below.

Explanation



This explanation may be incomplete or incorrect: *Please add an explanation table of all functions This is an April Fools comic, so it'll take a while to get organized and much longer to fill out. Do NOT delete this tag too soon.*

If you can address this issue, please **edit the page** (<http://www.explainxkcd.com>)

/wiki/index.php?title=1975:_Right_Click&action=edit) ! Thanks.

This was the eighth April fools' comic released by Randall. The previous fools comic was not from the year before as there was no such comic released in 2017. Instead the previous one was 1663: Garden, scheduled for released Friday April 1st 2016, but in the end released on Monday April 4th 2016.

It will thus be interesting to see if 2019 will be year with or without an April Fools' Day comic. It falls on a Monday so on a scheduled release day. However, this does not necessarily mean anything, because this year Randall once again moved the release day, from Monday April 2nd to Sunday April 1st. This comic thus replaced the Monday release, the second time this happens due to April 1st, last time was back in 2012 with 1037: Umwelt, the first time Randall made such comics in consecutive years. That streak ended after 6 comics in 2017, but a new streak may have started now.

This comic pokes fun at how hard it can be to save an image or to just navigate context menus in some computer programs. Likely it is also a reference to the movie "Ready Player One", based on the book by Cline: in the movie, in fact, the purpose was to find an Easter Egg hidden in an Atari video game named "Adventure".

This is an interactive comic which manipulates the context menu of the browser. This menu is typically accessible by a right-click, hence the title, or a long press on mobile devices without a mouse. The title is reminiscent of one of the first interactive comics 1110: Click and Drag, where the title explains what the user should do to experience it. However, that was not a fools' day comic!

It should be noted that if you DO manage to save the image somehow (Possibly by right-clicking before the javascript loads, or by pulling it from the source, or by right-click saving it normally from unixkcd), it just shows the initial image of the page with nothing changed. There is not additional joke by actually being able to save the image. Note that if you dig deep enough, there IS a way to save the image from the right click menu, and it DOES get you a different image. However, the other ways previously mentioned do not give you that image, even though you are saving the image.

The comic uses JavaScript and HTML5 to override the standard context menu. Since modern browsers use the same features to integrate Add-ons into that menu, the behavior may be different depending on the browser environment. Browsers with JavaScript disabled, either totally or by using NoScript, won't access the functionality of the comic, but of course can easily save the image.

The manipulated context menu is described below.

Context menu

Main Context Menu

#	Menu Item	Explanation	Sub-Menu Items
1	Save	Only appears after successfully completing the ADVENT.EXE game or getting the Easter egg in Mornington Crescent.	Save image> Downloads this image. [1] (https://xkcd.com/1975/v6xso1_right_click_save.png) . The image includes a spheroid object near the top right-hand corner which appears to exhibit red shift and green shift, suggesting that it is rotating rapidly.
2	File	Normal submenu	<p>Close: Closes menu, does nothing.</p> <p>Open: A:\, C:\, / (See more below)</p> <p>Find: Where, When, How, (grayed out) What, (grayed out) Why, Who.</p> <p>'Where' leads to four options. The first, 'computer', has two options ('folder' and 'menus'), which link back to the 'find' and right-click menus, respectively. "Narnia" leads to a link to the comic 665: Prudence as well as to a grey comment about how it's weird that "they" have to die to go back to Narnia. "Canada" and "America" lead to the same set of bizarre menus (America leads into Canada's menu), which then give the options 'Upper' and 'Lower', ultimately leading to a drive-through and hockey, respectively.</p> <p>'When' leads to a description of Siri entering someone's home, and the menu can be followed to reveal several further events from 'earlier' in the day. The last one ('a bottle of jack and a toothbrush') is likely a reference to the song 'Tik Tok' by Kesha.</p> <p>'How' simply leads to an exclamation of 'How!?'.</p> <p>'What' is grayed out.</p> <p>'Why' links to [2] (http://itisamystery.com/) , <i>technically</i> answering the question of "Why?"</p> <p>'Who' leads to a menu version of the Abbot and Costello "Who's on First?" routine, which eventually links to a youtube video (https://www.youtube.com/watch?v=kTcRRaXV-fg&feature=youtu.be) of the routine. As of April 4th, a second submenu has been added, which contains Slappy and Skippy's "Who's on Stage?" parody of the previous routine, which also eventually leads to its youtube video (https://www.youtube.com/watch?v=Mdqv5xIsFLM) .</p> <p>Backup: Causes the area around the comic to flash red 9 times, with high-pitch sounds reminiscent of a truck backing up. Likely a pun.</p>

		Save: Only available after the save menu is unlocked after one of the two Easter Eggs is found, allows download of bonus comic.
3 Edit	Enables a mode allowing the user to draw on the webpage. Pressing Esc asks "Aw, that looks nice though. Really delete?" and the page returns to normal if OK is clicked.	None
4 System	Normal submenu	Shut Down> Changes the only menu option to "Power on", then once that is used, system returns to normal. / (See below)
5 View	Normal submenu	Cascade>Links to [3] (http://wiki.xkcd.com/geohashing/Mt._St._Helens,_Washington) Tile> Links to 245: Floor Tiles Minimize> Changes pointer to a smaller pointer. Full Screen> Enters full screen.
6 Utilities	Normal submenu	Park drives> Nothing. Check space usage> (cannot click) Space usage: -Dark matter -Hydrogen -Helium -Scattered clumps of heavier elements -Stars -Rocks -Some space probes -Earth Spell check> English (links to 1069: Alphabet) and Colors (links to [4] (https://blog.xkcd.com/2010/05/03/color-survey-results/)) Train AI> links to 1838: Machine Learning Identify song> opens a long word-by-word menu for song lyrics; it's actually a menu-ised version of 851: Na. Advanced> several Unix commands, all absurd (or dangerous) for some reason: <ul style="list-style-type: none"> ■ <code>apt-get install /dev/null</code>: <code>apt-get</code> is the standard package manager used in Debian-derived Linux distributions (including Ubuntu); it is normally used to install software; <code>/dev/null</code> is the "bit-bucket" device on any Unix system, which can be used as a

dummy output file to discard output or as a dummy empty input file. This command would attempt to install `/dev/null` (which is a device, not a package!) or, more correctly, would try to install a package reading its data from `/dev/null` (if `apt-get` is given a file name it tries to interpret it as a `.deb` package), which is obviously impossible.

- `brew install apt-get`: `brew` is a third-party package manager for macOS; it is generally used to install "missing" open-source utilities on a macOS system; the command is attempting to install the aforementioned `apt-get`, which is both impossible (`apt-get` doesn't run on macOS) and hilariously recursive (did you install a package manager - `brew` - to install another one?). Even if this were possible, the package would have been called `apt`, as `apt-get` is only one of the commands in the package manager.
- `/usr/local/bin/wine xen-hypervisor.exe`: `wine` is a compatibility layer used to run Windows executables on Linux (and on macOS); the fact that it is in `/usr/local` hints that it has been manually compiled on this machine; Xen is a Linux-based hypervisor, i.e. a software used to run and manage virtual machines over a Linux host, but the `.exe` suffix here hints that it is a Windows executable. The command would try to launch a Windows build of a Linux-based virtual machine manager on a Unix machine through a Windows emulation layer (`wine`).
- `source .bash_history`: the `source` shell command reads the file that is given as argument and executes each of its rows as a command in the current shell, roughly as if you typed them in; `.bash_history` (located in the user home directory) is the file where the bash shell saves the history of the commands that have been run. This command would re-run all the command that have been typed in the shell.
- `rm -rf $DIRECTROY/*`: `rm -rf` deletes recursively and forcefully the paths it is given as arguments; `$DIRECTROY` is a shell variable, probably containing some directory that whoever typed in this command wanted to clean; however, it is misspelled (it says `$DIRECTROY`, not `$DIRECTORY`), and, due to how POSIX shell work, it is thus expanded to an empty string; so, the command becomes `rm -rf /*`, which deletes all the files and directories in the root of the disk, effectively killing the system instead of just deleting the content of some directory. Notice that this particular misspell manages to circumvent the builtin protection of many `rm` versions, which refuse to do a plain `rm -rf /`, as `/*` gets expanded by the shell, so `rm` never has the chance to see explicitly that you are killing all the data in the root directory.
- `:(){:|:&}::` this is a classic shell fork bomb (<https://askubuntu.com/q/159491/208527>), i.e. a small program that keeps launching copies of itself, until all resources have been exhausted or the user somehow manages to kill all its copies.

		<ul style="list-style-type: none"> ■ <code>echo "source .bashrc" >> .bashrc</code>: <code>.bashrc</code> is a file that gets executed whenever the <code>bash</code> shell is started in interactive mode; this command appends the string <code>source .bashrc</code> to it, which effectively executes it again recursively; this would pretty much make it impossible to open an interactive shell when launching it with the default parameters. ■ <code>alias gcc=php</code>: the <code>alias</code> shell builtin create an alias for another command; <code>gcc</code> is the GNU C compiler driver, which is used to compile programs written in the C language; <code>php</code> is the command-line interpreter for the PHP language. This line creates an alias such that when typing <code>gcc</code>, <code>php</code> is actually invoked, which would generate completely absurd error messages. This is doubly devious, as PHP isn't generally held in high esteem by large part of the programming community (especially by someone writing stuff in C). <p>); DROP TABLE Menus;-- links to 327: Exploits of a Mom</p>
7 Games	Normal submenu	<p>Twenty Questions> A Twenty Questions interface that gets really confusing. There are links to Bing image searches for 'okapi (https://www.bing.com/images/search?q=okapi&FORM=HDRSC2) ', 'pronghorn (https://www.bing.com/images/search?q=pronghorn&FORM=HDRSC2) ', 'eland (https://www.bing.com/images/search?q=eland&FORM=HDRSC2) ', 'baribusa (https://www.bing.com/images/search?q=baribusa&FORM=HDRSC2) ', 'musk deer (https://www.bing.com/images/search?q=musk%20deer&FORM=HDRSC2) ' and 'ibex (https://www.bing.com/images/search?q=ibex&FORM=HDRSC2) '. The game also contains some extremely large cans of creamed corn (a reference to 1807: Listening).</p> <p>Rock Paper Scissors> A Rock Paper Scissors game where the computer always matches your move. If you go long enough, the Defect option is added, a reference to the Prisoner's Dilemma (https://en.wikipedia.org/wiki/Prisoner%27s_dilemma) .</p> <p>D&D> A complex Dungeons and Dragons interface. Allows you to cast various spells from D&D 5e which link to various pages, including xkcd comics (e.g. 1331: Frequency), what-ifs (e.g. Saliva Pool (http://what-if.xkcd.com/144)) and other external sites (e.g. The Sun NASA (https://www.nasa.gov/sun)). See post on /r/dndnext (https://www.reddit.com/r/dndnext/comments/88vwoe/xkcds_latest_comic_has_a_dd_easter_egg/) for all 285 links and 11 extra effects.</p> <p>ADVENT.EXE> A text-based game. If played correctly, you can win, unlocking 'Save'>'Save image' from the beginning menu, which links to [5] (https://xkcd.com/1975/v6xso1_right_click_save.png) .</p> <p>'ADVENT.EXE>Castle>Well>Wish for...' has links to comics 572:</p>

		<p>Together, 1053: Ten Thousand, 152: Hamster Ball, 1196: Subways, 231: Cat Proximity and to what-if articles All the Money (http://what-if.xkcd.com/111) and Soul Mates (http://what-if.xkcd.com/9). The C-remover is a reference to either the T-remover from Leather Goddess of Phobos (https://en.wikipedia.org/wiki/Leather_Goddesses_of_Phobos) or the multi-letter remover from Counterfeit Monkey (http://emshort.com/counterfeit_monkey/), a text adventure by Emily Short inspired by it. At one point in the maze, the options to travel are N, S, and Dennis instead of the usual N, E, S, W; this is a reference to the text-based game Thy Dungeonman (http://www.hrwiki.org/wiki/Thy_Dungeonman) found in a Strong Bad email from homestarrunner.com (http://homestarrunner.com).</p> <p>Hoverboard> Links to 1608: Hoverboard browser game.</p> <p>Mornington Crescent> This is a simulation of the well-known game Mornington Crescent, which bears a surprising resemblance to London's Underground railway network. Players name a station, in turn, endeavouring to reach Mornington Crescent. The rules of play are very complicated and beyond the scope of this article; interested persons are referred to <i>N. F. Stovold's Mornington Crescent: Rules and Origins</i> (sadly out of print). In this variation, one may reach 'Vauxhall'>'Easter basket'>'Take egg', also allowing you to save. The shortest path to the Easter basket is: Euston / Warren Street / Oxford Circus / Green Park / Victoria / Pimlico / Vauxhall / Easter basket</p> <p>All playable stations are immediately adjacent on the London Underground network to the station last played. Despite the fact that this version of the game starts at Euston, which is adjacent to Mornington Crescent, the branch of the Northern line on which the eponymous station is situated does not appear in the game.</p>
<p>8 Help</p>	<p>Contains various submenus, all of which, barring Credits, loop back recursively to this menu:</p>	<p>Tutorial</p> <p>Support</p> <p>Manual</p> <p>Troubleshooting</p> <p>FAQ</p> <p>Guide</p> <p>Q&A</p> <p>User forums</p> <hr/>

		<p>Credits> 'Some people who helped with this comic: @chromakode (http://chromakode.com/) Amber (https://twitter.com/aiiane) @fadinginterest (https://twitter.com/fadinginterest) Kat (https://twitter.com/wirehead2501) Kevin (https://twitter.com/cotrone) Stereo (http://90d.ca/) '</p>
9 Do Crimes	<p>Contains several "crimes" that can be committed. This option is unlocked by File > Open > C:\ (or /home/user) > Bookmarks/ > Secret > Enable Dark Web.</p>	<p>Steal Bitcoins > Grayed out.</p> <p>Say swears > Several clean swears that all link to 771: Period Speech.</p> <p>Hack > Three sub-options that link to various related comics. (Gibson: Nothing. Election: 1019: First Post. Planet: 1337: Hack.)</p> <p>Forge a Scrabble Tile > Several sub-options that don't do anything. (U, Z, <this menu option intentionally left blank>, and two special characters, one being a Russian 'Э', as low-pitched [eh], and the second being a crossed swords emoji (⚔))</p>

Filesystems Menu

Drive	Menu Item	Explanation	Sub-Menu Items
A:\	Insert	Only appears before inserting a floppy disk.	Floppy disk> Unlocks other options for drive A:\, which are identical to drive C:\ Chip card> A long sequence of being told 'Please wait. Authorizing...' ending in 'Chip error! REMOVE CARD NOW!'
C:\	Documents/	Nothing.	None.
C:\	Music/	Leads to a long string of prompts for song lyrics. 'Hey now / Hey now na now / Sing "This Corrosion" to me' inverts the webpage's color before Easter egg mode is enabled, and plays the referenced song in the browser with inverted color and flashing if the Easter egg mode is enabled. It's actually the same menu that is shown under Utilities>Identify song (which itself is a menu-ised version of 851: Na).	'Hey now / Hey now / Don't dream it's over' links to 240: Dream Girl. 'This / is / a / story all about how / my life got flipped, turned upside down' links to 464: RBA. 'This / is / the / story of a girl / who cried a river and drowned the whole world' links to a Youtube video: https://www.youtube.com/watch?v=8_FVAEYRM5I
C:\	Bookmarks/	Similar to Music/, Bookmarks/> Comics leads to a chain from which many comics are titled and linked. Probably all comics actually. For instance he thus here recognizes his first April Fools' comic 404: Not Found, which cannot be found, as a real comic by linking to it. Bookmarks/> Secret> Enable Dark Web adds the 'Dark Web' option to the initial menu.	
C:\	Games/	Same as 'Games' from the initial menu.	
C:\	Sequences/	The options are the lines from a <i>Tim and Eric</i> sketch Celery Man (http://knowyourmeme.com/memes/celery-man) ; the final option links to a YouTube video of the sketch.	After several single-option menus, it links to this Youtube video. https://www.youtube.com/watch?v=MHWBEK8w_YY
/	home/	Nothing.	uniXKCD]. UniXKCD is itself something of an April Fools comic, as it was created on April 1st 2010 while the comic from the day before, 721: Flatland was still up, i.e. it was not an April fools' comic. In addition to having a comic browsing interface, there are

			<p>several one line responses (hint can give 'Use the source, Luke!'), a text-based adventure, and some commands (like man cat) do something you wouldn't expect (like saying 'you are now riding a half-man half-cat'). It is a reference to the Telenet. More on UniXKCD commands can be found in the UniXKCD section of the Flatland comic.</p> <p>user> Same files as C:\</p> <p>root> Displays 'You are not in the sudoers file. This incident will be reported.'</p>
/	opt/	Does nothing.	None.
/	sbin/	Does nothing.	None.
/	usr/	Opens an infinite sequence of options, each similar to the last, but replacing the previous selection with another folder; probably a reference to the fact that the /usr hierarchy (https://www.tldp.org/LDP/Linux-Filesystem-Hierarchy/html/usr.html) does contain a list of subdirectories pretty much identical to those of the root directory (https://www.tldp.org/LDP/Linux-Filesystem-Hierarchy/html/the-root-directory.html) .	
/	dev/	Nothing.	<p>random/> links to a random xkcd comic.</p> <p>urandom/> links to 221: Random Number</p>

Transcript

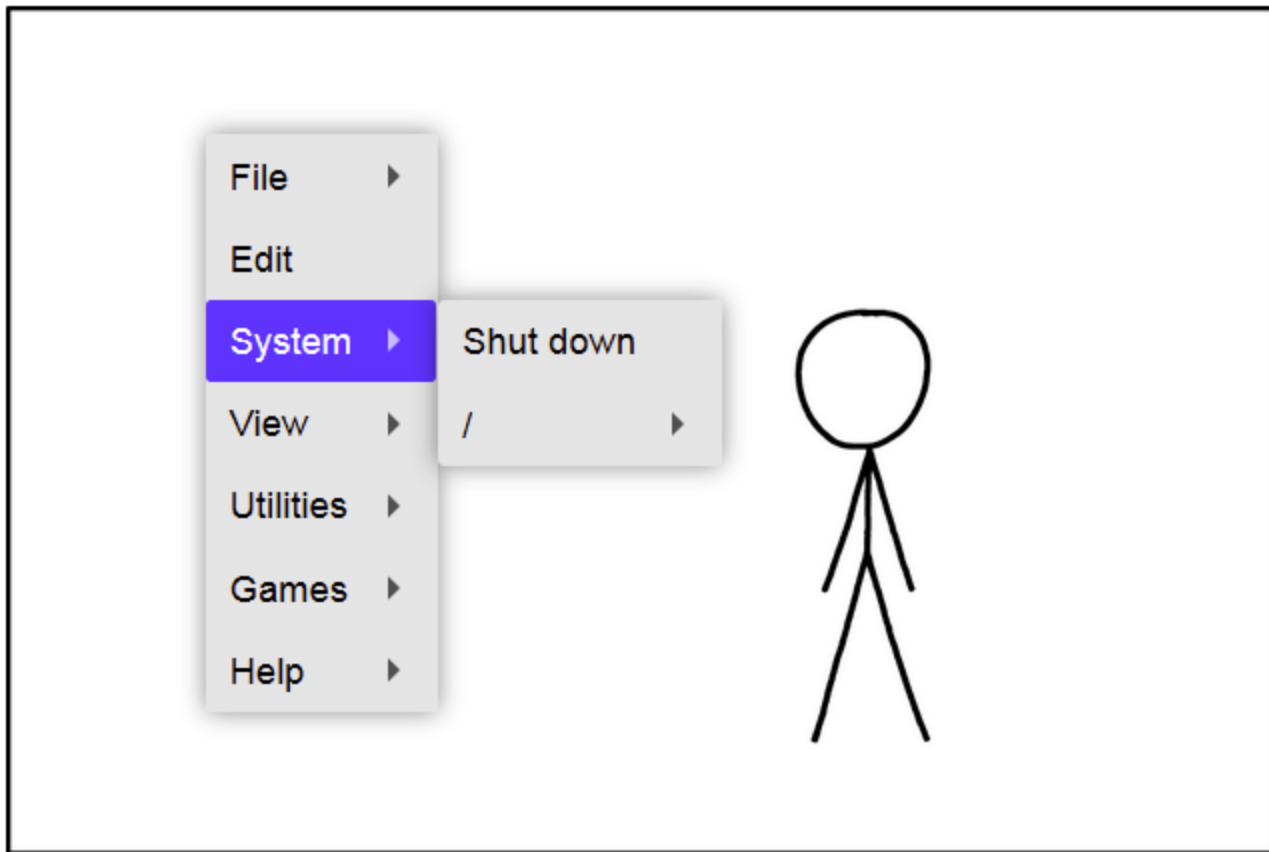
[Empty frame with Cueball standing slightly right of center.]

[Caption below the frame:]

Editor's Note: Today's comic is optimized for local viewing. To see the full version, just save a copy of the image!

Trivia

- Here is an example of how the game looks when entered:



Discussion

I created this page manually. DgbrtBOT fail?

Also, notably, while the comic at xkcd.com works as intended (even from Chrome on Android, to a certain degree), the mobile site, m.xkcd.com, does not. It shows the standard system/browser-specific context menu. --Videblu (talk) 00:28, 2 April 2018 (UTC)

The BOT didn't fail, the comic just wasn't released on Mon, Wen, or Fri. And in the past there was no comic on 1. April when it didn't fit into that rule. And the release was LATE; it was already the 2. April in Europe.--Dgbrt (talk) 09:45, 2 April 2018 (UTC)

The mobile version at m.xkcd.com works fine in Android. --Dgbrt (talk) 10:56, 2 April 2018 (UTC)

Untrue; going to m.xkcd.com on my Android devices brings up a **non-interactive** version of the comic, whereas going to xkcd.com (without setting the browser to present a Desktop client type) works fine. Viewing <https://xkcd.com/1975> on mobile works fine for me; viewing <https://m.xkcd.com/1975> does not work properly. I'm on Kit-Kat & Marshmallow, using the standard browsers; you? ProphetZarquon (talk) 16:04, 2 April 2018 (UTC)

You are right. I don't remember what I've tested before. It cannot work because the

embedded JavaScript file (<https://m.xkcd.com/1975/alto/comic.js>) doesn't exist. Maybe this will be fixed in the future. --Dgbrt (talk) 17:46, 2 April 2018 (UTC)

How are we going to handle submenus submenus and subitems etc? (Also Captcha outdated! Update immediately!) 162.158.238.34 01:46, 2 April 2018 (UTC)

Um, I don't see a reCaptcha. Just saying...Fmccarthy (talk) 04:17, 2 April 2018 (UTC)

There is one when saving edits. I'm assuming this is the one they mean. Also, aside from a table with way too many columns I don't really know. 162.158.79.215 04:21, 2 April 2018 (UTC)

Captchas only appear for guests and young accounts. I haven't seen one since roughly the day after I signed up, LOL! (I commented a lot my first day, "taking" ownership of all my previous anonymous comments) NiceGuy1 (talk) 04:44, 3 April 2018 (UTC)

Oh my gosh this is incredible. The Games section, especially, is mind boggling. Entropy! Hameltion (talk) 00:30, 2 April 2018 (UTC)

Whoever owns this site update ReCaptcha! Sizzilingbird (talk) 00:40, 2 April 2018 (UTC)

WOO!!! Unicode XKCD (<https://uni.xkcd.com/>) !!! Phoenix Up (talk) 00:44, 2 April 2018 (UTC)

2 hours later I'm done, and the save picture button wouldn't work... ripLinker (talk) 11:38, 2 April 2018 (UTC)

This (uni.xkcd.com) is not new, I remember using this months (perhaps years) ago :P PotatoGod (talk) 02:44, 2 April 2018 (UTC)

Is there a second for easter eggs in there? Fork bombs (:(){ :|: &;:) work, I'm not sure what else. Waterlubber (talk) 02:52, 2 April 2018 (UTC)

Sorry if this is already well known, but there are a couple unlisted commands, e.g. you can delete things individually using `rm -rf`. It looks like auto-completion and `*` don't work. Power Factor (talk) 03:27, 2 April 2018 (UTC)

Reluctant to call it an Easter Egg, but Utilities / Identify Song / Hey Now / Hey now na now / Sing "This Corrosion" to me inverts the colours on the comic/background Maslink (talk) 02:02, 2 April 2018 (UTC)

He missed a chance for a Rick Roll there (For all we know there may be a Rick Roll in here) Phoenix Up (talk) 02:36, 2 April 2018 (UTC)

SPOILER:

I managed to save the image by playing ADVENT.exe, has anyone else found other ways? 162.158.75.172 00:54, 2 April 2018 (UTC)

COMIC MAY BE UNDER CONSTRUCTION I think one of the menu options change since the

comic was first posted. Randall may still be changing things. --Videblu (talk) 01:15, 2 April 2018 (UTC)

I agree. It's not just that menu items unlock. On a fresh refresh of the comic, items are there that weren't there before, such as file > find > who what etc., some that had been greyed out are no longer grey.

Actually it's that once you do some things others "unlock". For instance, accessing File > Open > A:\ > Insert > Floppy disk, and then File > Open > A:\ you get the Games, Music, and the really cool Bookmarks catalog of comics. Also, as said above, completing the game ADVENT.exe lets you go to save:

Egg spoiler: Text adventure route

- Games
- ADVENT.EXE
- Castle
- Well
- Pull up the bucket
- Examine bucket
- Get key
- Back
- Back to the castle
- Open door
- Get clamp
- This might come in handy
- Get outta here
- Enter castle
- Examine machine
- Hmmm
- Put clamp in C-Remover
- Take lamp
- Leave
- Go back
- Cave
- Go deeper
- N
- E
- N
- N
- N
- W
- S
- W
- Examine nest
- Take egg
- *Click*

Now you can save the image (<https://i.imgur.com/X4LX3w9.png>) ! :)

I made it hidden so that anyone who wants to explore on their own may still... Hameltion (talk) 02:01, 2 April 2018 (UTC)

How did you solve the maze? Is there a clue anywhere or just brute force? 141.101.98.196 (talk)

(please sign your comments with ~~~~)

When at the Well, maybe try wishing for wisdomSteampunkery (talk) 19:44, 2 April 2018 (UTC)

The Help menu changed after I refreshed the page (that is what I see at first glance), other things may have changed as well. Phoenix Up (talk) 02:29, 2 April 2018 (UTC)

Ah - I don't recall it being different, but I may have missed an earlier version.

Anyway here is another way to make the image available:

C-remover is a reference to the interactive fiction "Counterfeit Monkey (http://emshort.com/counterfeit_monkey/) ". (Adding it for future restructure) 162.158.134.142 08:00, 2 April 2018 (UTC)

I claimed earlier that it was a Counterfeit Monkey reference on the Reddit thread, but someone who worked on the comic pointed out on Twitter (<https://twitter.com/wirehead2501/status/980703946971860993>) that it is actually a reference to "Leather Goddesses of Phobos", though Counterfeit Monkey also uses that mechanic. 172.69.90.52 16:23, 2 April 2018 (UTC)

Egg spoiler: London Underground route

- Games
- Mornington Crescent
- Euston
- Warren Street
- Oxford Circus
- Green Park
- Victoria
- Pimlico
- Vauxhall
- Easter basket
- Take egg (*Click*)

Though in reality it may be faster to bike ([This is really fun! \(and there's this \(<https://xkcd.com/1975/kat-bun-small.png>\) \)
--Hameltion \(talk\) 02:43, 2 April 2018 \(UTC\)](https://www.google.com/maps/dir/Mornington+Crescent,+London+NW1+2JA,+United+Kingdom/Vauxhall,+London,+UK/@51.5103249,-0.1720918,13z/data=!3m1!4b1!4m14!4m13!1m5!1m1!1s0x48761b2037dd36b9:0x11812a2d5cfb2ea3!2m2!1d-0.1388607!2d51.5343884!1m5!1m1!1s0x487604ec2b79a13d:0xdfa3f51e98dee89c!2m2!1d-0.1227798!2d51.4861366!3e1) ?</p>
</div>
<div data-bbox=)

I followed the "Land of 1000 dances" "na-na"s over 1000 times and didn't hit an end. It may be infinite. Jedi.jesse (talk) 02:45, 2 April 2018 (UTC)

Doing System > / > home/ > guest (*click*) takes you to uni.xkcd.com (<https://uni.xkcd.com/>) which it pretty neat. Hameltion (talk) 02:53, 2 April 2018 (UTC)

List of D&D spells can be ported into explanation from here (<https://www.reddit.com/r/dndnext>

/comments/88vwoe/xkcds_latest_comic_has_a_dd_easter_egg/) . And here (https://www.reddit.com/r/xkcd/comments/88v6if/xkcd_1975_right_click/dwnp4ml/) is a path through Mornington Crescent to an easter egg. 162.158.134.142 07:52, 2 April 2018 (UTC)

[https://en.wikipedia.org/wiki/Mornington_Crescent_\(game\)](https://en.wikipedia.org/wiki/Mornington_Crescent_(game)) Mornington Crescent is a joke nonsensical game from an old British radio show. 141.101.98.142 (talk) *(please sign your comments with ~~~~)*

You actually can install apt with brew. It can't actually install anything because it needs to create a package record during the initial operating system install, but you can do it if you want to. Not sure why you would though. EDIT: I can't find the package anymore, but I am pretty sure I was able to do this at one point. Might have been removed due to uselessness. 172.68.34.64 00:08, 3 April 2018 (UTC)

Land of 1,000 Dances

This goes on forever. Or at least well over 1000 levels: [Media:<https://i.imgur.com/iiHDE3e.png> number of popups checked with jQuery]--MikeOShay (talk) 04:21, 2 April 2018 (UTC)

Transcript

Is the transcript really unfinished? It transcribes the entirety of the comic image itself, and the menu part is in explanations. 162.158.238.142 05:36, 2 April 2018 (UTC)

Release date

This comic was probably released on April 2, 00:00 UTC. But of course it was still April 1 in the US. I don't really care, but the release date here is probably wrong.--Dgbrt (talk) 11:31, 2 April 2018 (UTC)

More discussions

No effect for iOS. --162.158.138.88 05:37, 2 April 2018 (UTC)

If you quickly right click on the comic after refreshing the page, it is possible to save the comic. Unfortunately there is no easter egg for doing so. Baquea (talk) 12:26, 2 April 2018 (UTC)

Added it to the page. ~~~~ 02:49, 3 April 2018 (UTC)

Katamari in the music bit is a reference to this song (<https://youtu.be/iMH49ieL4es?t=48s>) --141.101.99.137 13:31, 2 April 2018 (UTC)

spell list (half of it, i didnt test spells with material components): --norill

Spellbook

V	S	M	L	School	Spell	Class	Result	
V	-	-	2	Illusion	Blur	Wizard	Causes the screen/comic to appear blurry	
V	-	-	2	Illusion	Blur	Sorcerer	Causes the screen/comic to appear blurry	
V	-	-	5	Divination	Contact Other Plane	Wizard		
V	-	-	5	Divination	Contact Other Plane	Warlock		
V	-	-	1	Divination	Hunter's Mark	Ranger		
V	-	-	2	Necromancy	Blindness/Deafness	Wizard		
V	-	-	2	Necromancy	Blindness/Deafness	Sorcerer		
V	-	-	2	Necromancy	Blindness/Deafness	Cleric		
V	-	-	2	Necromancy	Blindness/Deafness	Bard		
V	-	-	9	Enchantment	Power Word Kill	Wizard		
V	-	-	9	Enchantment	Power Word Kill	Sorcerer		
V	-	-	9	Enchantment	Power Word Kill	Warlock		
V	-	-	9	Enchantment	Power Word Kill	Bard		
V	-	-	8	Enchantment	Power Word Stun	Wizard		Links to https://what-if.xkcd.com/156/
V	-	-	8	Enchantment	Power Word Stun	Sorcerer		Links to https://what-if.xkcd.com/156/
V	-	-	8	Enchantment	Power Word Stun	Warlock	Links to https://what-if.xkcd.com/156/	
V	-	-	8	Enchantment	Power Word Stun	Bard	Links to https://what-if.xkcd.com/156/	
V	-	-	6	Enchantment	Irresistible Dance	Wizard	Links to https://xkcd.com/878/	
V	-	-	6	Enchantment	Irresistible Dance	Bard	Links to https://xkcd.com/878/	
V	-	-	5	Enchantment	Geas	Wizard	Links to https://xkcd.com/1559/	
V	-	-	5	Enchantment	Geas	Paladin	Links to https://xkcd.com/1559/	
V	-	-	5	Enchantment	Geas	Druid	Links to https://xkcd.com/1559/	
V	-	-	5	Enchantment	Geas	Cleric	Links to https://xkcd.com/1559/	
V	-	-	5	Enchantment	Geas	Bard	Links to https://xkcd.com/1559/	
V	-	-	1	Enchantment	Command	Paladin	Links to https://xkcd.com/857/	
V	-	-	1	Enchantment	Command	Cleric	Links to https://xkcd.com/857/	
V	-	-	0	Enchantment	Vicious Mockery	Bard	Links to https://xkcd.com/732/	
V	-	-	9	Transmutation	Time Stop	Wizard		
V	-	-	9	Transmutation	Time Stop	Sorcerer		

V	-	-	8	Transmutation	Glibness	Warlock
V	-	-	8	Transmutation	Glibness	Bard
V	-	-	2	Transmutation	Knock	Wizard
V	-	-	2	Transmutation	Knock	Sorcerer
V	-	-	2	Transmutation	Knock	Bard
V	-	-	0	Transmutation	Thaumaturgy	Cleric
V	-	-	9	Conjuration	Wish	Wizard
V	-	-	9	Conjuration	Wish	Sorcerer
V	-	-	6	Conjuration	Word of Recall	Cleric
V	-	-	4	Conjuration	Dimension Door	Wizard
V	-	-	4	Conjuration	Dimension Door	Warlock
V	-	-	4	Conjuration	Dimension Door	Sorcerer
V	-	-	4	Conjuration	Dimension Door	Bard
V	-	-	4	Conjuration	Guardian of Faith	Cleric
V	-	-	2	Conjuration	Misty Steep	Wizard
V	-	-	2	Conjuration	Misty Steep	Warlock
V	-	-	2	Conjuration	Misty Steep	Sorcerer
V	-	-	7	Evocation	Divine Word	Cleric
V	-	-	3	Evocation	Mass Healing Word	Cleric
V	-	-	2	Evocation	Prayer of Healing	Cleric
V	-	-	2	Evocation	Branding Smite	Paladin
V	-	-	1	Evocation	Healing Word	Druid
V	-	-	1	Evocation	Healing Word	Cleric
V	-	-	1	Evocation	Healing Word	Bard
V	-	-	1	Evocation	Faerie Fire	Druid
V	-	-	1	Evocation	Faerie Fire	Bard
V	S	-	9	Illusion	Weird	Wizard
V	S	-	7	Illusion	Mirage Arcane	Wizard
V	S	-	7	Illusion	Mirage Arcane	Druid
V	S	-	7	Illusion	Mirage Arcane	Bard
V	S	-	5	Illusion	Seeming	Wizard
V	S	-	5	Illusion	Seeming	Sorcerer
V	S	-	5	Illusion	Seeming	Bard
V	S	-	4	Illusion	Greater Invisibility	Wizard
V	S	-	4	Illusion	Greater Invisibility	Sorcerer
V	S	-	4	Illusion	Greater Invisibility	Bard
V	S	-	4	Illusion	Phantasmal Killer	Wizard

V	S	-	3	Illusion	Phantom Steed	Wizard
V	S	-	2	Illusion	Mirror Image	Wizard
V	S	-	2	Illusion	Mirror Image	Warlock
V	S	-	2	Illusion	Mirror Image	Sorcerer
V	S	-	2	Illusion	Silence	Ranger
V	S	-	2	Illusion	Silence	Cleric
V	S	-	2	Illusion	Silence	Bard
V	S	-	1	Illusion	Disguise Self	Wizard
V	S	-	1	Illusion	Disguise Self	Sorcerer
V	S	-	1	Illusion	Disguise Self	Bard
V	S	-	5	Divination	Commune with Nature	Ranger
V	S	-	5	Divination	Commune with Nature	Druid
V	S	-	2	Divination	Find Traps	Ranger
V	S	-	2	Divination	Find Traps	Druid
V	S	-	2	Divination	Find Traps	Cleric
V	S	-	1	Divination	Detect Magic	Wizard
V	S	-	1	Divination	Detect Magic	Sorcerer
V	S	-	1	Divination	Detect Magic	Ranger
V	S	-	1	Divination	Detect Magic	Paladin
V	S	-	1	Divination	Detect Magic	Druid
V	S	-	1	Divination	Detect Magic	Cleric
V	S	-	1	Divination	Detect Magic	Bard
V	S	-	1	Divination	Speak with Animals	Ranger
V	S	-	1	Divination	Speak with Animals	Druid
V	S	-	1	Divination	Speak with Animals	Bard
V	S	-	1	Divination	Detect Evil and Good	Paladin
V	S	-	1	Divination	Detect Evil and Good	Cleric
V	S	-	0	Divination	Guidance	Druid
V	S	-	0	Divination	Guidance	Cleric
V	S	-	7	Necromancy	Finger of Death	Wizard
V	S	-	7	Necromancy	Finger of Death	Warlock
V	S	-	7	Necromancy	Finger of Death	Sorcerer
V	S	-	6	Necromancy	Eyebite	Wizard
V	S	-	6	Necromancy	Eyebite	Warlock
V	S	-	6	Necromancy	Eyebite	Sorcerer
V	S	-	6	Necromancy	Eyebite	Bard

V	S	-	6	Necromancy	Harm	Cleric
V	S	-	5	Necromancy	Contagion	Druid
V	S	-	5	Necromancy	Contagion	Cleric
V	S	-	4	Necromancy	Blight	Wizard
V	S	-	4	Necromancy	Blight	Warlock
V	S	-	4	Necromancy	Blight	Sorcerer
V	S	-	4	Necromancy	Blight	Druid
V	S	-	3	Necromancy	Vampiric Touch	Wizard
V	S	-	3	Necromancy	Vampiric Touch	Warlock
V	S	-	3	Necromancy	Bestow Curse	Wizard
V	S	-	3	Necromancy	Bestow Curse	Cleric
V	S	-	3	Necromancy	Bestow Curse	Bard
V	S	-	2	Necromancy	Ray of Enfeeblement	Wizard
V	S	-	2	Necromancy	Ray of Enfeeblement	Warlock
V	S	-	1	Necromancy	Inflict Wounds	Cleric
V	S	-	0	Necromancy	Chill Touch	Wizard
V	S	-	0	Necromancy	Chill Touch	Warlock
V	S	-	0	Necromancy	Chill Touch	Sorcerer
V	S	-	8	Enchantment	Dominate Monster	Wizard
V	S	-	8	Enchantment	Dominate Monster	Warlock
V	S	-	8	Enchantment	Dominate Monster	Sorcerer
V	S	-	8	Enchantment	Dominate Monster	Bard
V	S	-	5	Enchantment	Dominate Person	Wizard
V	S	-	5	Enchantment	Dominate Person	Sorcerer
V	S	-	5	Enchantment	Dominate Person	Bard
V	S	-	5	Enchantment	Modify Memory	Wizard
V	S	-	5	Enchantment	Modify Memory	Bard
V	S	-	4	Enchantment	Dominate Beast	Sorcerer
V	S	-	4	Enchantment	Dominate Beast	Druid
V	S	-	4	Enchantment	Compulsion	Bard
V	S	-	2	Enchantment	Enthrall	Warlock
V	S	-	2	Enchantment	Enthrall	Bard
V	S	-	2	Enchantment	Zone of Truth	Paladin
V	S	-	2	Enchantment	Zone of Truth	Cleric
V	S	-	2	Enchantment	Zone of Truth	Bard
V	S	-	2	Enchantment	Calm Emotions	Cleric
V	S	-	2	Enchantment	Calm Emotions	Bard

V	S	-	1	Enchantment	Charm Person	Wizard
V	S	-	1	Enchantment	Charm Person	Warlock
V	S	-	1	Enchantment	Charm Person	Sorcerer
V	S	-	1	Enchantment	Charm Person	Druid
V	S	-	1	Enchantment	Charm Person	Bard
V	S	-	1	Enchantment	Heroism	Paladin
V	S	-	1	Enchantment	Heroism	Bard
V	S	-	8	Transmutation	Animal Shapes	Druid
V	S	-	7	Transmutation	Etherealness	Wizard
V	S	-	7	Transmutation	Etherealness	Warlock
V	S	-	7	Transmutation	Etherealness	Sorcerer
V	S	-	7	Transmutation	Etherealness	Cleric
V	S	-	7	Transmutation	Etherealness	Bard
V	S	-	5	Transmutation	Telekinesis	Wizard
V	S	-	5	Transmutation	Telekinesis	Sorcerer
V	S	-	5	Transmutation	Animate Objects	Wizard
V	S	-	5	Transmutation	Animate Objects	Sorcerer
V	S	-	5	Transmutation	Animate Objects	Bard
V	S	-	4	Transmutation	Fabricate	Wizard
V	S	-	4	Transmutation	Giant Insect	Druid
V	S	-	3	Transmutation	Blink	Wizard
V	S	-	3	Transmutation	Blink	Sorcerer
V	S	-	3	Transmutation	Plant Growth	Ranger
V	S	-	3	Transmutation	Plant Growth	Druid
V	S	-	3	Transmutation	Plant Growth	Bard
V	S	-	3	Transmutation	Speak with Plants	Ranger
V	S	-	3	Transmutation	Speak with Plants	Druid
V	S	-	3	Transmutation	Speak with Plants	Bard
V	S	-	3	Transmutation	Meld into Stone	Druid
V	S	-	3	Transmutation	Meld into Stone	Cleric
V	S	-	2	Transmutation	Alter Self	Wizard
V	S	-	2	Transmutation	Alter Self	Sorcerer
V	S	-	2	Transmutation	Magic Weapon	Paladin
V	S	-	1	Transmutation	Expeditious Retreat	Wizard
V	S	-	1	Transmutation	Expeditious Retreat	Warlock
V	S	-	1	Transmutation	Expeditious Retreat	Sorcerer
V	S	-	1	Transmutation	Purify Food and Drink	Paladin

V	S	-	1	Transmutation	Purify Food and Drink	Druid
V	S	-	1	Transmutation	Purify Food and Drink	Cleric
V	S	-	0	Transmutation	Prestidigitation	Wizard
V	S	-	0	Transmutation	Prestidigitation	Warlock
V	S	-	0	Transmutation	Prestidigitation	Sorcerer
V	S	-	0	Transmutation	Prestidigitation	Bard
V	S	-	0	Transmutation	Druidcraft	Druid
V	S	-	9	Abjuration	Prismatic Wall	Wizard
V	S	-	8	Abjuration	Mind Blank	Wizard
V	S	-	8	Abjuration	Mind Blank	Bard
V	S	-	4	Abjuration	Death Ward	Paladin
V	S	-	4	Abjuration	Death Ward	Cleric
V	S	-	3	Abjuration	Protection from Energy	Wizard
V	S	-	3	Abjuration	Protection from Energy	Sorcerer
V	S	-	3	Abjuration	Protection from Energy	Ranger
V	S	-	3	Abjuration	Protection from Energy	Druid
V	S	-	3	Abjuration	Remove Curse	Wizard
V	S	-	3	Abjuration	Remove Curse	Warlock
V	S	-	3	Abjuration	Remove Curse	Paladin
V	S	-	3	Abjuration	Remove Curse	Cleric
V	S	-	3	Abjuration	Dispel Magic	Wizard
V	S	-	3	Abjuration	Dispel Magic	Warlock
V	S	-	3	Abjuration	Dispel Magic	Sorcerer
V	S	-	3	Abjuration	Dispel Magic	Paladin
V	S	-	3	Abjuration	Dispel Magic	Druid
V	S	-	3	Abjuration	Dispel Magic	Cleric
V	S	-	3	Abjuration	Dispel Magic	Bard
V	S	-	3	Abjuration	Beacon of Hope	Cleric
V	S	-	2	Abjuration	Lesser Restoration	Ranger
V	S	-	2	Abjuration	Lesser Restoration	Paladin
V	S	-	2	Abjuration	Lesser Restoration	Druid
V	S	-	2	Abjuration	Lesser Restoration	Cleric
V	S	-	2	Abjuration	Lesser Restoration	Bard

V	S	-	2	Abjuration	Protection from Poison	Ranger
V	S	-	2	Abjuration	Protection from Poison	Paladin
V	S	-	2	Abjuration	Protection from Poison	Druid
V	S	-	2	Abjuration	Protection from Poison	Cleric
V	S	-	1	Abjuration	Shield	Wizard
V	S	-	1	Abjuration	Shield	Sorcerer
V	S	-	9	Conjuration	Storm of Vegance	Druid
V	S	-	8	Conjuration	Maze	Wizard
V	S	-	8	Conjuration	Incendiary Cloud	Wizard
V	S	-	8	Conjuration	Incendiary Cloud	Sorcerer
V	S	-	7	Conjuration	Conjure Celestial	Cleric
V	S	-	6	Conjuration	Transport via Plants	Druid
V	S	-	6	Conjuration	Planar Ally	Cleric
V	S	-	5	Conjuration	Cloudkill	Wizard
V	S	-	5	Conjuration	Cloudkill	Sorcerer
V	S	-	5	Conjuration	Tree Stride	Ranger
V	S	-	5	Conjuration	Tree Stride	Druid
V	S	-	3	Conjuration	Conjure Animals	Ranger
V	S	-	3	Conjuration	Conjure Animals	Druid
V	S	-	3	Conjuration	Create Food and Water	Paladin
V	S	-	3	Conjuration	Create Food and Water	Cleric
V	S	-	3	Conjuration	Call Lightning	Druid
V	S	-	2	Conjuration	Find Steed	Paladin
V	S	-	1	Conjuration	Fog Cloud	Wizard
V	S	-	1	Conjuration	Fog Cloud	Sorcerer
V	S	-	1	Conjuration	Fog Cloud	Ranger
V	S	-	1	Conjuration	Fog Cloud	Druid
V	S	-	1	Conjuration	Entangle	Druid
V	S	-	0	Conjuration	Acid Splash	Wizard
V	S	-	0	Conjuration	Acid Splash	Sorcerer
V	S	-	0	Conjuration	Poison Spray	Wizard
V	S	-	0	Conjuration	Poison Spray	Warlock
V	S	-	0	Conjuration	Poison Spray	Sorcerer

V	S	-	0	Conjuration	Poison Spray	Druid
V	S	-	0	Conjuration	Mage Hand	Wizard
V	S	-	0	Conjuration	Mage Hand	Warlock
V	S	-	0	Conjuration	Mage Hand	Sorcerer
V	S	-	0	Conjuration	Mage Hand	Bard
V	S	-	0	Conjuration	Produce Flame	Druid
V	S	-	9	Evocation	Meteor Swarm	Wizard
V	S	-	9	Evocation	Meteor Swarm	Sorcerer
V	S	-	9	Evocation	Mass Heal	Cleric
V	S	-	7	Evocation	Prismatic Spray	Wizard
V	S	-	7	Evocation	Prismatic Spray	Sorcerer
V	S	-	7	Evocation	Fire Storm	Sorcerer
V	S	-	7	Evocation	Fire Storm	Druid
V	S	-	7	Evocation	Fire Storm	Cleric
V	S	-	6	Evocation	Heal	Druid
V	S	-	6	Evocation	Heal	Cleric
V	S	-	6	Evocation	Blade Barrier	Cleric
V	S	-	5	Evocation	Mass Cure Wounds	Druid
V	S	-	5	Evocation	Mass Cure Wounds	Cleric
V	S	-	5	Evocation	Mass Cure Wounds	Bard
V	S	-	3	Evocation	Daylight	Ranger
V	S	-	3	Evocation	Daylight	Paladin
V	S	-	3	Evocation	Daylight	Druid
V	S	-	3	Evocation	Daylight	Cleric
V	S	-	2	Evocation	Scorching Ray	Wizard
V	S	-	2	Evocation	Scorching Ray	Sorcerer
V	S	-	2	Evocation	Spiritual Weapon	Cleric
V	S	-	1	Evocation	Burning Hands	Wizard
V	S	-	1	Evocation	Burning Hands	Sorcerer
V	S	-	1	Evocation	Magic Missile	Wizard
V	S	-	1	Evocation	Magic Missile	Sorcerer
V	S	-	1	Evocation	Thunderwave	Wizard
V	S	-	1	Evocation	Thunderwave	Sorcerer
V	S	-	1	Evocation	Thunderwave	Druid
V	S	-	1	Evocation	Thunderwave	Bard
V	S	-	1	Evocation	Hellish Rebuke	Warlock
V	S	-	1	Evocation	Cure Wounds	Ranger

V	S	-	1	Evocation	Cure Wounds	Paladin
V	S	-	1	Evocation	Cure Wounds	Druid
V	S	-	1	Evocation	Cure Wounds	Cleric
V	S	-	1	Evocation	Cure Wounds	Bard
V	S	-	1	Evocation	Divine Favor	Paladin
V	S	-	1	Evocation	Guiding Bolt	Cleric
V	S	-	0	Evocation	Fire Bolt	Wizard
V	S	-	0	Evocation	Fire Bolt	Sorcerer
V	S	-	0	Evocation	Ray of Frost	Wizard
V	S	-	0	Evocation	Ray of Frost	Sorcerer
V	S	-	0	Evocation	Shocking Gasp	Wizard
V	S	-	0	Evocation	Shocking Gasp	Sorcerer
V	S	-	0	Evocation	Eldritch Blast	Warlock
V	S	-	0	Evocation	Sacred Flame	Cleric

172.68.110.52 (talk) *(please sign your comments with ~~~~)*

Recursive package managers are perfectly sane if the two package managers use different repositories, for example apt install python3-pip. The true hilarity arrives if you install a package manager for the sole purpose of installing another, or if they use the same repositories. But that's not unheard of either: apt install npm && npm install yarn -78.68.24.134 but your site thinks I'm 162.158.134.130 16:42, 2 April 2018 (UTC)

Bing image search

Surprisingly, when you are playing 20 questions and get into the section with the animals, all of the image requests go to Bing.

I'm curious if anyone will look at the traffic of Bing and compare the normal traffic with the traffic from this comic. I want to see just how much of a spike Bing image search gets from this.

And by the way, "Bing" is actually a red underlined misspelling according to Firefox. Keybounce (talk) 19:48, 2 April 2018 (UTC)

Is there a reason why UniXKCD is under comic 721? Also, there are significant things missing from it, especially the special ctrl- functions! ChunyangD (talk) 02:56, 3 April 2018 (UTC)

I read the comic, tried to save, it saved. Check what saved, was the same comic. How boring. LOL! Guess Randall doesn't think people read XKCD on iPads (or maybe just that he doesn't think anybody is reading on an iPad 1 with iOS 5.1.1). :) NiceGuy1 (talk) 04:44, 3 April 2018 (UTC)

Not your iOS 5.1.1's problem, basically all the interactive comics are like that with iPads, even if using iOS 10. (On my iPad, 1608: Hoverboard works but lags and controls are awful, 1663: Garden can't run, 1037: Umwelt refuses to appear, you can't do anything in 1193: Externalities,

and as for *this comic*... *flips table*) The only comic that works perfectly on my iPad is 1350: Lorenz. Herobrine (talk) 11:25, 3 April 2018 (UTC)

Yeah, that's been my experience. I remember for Umwelt I got what looked like a black hole, which I think might have been the titular Umwelt. I seem to recall the description identified that as being some obscure set up I've never heard of, LOL! I also remember Garden didn't even do anything on my computer! I could change the lights, but that was it. I can't remember Externalities and Lorenz by name. But since my iPad CAN save images I hoped this would be different. Like saving it would, as promised, save a different comic (like Umwelt showed a different comic depending on your set up and connection). *sigh* NiceGuy1 (talk) 04:28, 6 April 2018 (UTC)

EDIT: Checking now, can't remember seeing Externalities, I've certainly never tried it on a computer (I think I just dismissed it as "Oh well" and moved on). Lorenz I did indeed try it a bit on a computer. Hoverboard I went literally everywhere reachable, LOL! NiceGuy1 (talk) 04:34, 6 April 2018 (UTC)

Graph

This (<https://i.imgur.com/4X4jD6j.png>) is what the whole network of menus looks like, minus the massive Comics tree. The big cluster near the center is the DnD game, and the single-file trail on the left is Who's on First. Blue circles are menus, red are links, purple are client-side JS calls, pinks are null (they just collapse the menu), and yellows are "tags" - client-side state variables that are set or unset by some menu options. The orphaned pair of grey dots at the top are the Save menu, which is only visible when a tag is set by the ADVENT.EXE or Mornington Crescent games. I'll try to make this some kind of interactive graph that people can explore - the actual DB I made contains more data than is visible in the image. Okofish (talk) 15:27, 3 April 2018 (UTC)

I made a scraper that downloads all the jsons, and also makes a graphviz graph. Code: <https://github.com/ad1217/xkcd1975scraper>, Graph: <https://raw.githubusercontent.com/ad1217/xkcd1975scraper/master/out.svg> (save the graph and open it in Inkscape or something, it is rather large). Ad1217 (talk) 19:58, 3 April 2018 (UTC)

Where is the javascript source?

Where is the source file for this comic? I had trouble figuring out what was happening from opening my browser console. I can usually figure out things like e.g. kittens game, etc. Which file has the source for the right click menu in this comic? 108.162.210.130 17:41, 3 April 2018 (UTC)

It's here (<https://xkcd.com/1975/alto/comic.js>) , but the interesting stuff happens server-side. You'll get more info by looking at the network tab in your browser's developer tools. Okofish (talk) 19:03, 3 April 2018 (UTC)

None of the "links to ___" things actually link to anything here. I guess they use window.open or something similarly silly that does not work in real browsers. 162.158.210.88 08:43, 4 April 2018 (UTC)

When you play the "Backup" noise, the audio quality isn't that great, it seems to be recorded from a device. Also, you can hear what seems to be a bird chirping and a mouse click. Can anyone else verify this? 625571b7-aa66-4f98-ac5c-92464cfb4ed8 (talk) 22:39, 4 April 2018 (UTC)

This morning I tried to follow the path in the cave again (in ADVENT.EXE) but found that it's changed, the cave leads me to a "grue" which ate me, now ADVENT.EXE just returns "you've been eaten by a grue" and doesn't let me go anywhere. 108.162.221.113 13:06, 5 April 2018 (UTC) Sam

Sooooo just FYI, any similarities to Ready Player One are 100% unintentional. (I can't speak for Randall but I worked on that bit and I haven't read/seen it.) It was just an Easter egg unlock because it was... literally Easter. And we put it there and in Mornington Crescent as the longest/most complicated paths. Apparently if you throw enough 80s/90s nerd references at the wall now, you get Ready Player One. ^_('▽)_ / 172.68.141.232 18:46, 5 April 2018 (UTC)

Retrieved from "https://www.explainxkcd.com/wiki/index.php?title=1975:_Right_Click&oldid=155498"

Categories: [All comics](#) | [Comics from 2018](#) | [Comics from April](#) | [Sunday comics](#)

| [Incomplete explanations](#) | [Links to xkcd.com](#) | [Interactive comics](#) | [April fools' comics](#)

| [Comics featuring Cueball](#)

-
- This page was last modified on 7 April 2018, at 01:39.
 - This page has been accessed 47,461 times.