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| Infantry Item File Format |
| File Format Description Document |
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| **Joel McBeth** |
| **1/2/2009** |
|  |
| **Version 1.0** |

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| This document details and describes the format and purpose of the Infantry Item file format (.itm). |

Revision History

|  |  |  |  |
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| **Date** | **Version** | **Description** | **Author** |
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# Introduction

## Purpose

The purpose of this document is to describe the format of the Infantry Item file format. This document only describes the current version of the format which is version “v57.”

## Scope

This scope of the document is that is can be used by developers wishing to implement and create tools and other applications for editing and using the Infantry file formats. This also can be a useful guide for zone developers who wish to edit files when no tools are available.

## Conventions

## References

## Overview

# Item File Overview

## Purpose

The Infantry Item file contains most of the saved information for all of the items for a particular zone. The file also makes references to items in other files such as Vehicle, Blob, and Skill files. In order to create a fully functional Item editor the tool will also have to read these other file formats.

## Format

The Item file is just a Comma Separated File (CSV) where each line is one item. Also there are several different types of items with different fields for each, with many groups of fields in common. Any normal CSV reader should be able to parse each line. In this document the index of each field and a description of it and its values is detailed.

# Enumerations

This section details the different types of enumerations, or list of associated values that are usually represented with a non-descriptive identifier such as a number.

## Pickup Modes

The Pickup Mode describes the different ways that an item can be picked up.

|  |  |  |
| --- | --- | --- |
| **Name** | **Value** | **Description** |
| Manual | 0 | The item must manually be picked up and the amount selected. |
| Manual Auto All | 1 | The item must be manually picked up and the entire amount will be picked up. |
| Manual Auto Need | 2 | The item must be manually picked up and only the amount that is needed to get the maximum carry amount is picked up. |
| Auto All | 3 | When the item is highlighted all of it is picked up. |
| Auto Need | 4 | When the item is highlighted only the amount need to get to the maximum carry amount is picked up. |
| Auto Have None | 5 | The item is only picked up when the player has none of the item. |

## Warp Modes

The Warp Mode describes who or where an item can warp a player to when it is a warp item.

|  |  |  |
| --- | --- | --- |
| **Name** | **Value** | **Description** |
| Random Warp | 0 | This will warp a player to a random place on the map. |
| Warp Team | 1 | The player will be able to warp to any player on their own team. |
| Warp Anyone | 2 | The player will be able to warp to any player not in spectator mode. |
| Summon Team | 3 | The player will be able to summon a player on their team. |
| Summon Anyone | 4 | The player will be able to summon any player not in spectator mode. |
| Portal | 5 | This will allow the player to warp to a player set location. |
| LIO | 6 | This will allow the player to warp to a map object. |

## Soccer Throw

|  |  |  |
| --- | --- | --- |
| **Name** | **Value** | **Description** |
| Throw Never | 0 |  |
| Throw Always | 1 |  |
| Throw Carrying | 2 |  |

## Multi-Link Mode

|  |  |  |
| --- | --- | --- |
| **Name** | **Value** | **Description** |
| None | 0 |  |
| Disappear | 1 |  |
| Explode | 2 |  |

# Item Types

There are 12 different types of items used by Infantry; they are described in the table below.

|  |  |  |
| --- | --- | --- |
| **Name** | **Value** | **Description** |
| Multi | 1 |  |
| Ammo | 4 | This is an item that is used as ammunition for another item. |
| Projectile | 6 | This item fires projectiles. |
| Vehicle Maker | 7 | This creates vehicles such as jetpacks and turrets. |
| Multi-Use | 8 | A general use item, such as blood. |
| Repair | 11 | Used for repairing vehicles and players. |
| Control | 12 | Lets you take control of vehicles. |
| Utility | 13 | An item that recharges your energy, cloaks, stealth, etc. |
| Item Maker | 14 | Creates other items. |
| Upgrade | 15 | Upgrades an item to a better version. |
| Skill | 16 | An item that gives you skills. |
| Warp | 17 | An item that can let you warp or summon. |

# Appendix A

## Glossary

|  |  |
| --- | --- |
| Field | A single item of data for an item, such as the name or cost. |
| LIO | Level Interactive Object |