Game Data File (GDF) Format – Version 5.1

The following describes the general format of version 5.0 of a game data file. You may create higher versions with added features if you wish, but they should be backwards compatible with version 5.1. Changes from 4.0 are in **bold**

GDF 5.0   Environment Name   // Magic word, version number and environment name.
                                                     // Comments are ignored, as are blank lines

PLACES nPlaces   // Place section keyword, followed by an integer number of places, > 0
// By default the first place listed is the starting point for this environment. See also below.

nPlaces times {

Place_Type //current options include Normal, Dark, Healing, Radioactive, Safe, Enhanced
                        //not case sensitive
ID long_name_with_spaces   // ID is a unique integer, ≥ 2, in the range of a 32-bit signed int

                                    // ID numbers 0 and 1 are reserved
                                    // All ID numbers are non-negative (see below)
                                    // followed by the name of the Place (remainder of line except comments)
ndescr   // Number of description lines to follow, an integer > 0
description   // ndescr lines of text describing the Place

DIRECTIONS nDirections   // Direction section keyword, followed by a number of directions >0

nDirections times {

ID source direction destination lockPattern
        // ID is a unique integer, ≥ 0, in the range of 32-bit signed ints
        // source and destination correspond to Place IDs
        // A negative destination indicates a locked direction. (Actual destination is positive.)
        // Destination 1 exits the program
        // Destination 0 leads "nowhere", and implies the direction is locked and must stay locked
                // (Provides for future expansion of the environment)
        // direction indicates the direction from source to destination, and must be one of:
                // N, S, E, W, U, D, NE, NW, SE, SW,
                // NNE, NNW, SSE, SSW, ENE, ESE, WNW, WSW
    // lockPattern is a 32-bit int, ≥ 0, indicating the pattern of the lock on this direction
                // lockPattern = 0 indicates there is no key that can change this lock status

CHARACTERS nCharacters   // Character section keyword, and # of characters, ≥ 0

nCharacters times {

TYPE   // Type can be Player, Aggressive, passive, hoarder
PlaceID   // PlaceID ≥ 0
                        // PlaceID > 0 indicates the starting place for this character
                        // PlaceID = 0 indicates a random starting place for this character
ID   long_name_with_spaces   // ID is a unique positive integer, > 0
        // Additional fields may be added in later versions of the GDF, as you wish.
ndescr   // Number of description lines to follow, an integer > 0
description   // ndescr lines of text describing the Place

ARTIFACTS nArtifacts // Artifacts section keyword, followed by an integer # of artifacts, ≥ 0

nArtifacts
times:

Artiface_Type //can be as of now Weapon, Food, Potion, Flashlight, Normal or Key. Not
                             //casesensitive
placeOrCharID// Place where this artifact should be put initially.
                             // < 0 for a character's possessions. (Character ID is the positive value.)
                             // = 0 to put the artifact in a random Place
                             // > 0 to put the artifact in a specified Place
ID value mobility **keyValue** name
             // ID is a unique integer, > 0, in the range of 32-bit signed ints
             // value can be used for scoring points, or eventually for bartering & trade (integer)
             // mobility is < 0 for immovable objects, ≥ 0 for movable objects (integer)
             // keyValue used to be known as a key pattern. Now represents a special value associated
with the specific artifact. For keys it is a KeyPattern which is a 32-bit int, ≥ 0. This key operates
any item with a matching lockPattern
                     // keyPattern = 0 opens no locks. For weapons, key value represents how
                     //much damage a weapon can do. For Food, it represents how much health it will
                     // add to the character. For flash light it is meaningless.
             // name allows user to refer to this object, and may contain spaces but not tabs
             // Additional fields may be added in later versions of the GDF, as you wish.
ndescr // Number of description lines to follow
description   // ndescr lines of text describing the Artifact

// Higher versions of the GDF file format may contain additional sections.
// All sections are required, but CHARACTERS and ARTIFACTS may have zero items.