VaME Documentation.

For version 2.9.30.

Studio Pond.
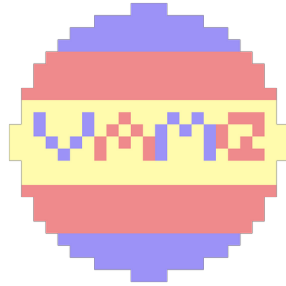
Variables

Value	Description
allowscriptcontrol	If player can control the game throughout the script's execution (no pockets or further scripts). 0 = no. 1 = yes.
autoobjectcull(no)	If autocull is enabled on an object. 1 = yes. 0 = no.
autoplayercull(no)	IF autocull is enabled on a player. 1 = yes. 0 = no.
autotxtsfx	If engine generates automatic tones for dialogue boxes. 1= yes with PC speaker emu. 0 = no. 2 = yes (with sfx named "talk"). 3 = yes (with individual player sfx named "talk-player-name$(no)"
autoupdate	If game automatically checks for updates. 1 = yes. 0 = no. 2 = yes and also it will display a readme file once updated. 3 = yes, it will display a readme too, secure developer mode.
awardbannerlocx	X location of award banner
awardbannerlocy	Y location of award banner
awardbannerresx	X resolution of award banner
awardbannerresy	Y resolution of award banner
awarddisplay	Number if award to be displayed.
awardgracetime	Amount of time award is displayed.
awarditemlocx	X location of award item
awarditemlocy	Y location of award item
awarditemresx	X resolution of award item
awarditemresy	Y resolution of award item
awardmenuno	Which number award the award menu is displaying.
awardqueue(no)	Which number of award is queued for the award display banner.
awardspeed	Number of pixels per frame the award notification scrolls in by.
awardtextlocx	X location of award text
awardtextlocy	Y location of award text
awardvalue(no)	If award has been completed or not, 0 = no. 1 = yes.

bannerlettercount	Counts number of letters produced by a text banner.
bcontrol	If back control is enabled. 1 = yes. 0 = no.
bcontrolcode1	Hardware code for BACK/PAUSE key (option 1)
bcontrolcode2	Hardware code for BACK/PAUSE key (option 2)
bcontrolcode3	Hardware code for BACK/PAUSE key (option 3)
bcontrolcode4	Hardware code for BACK/PAUSE key (option 4)
bgcurrencycoloura	Alpha transparency of letter backgrounds in currency.
bgcurrencycolourb	Blue colour of letter backgrounds in currency.
bgcurrencycolourg	Green colour of letter backgrounds in currency.
bgcurrencycolourr	Red colour of letter backgrounds in currency.
bgmenudefaultcoloura	Alpha transparency of default letter backgrounds in menus.
bgmenudefaultcolourb	Blue colour of default letter backgrounds in menus.
bgmenudefaultcolourg	Green colour of default letter backgrounds in menus.
bgmenudefaultcolourr	Red colour of default letter backgrounds in menus.
bgmenuselectcoloura	Alpha transparency of selected letter backgrounds in menus.
bgmenuselectcolourb	Blue colour of selected letter backgrounds in menus.
bgmenuselectcolourg	Green colour of selected letter backgrounds in menus.
bgmenuselectcolourr	Red colour of selected letter backgrounds in menus.
bgpocketdefaultcoloura	Alpha transparency colour of default letter backgrounds in pockets.
bgpocketdefaultcolourb	Blue colour of default letter backgrounds in pockets.
bgpocketdefaultcolourg	Green colour of default letter backgrounds in pockets.
bgpocketdefaultcolourr	Red colour of default letter backgrounds in pockets.
bgpocketselectcoloura	Alpha transparency of selected letter backgrounds in pockets.
bgpocketselectcolourb	Blue colour of selected letter backgrounds in pockets.
bgpocketselectcolourg	Green colour of selected letter backgrounds

	in pockets.
bgpocketselectcolourr	Red colour of selected letter backgrounds in pockets.
bgpromptcoloura	Alpha transparency of letter backgrounds in developer prompt.
bgpromptcolourb	Blue colour of letter backgrounds in developer prompt.
bgpromptcolourg	Green colour of letter backgrounds in developer prompt.
bgpromptcolourr	Red colour of letter backgrounds in developer prompt.
bgselectobjectcoloura	Alpha colour of background in select object banner.
bgselectobjectcolourb	Blue colour of background in select object banner.
bgselectobjectcolourg	Green colour of background in select object banner.
bgselectobjectcolourr	Red colour of background in select object banner.
bgspeechcoloura	Alpha transparency of letter backgrounds in speech.
bgspeechcolourb	Blue colour of letter backgrounds in speech.
bgspeechcolourg	Green colour of letter backgrounds in speech.
bgspeechcolourr	Red colour of letter backgrounds in speech.
bgterminalcoloura	Alpha transparency of letter backgrounds in terminals.
bgterminalcolourb	Blue colour of letter backgrounds in terminals.
bgterminalcolourg	Green colour of letter backgrounds in terminals.
bgterminalcolourr	Red colour of letter backgrounds in terminals.
carryplayerd(no)	Carries NPC direction value into memory for next map.
carryplayerjourney(no)	Carries NPC journey progress value into memory for next map.
carryplayerx(no)	Carries NPC x location into memory for next map.
carryplayery(no)	Carries NPC y location into memory for next map.
carryvalues	Tells engine if new map has any values to be carried over from previous map. 1 = carry

	values. 0 = do not carry values.
centreno	Number of characters in string to be centred
checkpoint(no)	Value of checkpoint (1-10). 0 = off. 1 = on.
choicearrowl	X location value of left arrow in choice banner.
choicearrowr	X location of right arrow in choice banner.
choicebannerline	Y location of text in the choice banner.
choiceno	Number of choice selected by player
choicescriptloop	Used to tell spoof trigger that the next script is from a backchoice script command and that it is okay to loop the same script. 0 = off. 1 = on.
choicetotal	Number of choices presented to player in total
collisionfreeposx	Takes note of the posx for point collision
collisionfreeposy	Takes note of the posy for point collision
collisionstep	Step for objects marked as collision only. Default is 13.
colpass1	Used to tell engine if object or players X coordinate is on screen and collision needs applying.
colpass2	Used to tell engine if object or players Y coordinate is on screen and collision needs applying.
combinex	X location of "COMBINE" text in pockets.
consolelogging	If engine logs to console or not. 1 = yes. 0 = no.
ct(no)	Type of terminal item. 0 = none. 1 = file. 2 = directory. 3 = app.
ctime	Current length of seconds game has been running as caulculated by the itime and TIMER value
currency	Amount of currency player has
currencychange	Amount currency is proposed to change
dcontrol	If walk down control is enabled. 1 = yes. 0 = no.
dcontrolcode1	Hardware code for DOWN key (option 1)
dcontrolcode2	Hardware code for DOWN key (option 2)
dcontrolcode3	Hardware code for DOWN key (option 3)
dcontrolcode4	Hardware code for DOWN key (option 4)
demofilesamount	Amount of demo files detected for the demo files menu.

devlogomode	Tells engine when music on developer logo should be played. 1 = before/during fade. 2 = after fade.
devlogono	Number of developer logos to be displayed.
devmode	Developer Mode. Enables in-game command prompt. 1 = on. 0 = off.
diagonalmove	Switch for detecting when player attempts to move diagonally. 1 = diagonal movement. 0= no diagonal movement.
direction	Direction of player character. 1 = UP. 2 = DOWN. 3 = RIGHT. 4 = LEFT.
disablefade	Disables fade effects for dev purposes. 0 = fade on. 1 = fade off.
displayconsole	If console messages are displayed or not. 0 = no. 1 = yes.
downloadiconresx	X resolution of download icon.
downloadiconresy	Y resolution of download icon.
downloadresult	1 = file downloaded. 0 = file not downloaded.
dplayerx(no)	Default X position of NPC
dplayery(no)	Default Y position of NPC
drawpass1	Used to tell engine if object or players X co-ordinate is on screen and needs to be drawn.
drawpass2	Used to tell engine if object or players Y co-ordinate is on screen and needs to be drawn.
effectani	Lets effect and displayspeedrun sub know if animation is running to change draw order. 0 = default draw order. 1 = animation draw order.
enablemapoffsets	If map animation offsets are activated. 0 = no. 1 = yes.
enableobjectoffsets	If object animation offsets are activated. 0 = no. 1 = yes.
enableplayeroffsets	If player animation offsets are activated. 0 = no. 1 = yes.
endframes	Total number of frames in a speedrun.
endofspeedrunfile	Tells engine if a speedrun file has reached the end. 1 = yes. 0 = no.
erasesaveonly	Tells engine if a save erase only load has been requested by parameter. 1 = yes. 0 = no.
errorcrash	Set to 1 if engine has crashed beyond recovery.
eventnumber	Extra console event data
exclaimresx	X resolution of exclaim sprites
exclaimresy	Y resolution of exclaim sprites
exclaimstep	STEP value of exclaim sprite. Travels downwards on the y co-ordinate.
exitsave	Tells engine if to save game on exit. 0 = no. 1

	= yes.
extrahertz	Loop limiter for parts of the game that don't require frames to be pushed.
fadeinmusic	Number of music file currently being faded in.
fadeoutmusic	Number of music file currently being faded out.
fadespeed	How much the fade increases or decreases by per cycle.
fadestatus	Status of fade effect. 0 = off. 1 = fade out on. 2 = slight fade out on.
fading	If a fade effect is currently occurring. 1 = yes. 0 = no.
fixvame	Used to tell engine to force an update.
fontbuffer	Number of pixels given at the end of a letter in text banners.
fontmode	Used to tell engine what font is in use. 1 = header. 2 = default. 3 = small.
fontsize	Size of font
footpace	Pace of player foot changing whilst walking.
forcefullscreen	Forces VaME to launch in fullscreen mode. 1 = yes. 0 = no.
forcewindowed	Forces VaME to launch in windowed mode. 1 = yes. 0 = no.
fps	Calculated frames per second
framecount	Number of frames displayed in speedrun info.
frames	Counts number of frames pushed to screen
galleryarrowlx	X position of the left gallery arrow
galleryarrowly	Y position of the left gallery arrow
galleryarrowrx	X position of the right gallery arrow
galleryarrowry	Y position of the right gallery arrow
gametime	Amount of time save file has been played.
givex	X location of "GIVE" text in pockets.
hertz	Loops per second / fps engine performs. Set to 0 if uncapped.
hud	Developer HUD type.
hunterd	Direction of hunter player
hunterspawncol	Used to count number of collisions hit during a hunter player spawn

hunterx	X location of hunter player
huntery	Y location of hunter player
huntmap	What map the hunter is on.
huntmap2	What map the hunter is on. Used to compare with huntmap to see if the hunter needs to change map.
huntmode	If hunter players are active. 0 = no. 1 = yes.
huntroll	Used to roll RNG for the next hunter movement
huntstatus	What behaviour the hunter is on. 0 = time to decide. 1 = still. 2 = wander. 3 = run. 4 = change map.
huntstatus2	Used to compare with huntstatus
hunttemp(no)	Temp hunter player value array
hunttriggerexit(no)	Array of exit trigger values for hunter player
hunttriggerno	Number of triggers on map that hunter is on
ifaward	Number of award being checked
ifawardno	Number of times in script chain the 'ifaward' command has been run
ifawardresult	Result of award checking. 1 = award granted. 0 = award not granted.
ifcheckpointno	Number of times a 'ifcheckpoint' command has been run during a script
Ifcheckpointresult	Result of ifcheckpoint enquiry. 1 = checkpoint active. 0 = checkpoint inactive.
ifcontrolno	Number of times ifcontrol has been used in a script chain.
ifcontrolresult	If the control setting matches the requested script command value or not. 1 = yes. 0 = no.
ifcurrencyamount	Amount of currency ifcurrency should check.
ifcurrencyno	Number of times a 'ifcurrency' command has been run during a script
ifcurrencyresult	Result of ifcurrency enquiry. 1 = enough currency found. 0 = not enough currency found.
ifdirectionno	Number of times a 'ifdirection' command has been run during a script
ifgone	Tels engine if requested pocket item has been marked "gone forever" or not. 2 = item gone. (anything else) = item available.
ifgoneno	Number of times a 'ifgone' command has been run during a script
ifholding	Result of ifholding enquiry. 1 = item found. 0 = item not found.
ifholdingno	Number of times a 'ifholding' command has

	been run during a script
ifmapno	Tells engine what map number to query.
ifmapnono	Number of times a 'ifmapno' command has been run during a script
ifmapnoresult	Tells engine if the mapno request is successful or not. 1 = on requested map. 0 = not on requested map.
ifmodel	Tells engine if the 'ifmodel' request is successful or not. 0 = no. 1 = yes.
ifmodelno	Number of times a 'ifmodel' command has been run during a script
ifpocket	Result of ifpocket enquiry. 1 = item found. 0 = item not found.
ifpocketno	Number of times a 'ifpocket' command has been run during a script
ifrandomno	Number of times a 'ifrandom' command has been run during a script
ifrandomresult	Result of ifrandom enquiry. 1 = conditions met. 0 = conditions not met.
ifvalueno	Number of times ifvalue command has been run in script chain
ifvalueresult	Result of ifvalue command. 0 = no. 1 = yes.
igametime	Initial amount of time played in save file when loaded.
imode	What to do with the letter I in text boxes. 0 = off, letter I is not adjusted. 1 = adjustment for lowercase I. 2 = adjustment for both lowercase and uppercase I.
installtype	What type of install the game has. 1 = normal. 2 = flatpak.
iscripttimer	Initial ctime when script timer is set.
itime	Initial TIMER value when game launches
keypresseddown	If DOWN key is registered as being pressed. 0 = not pressed. 1 = pressed.
keypressedleft	If LEFT key is registered as being pressed. 0 = not pressed. 1 = pressed.
keypressedright	If RIGHT key is registered as being pressed. 0 = not pressed. 1 = pressed.
keypressedup	If UP key is registered as being pressed. 0 = not pressed. 1 = pressed.

lcontrol	If walk left control is enabled. 1 = yes. 0 = no.
lcontrolcode1	Hardware code for LEFT key (option 1)
lcontrolcode2	Hardware code for LEFT key (option 2)
lcontrolcode3	Hardware code for LEFT key (option 3)
lcontrolcode4	Hardware code for LEFT key (option 4)
letcurrencycoloura	Alpha transparency of letters in currency.
letcurrencycolourb	Blue colour of letters in currency.
letcurrencycolourg	Green colour of letters in currency.
letcurrencycolourr	Red colour of letters in currency.
letmenudefaultcoloura	Alpha transparency of default letters in menus.
letmenudefaultcolourb	Blue colour of default letters in menus.
letmenudefaultcolourg	Green colour of default letters in menus.
letmenudefaultcolourr	Red colour of default letters in menus.
letmenuselectcoloura	Alpha transparency of selected letters in menus.
letmenuselectcolourb	Blue colour of selected letters in menus.
letmenuselectcolourg	Green colour of selected letters in menus.
letmenuselectcolourr	Red colour of selected letters in menus.
letpocketdefaultcoloura	Alpha transparency colour of default letters in pockets.
letpocketdefaultcolourb	Blue colour of default letters in pockets.
letpocketdefaultcolourg	Green colour of default letters in pockets.
letpocketdefaultcolourr	Red colour of default letters in pockets.
letpocketselectcoloura	Alpha transparency of selected letters in pockets.
letpocketselectcolourb	Blue colour of selected letters in pockets.
letpocketselectcolourg	Green colour of selected letters in pockets.
letpocketselectcolourr	Red colour of selected letters in pockets.
letpromptcoloura	Alpha transparency of letters in developer prompt.
letpromptcolourb	Blue colour of letters in developer prompt.
letpromptcolourg	Green colour of letters in developer prompt.
letpromptcolourr	Red colour of letters in developer prompt.
letselectobjectcoloura	Alpha colour of letters in select object banner.

letselectobjectcolourb	Blue colour of letters in select object banner.
letselectobjectcolourg	Green colour of letters in select object banner.
letselectobjectcolourr	Red colour of letters in select object banner.
letspeechcoloura	Alpha transparency of letters in speech.
letspeechcolourb	Blue colour of letters in speech.
letspeechcolourg	Green colour of letters in speech.
letspeechcolourr	Red colour of letters in speech.
letterminalcoloura	Alpha transparency of letters in terminals.
letterminalcolourb	Blue colour of letters in terminals.
letterminalcolourg	Green colour of letters in terminals.
letterminalcolourr	Red colour of letters in terminals.
lightanioffset	Animation offset used for light maps.
liteload	Tells engine if a lighter load has been requested by parameter. 1 = yes. 0 = no.
loadassets	Number of assets to be loaded in (for load bar use)
loadbarsize	Amount load bar should increase with every loaded asset
loadiconresx	X resolution of load icon
loadiconresy	Y resolution of load icon
lookx	X location of "LOOK" text in pockets.
mainmenu	Used to tell engine if main menu is active. 1 = yes. 0 = no.
mapanioffset	Number of ms player animation is offset by.
mapeffect	Effects (if any) used on map. 0 = none. 1 = dark. 2 = rain. 3 = stormy. 4 = torch. 5 = dark fade (right). 6 = dark fade (left). 7 = dark fade (down). 8 = dark fade (up). 9 = pitch black. 10 = light map.
mapno	Map metadata number. Tells engine which map data to load
mapobjectno	Number of objects on map, stored in map metadata.
mapplayerno	Number of NPC's on map, stored in map metadata.
mapscript	Whether script is assigned to map or loose or combination. 1 = map object/player script. 2 = pocket combination. 3 = pocket look script. 4 = timer script. 5 = system script.
maptriggerno	Number of triggers on map, stored in map

	metadata.
mapx	Width of current map spirte
mapy	Hieght of current map sprite
mcy(no)	Y location of menu choice
menunos	Number of items in menu
menuposx	X position of text on menus. Set to -1 for centralised text.
modamount	Amount of mods found for mod menu.
modrunning	If mod is enabled. 1 = yes. 0 = no.
mouse	Mouse input.
mpfoot	Current foot of player walking. Set at either 1 or 2.
mpfootloop	Keeps main player foot changing.
mpidle	Number of seconds engine must wait before main player begins idle animation
mplayerx(no)	End X location for NPC
mplayery(no)	End Y location for NPC
mpnote(no)	Frequency of main player talk noise.
mpposx	Main player X position
mpposy	Main player Y position
mps	Main player "step"
mpwalking	Value switch if main player is walking. 1 = walking. 0 = not walking.
mpx	Width of main player character
mpy	Height of main player character
musicfadechange	Amount music fades per frame
musicfadein	If music is being faded in. 0 = no. 1 = yes.
musicfadeinvol	Current volume of music being faded in.
musicfadeout	If music is being faded out. 1 = fading out. 0 = not.
musicfadeoutvol	Current volume of music being faded out.
musicpause	Used to tell engine if music is paused. 1 = paused. 0 = playing.
musictransitionmode	What the music does automatically when a track change is requested. 1 = immediate cut. 2 = fade.
musicvol	Tells engine what volume music is at.
nextmapscript	Map script value of any scripts triggered by an already running script.
noclip	Developer value to turn off object collision. 1

	= on. 0 = off.
nodraw	Disables screen drawing for one frame. 0 = screen draws. 1 = screen drawing disabled.
nosave	Tells engine if a no save load has been requested by parameter. 1 = yes. 0 = no.
noupdate	Tells engine if update check should be skipped or not. 1 = yes. 0 = no.
objectcollision(no)	Custom collision for object. 1 = Box collision on. 0 = Collision off. 2 = Point collision on. (For point collision to work, you must run pointgenerator to generate data in the object file. Object must be in the first 64 objects loaded into the map.)
objecthighlight(no)	If an object is being highlighted by the selectobject banner. 1 = yes. 0 = no.
objectl	Used to tell draw system which layer to draw. 1 = before mainplayer. 2 = aftermainplayer.
objectl(no)	Assigned to tell draw system which layer object is on. 1 = before mainplayer. 2 = aftermainplayer. 3 = don't draw.
objectlayer(no)	Used if an object needs forcing onto a layer. 0 = no force / automatic layering. 1 = force layer 1. 2 = force layer 2.
objectoffset(no)	Number of ms object animation is offset by.
objectpoint(no)(no)	Object Point collision data
objectresx(no)	X Resolution for object
objectresy(no)	Y Resolution for object
objects(no)	Used to tell object collision how many Y pixels above centre screen to stop player. This allows for different object depths.
objectspeed(no)	Speed multiplier for object. Default is 1.
objectstep	Used to tell object collision how many X pixels to allow "wriggle room" for. Usually set at 2.
objectx(no)	X Location for object
objecty(no)	Y Location for object
ohunterd	Previous direction of hunter player
oldmapno	Old map number
oldpocketdisplay	Old pocketdisplay value to check if pocket item displayed has changed.
oldsaveamount	Amount of erased saves counted in save folder.
oposx	Previous X axis position of player/background
oposy	Previous Y axis position of player/background
pace	Speed of scrolling game world (or character speed)
parallaxmode	What parallax mode the map loads. 0 = off. 1 = background. 2 = foreground.

parallaxoffset	Randomly generated animation offset
pcontrol	If pockets control is enabled. 1 = yes. 0 = no.
pcontrolcode1	Hardware code for POCKETS key (option 1)
pcontrolcode2	Hardware code for POCKETS key (option 2)
pcontrolcode3	Hardware code for POCKETS key (option 3)
pcontrolcode4	Hardware code for POCKETS key (option 4)
pfoot(no)	Tells engine which foot NPC is on when walking.
pfootloop(no)	Tells engine when to switch NPC foot whilst walking.
playercollision(no)	Custom collision for player. 1 = Collision on. 0 = Collision off.
playercontrolmode	What controls the player is using. 1 = keyboard. 2 = gamepad.
playerd(no)	Direction of NPC. 1 = UP. 2 = DOWN. 3 = RIGHT. 4 = LEFT
playerdefault(no)	Default direction of NPC. 1 = UP. 2 = DOWN. 3 = RIGHT. 4 = LEFT. -1 = FOLLOWS MAIN PLAYER.
playergrace(no)	Number of seconds engine must wait before moving NPC. Can be set to -1 to bypass return journey. Set to -2 to bypass journey to destination. Set to -3 to stay at destination once arrived.
playerhighlight(no)	If a player is being highlighted by the selectobject banner. 1 = yes. 0 = no.
playeridle	Number of seconds engine must wait before players begin idle animation (effects all players including NPCs)
playerjourney(no)	Tells engine what stage of idle walk NPC is at. 1 = first stage (walk away). 2 = second stage (walk back).
playerlayer(no)	Assigned to tell draw system which layer player is on. 1 = before mainplayer. 2 = aftermainplayer.
playerlayer2(no)	Used if a player needs forcing onto a layer. 0 = no force / automatic layering. 1 = force layer 1. 2 = force layer 2.
playermode(no)	What mode the player is loaded as. 1 = standard walk route. 2 = hunter.
playernote(no)(no)	Frequency of NPC talk noise.
playeroffset(no)	Number of ms player animation is offset by.

playerperiod(no)	Number of seconds left before player moves.
players(no)	Used to tell object collision how many Y pixels above centre screen to stop player. This allows for different object depths.
playerscript(no)	If NPC is being controlled by a script or not. 1 = YES. 0 = NO.
playerspeed(no)	Speed multiplier for player. Default is 1.
playerwalkdivide	Tells engine to divide all NPC default walking speed (pace) by an amount.
playerwalking(no)	If NPC is walking or not.
playerx(no)	Starting X location for NPC
playery(no)	Starting Y location for NPC
pocketarrowal	If left pocket arrow is displayed. 1 = yes. 0 = no.
pocketarrowar	If right pocket arrow is displayed. 1 = yes. 0 = no.
pocketarrowllocx	X location of left pocket arrow
pocketarrowllocy	Y location of left pocket arrow
pocketarrowresx	X resolution of pocket arrow
pocketarrowresy	Y resolution of pocket arrow
pocketarrowrlocx	X location of right pocket arrow
pocketarrowrlocy	Y location of right pocket arrow
pocketbannerresx	X resolution of pocket banner
pocketbannerresy	Y resolution of pocket banner
pocketcarry	Number of pocket items player is carrying.
pocketcombinemode	If the pockets are in combine mode or not. 1 = yes. 0 = no.
pocketdisplay	ID number of pocket value being displayed in inventory
pocketdivert	If pocket has been diverted to a script. 1 = yes. 0 = no.
pockethudanispeed	Speed of pocket hud animation
pockethudresx	X resolution of pocket hud
pockethudresy	Y resolution of pocket hud

pocketitem(no)	If mainplayer has an item in their pocket or not. 0 = not picked up. 1 = picked up. 2 = given away/used.
pocketitemslot(no)	Which pocket slot the pocket item is currently in.
pocketline	What line in pocketfile pocket sub is reading
pocketmergeactiontext1x	X location of the merge action text when combining pocket items
pocketmergeactiontext1y	Y location of the merge action text when combining pocket items
pocketmergeactiontext2x	X location of the WITH text when combining pocket items
pocketmergeactiontext2y	Y location of the WITH text when combining pocket items
pocketnos	Number of pocket items loaded in game
pocketon	If pocket sub is active or not. 1 = yes. 0 = no.
pocketredraw	If pockets need redrawing. 0 = no redraw. 1 = redraw.
pocketselectlayer	If the pocket select highlight appears above or behind the pocket item sprite. 1 = behind. 2 = above.
pocketselectresx	X resolution of pocket select
pocketselectresy	Y resolution of pocket select
pocketselectx	X position of pocket select
pocketselecty	Y position of pocket select
pocketslot	Which pocket slot is currently active
pocketspriteresx	X resolution of pocket item sprite
pocketspriteresy	Y resolution of pocket item sprite
pocketspritex	X location of pocket item sprite
pocketspritey	Y location of pocket item sprite
pocketvisible(no)	Used to tell engine if a pocket item is visible or not. 1 = visible. 0 = not visible.
pointend	Used to terminate point collision array loop when a value match is found.
posx	Current X axis position of player/background
posy	Current Y axis position of player/background
promptquit	Set to 1 if command prompt requests game

	to be quit.
rainspread	Range of rain.
rainx(no)	X co-ordinate of rain
rainy(no)	Y co-ordinate of rain
randomscriptvalue	Current random script value
rcontrol	If walk right control is enabled. 1 = yes. 0 = no.
rcontrolcode1	Hardware code for RIGHT key (option 1)
rcontrolcode2	Hardware code for RIGHT key (option 2)
rcontrolcode3	Hardware code for RIGHT key (option 3)
rcontrolcode4	Hardware code for RIGHT key (option 4)
restoremenu	If save restore menu is currently open or not. 1 = yes. 0 = no.
resx	X value of resolution
resy	Y value of resolution
runterminal	If terminal is to run. 1 = terminal running. 0 = no terminal.
runupdate	Lets engine know if an update is scheduled. 0 = no. 1 = yes.
saveiconresx	X resolution of save icon
saveiconresy	Y resolution of save icon
savetimehour	Amount of hours the current save file has been played
savetimemin	Amount of mins the current save file has been played
savetimesec	Amount of seconds the current save file has been played
scontrol	If select control is enabled. 1 = yes. 0 = no.
scontrolcode1	Hardware code for SELECT key (option 1)
scontrolcode2	Hardware code for SELECT key (option 2)
scontrolcode3	Hardware code for SELECT key (option 3)
scontrolcode4	Hardware code for SELECT key (option 4)
screenmode	Fullscreen toggle. 1 = fullscreen, 2 = window

scriptimageresx	X resolution for script image
scriptimageresy	Y resolution for script image
scriptrun	Used to tell engine if script is running. 1 = yes. 0 = no.
scriptskip	IF script should be put into skip mode. 0 = np, run script normally. 1 = yes, skip was requested.
scripttime	Current amount of time the script timer has been counting.
scripttimer	Amount of time set before a script will run.
scriptvalue(no)	Custom script values.
scriptwaittime	Amount of time that the script must wait until it can continue.
scriptwalkdivide	Tells engine to divide all script walking speeds by an amount.
selectobjecthighlight	If selected world object highlighter is on. 1 = on. 0 = off.
seperateval1	Used to separate script values
seperateval2	Used to separate script values
setupboot	Used to deturmine if engine is setting up. 1 = yes. 0 = no.
setuprecord	If a demo recording is being set up. 0 = no. 1 = yes.
sfxvol	Tells engine what volume sfx is at.
silentgive	Tells engine if giving of items/currency is silent or not. 0 = not silent. 1 = silent.
silenttake	Tells engine if taking of items/currency is silent or not. 0 = not silent. 1 = silent.
sitime	itime for save time
skipallowed	If the script is permitted to be skipped. 1 = yes. 0 = no.
soundmode	Used to tell engine what sounds/music to play. 1 = off. 2 = music and sfx. 3 = music only. 4 = sfx only.
speedrun	Used to tell what mode the speedrun is on. 0 = off. 1 = on. 2 = complete.
speedrunhour	Number of hours speedrun has been going.
speedrunmin	Number of minutes speedrun has been going.
speedrunsec	Number of seconds speedrun has been going.

stime	ctime for save time
stposx	X position of terminal selector
stposy	Y position of terminal selector
sysstat	What the terminal face in terminal text files displays. 1 = ok. 2 = busy. 3 = err.
tanidelay	Delay amount for animation in terminal
tdelay	Delay amount for terminal
temp(number)	Temporary values, often used for calculation. Scrubbed at end of sub or at end of use.
tempmusiccut	Switches the musictransitionmode on a temp basis for instances of stopping and starting music instantly
tempmusicfade	Switches the musictransitionmode on a temp basis for instances of fading music out and in
terminalcol1	Location of first column in terminal
terminalcol2	Location of second column in terminal
terminalcol3	Location of third column in terminal
terminaldir	If terminal is in a directory or not. 1 = yes. 2 = just exited directory. 0 = no.
terminalfacex	X location of terminal face/status logo
terminalfacey	Y location of terminal face/status logo
terminalnoboot	If terminal launches with boot GUI. 0 = launch normally. 1 = launch with no boot gui.
terminalrow1	Location of first row in terminal
terminalrow2	Location of second row in terminal
textbannerfaceresx	X resolution of text banner face
textbannerfaceresy	Y resolution of text banner face
textbannerfacey	Y location of text banner face
textbannerline1	Y co-ordinate of line one of text banners.
textbannerline2	Y co-ordinate of line two of text banners.
textbannerresx	X resolution of text banner
textbannerresy	Y resolution of text banner

textbannersound	If engine plays "select" sound when using text dialogues. 0 = no. 1 = yes.
totalcheckpoints	Total number of checkpoints supported in game.
totalframes	Total number of animation frames supported per animation.
totalmusics	Total number of music files supported in game.
totalobjects	Total number of objects supported per map.
totalplayers	Total number of players supported per map.
totalpockets	Total number of pocket items supported in game.
totalscriptvalues	Total number of script values
totalsfxs	Total number of sfx files supported in game.
totaltriggers	Total number of triggers supported per map.
triggera(no)	Used to tell engine if trigger has been collided with. 1 = triggered. 0 = not triggered.
triggerd(no)	Used to tell engine if trigger is considered active. 1 = active. 0 = not active.
triggerexit(no)	If the trigger is an exit to a map. 0 = no. use the number of the map it leads to to indicate yes. THIS IS FOR HUNTER NPC USE ONLY, TRIGGERS WILL STILL NEED TO MANUALLY POINT TO A MAP VIA A SCRIPT!
triggerx(no)1	First X value of trigger
triggerx(no)2	Second X value of trigger
triggery(no)1	First Y value of trigger
triggery(no)2	Second Y value of trigger
ttype	Terminal item type (selected) 0 = none. 1 = file. 2 = directory. 3 = app.
ucontrol	If walk up control is enabled. 1 = yes. 0 = no.
ucontrolcode1	Hardware code for UP key (option 1)
ucontrolcode2	Hardware code for UP key (option 2)
ucontrolcode3	Hardware code for UP key (option 3)

ucontrolcode4	Hardware code for UP key (option 4)
userquit	Used to tell engine if user has requested quit. 1 = user quit. 0 = none.
usersetup	If Flatpak files have been copied during game session. 1 = yes. 0 = no. Should only happen once per install.
usex	X location of "USE" text in pockets.
valuesaveno	Number of in-game value to be saved.
variablelength	Length of variable command.
xxit	Triggers end game sequence

String Values

String	Description
action$	Prompt Command (see prompt appendix)
aloc$	Location of animation frames folder
anifile$	Name of animation metadata file.
anisprite$	Sprite being replaced by animation.
awardarrowleft$	Name of award left arrow file.
awardarrowright$	Name of award right arrow file.
awardarrowselectleft$	Name of award selected left arrow file.
awardarrowselectright$	Name of award selected right arrow file.
awardbanner$	Name of award banner file
awarddescription(no)$	Description of award.
awardname(no)$	Name of award.
awardnone$	Name of missing award file.
awardnotification$	The text that award notifications say
awardtitle$	Title given to awards
backgamepad$	What button back/pause is on the gamepad
bannercharacter$	Current character being printed to screen in text and choice banners.
bannertemp$	Used to scour text banner values for any system variable requests.
centretext$	Text to be centered
changelog$	Name of game change log file for updater use.
choicebanner$	Filename of choice banner for player choices
choicename$(no)	Name of choice for player choices.
cn(number)$	Name of terminal item.
consolelog$	Location of console/error log… "data/con-solelog.txt"
currencyname$	Name of the currency used in the game
currentmusic$	Name of music file currently playing
currentpocketshort$	Short identifier name for current pocket item
datafolder$	Name of game data folder for updater use.
devlogo$	Name of developer logo graphic.

dloc$	Location of main metadata folder
downloadfilelink$	Link for a file to be downloaded.
downloadfilename$	Filename for a file to be downloaded.
downloadicon$	Filename of download icon
downloadlink$	Download link for update files.
emptypockets$	Speech the mainplayer says when you have nothing in your pockets.
engineversionno$	Build version number for engine.
errdescription$	Description of error that occurred.
eventdata$	Extra data for console event
eventtitle$	Title of console event
exclaim1name$	Name of the 'exclaim' bubble first sprite, stored in uiloc$
exclaim2name$	Name of the 'exclaim' bubble second sprite stored in uiloc$
filename$	Name of executable file.
flatpakversionno$	Used to check if flatpak user files are out of date.
floc$	Location of fonts metadata folder
fontname$	Name of font (including ext)
fontstyle$	Defines font style can equal "BOLD" "ITALICS" or "UNDERLINED" or nothing
giveaction$	Text displayed for "GIVE" action in pockets.
giveitem$	Name of item to be given to main player
hardbuild$	Hard coded engine version number to compare with metadata.
hideitem$	Name of proposed pocket item to hide.
hunttemp$(no)	Temp hunter player sting array
ifgone$	Pocket item engine is to check if marked "gone forever".
ifholding$	Checks is mainplayer is holding an item
ifmodel$	Character model to check.
ifpocket$	Checks pocket for item
lastconsoleline$	Last line sent to the console printer.
lnxexe$	Name of game Linux executable for updater use.
loadbar$	Name of loading bar graphic file.
loadicon$	Filename of load icon.
lookaction$	Text displayed for "LOOK" action in pockets.
mainplayerlongname$	Long name of main player

manual$	Name of game manual for updater use.
mapdir$	Name of current map directory
mapfile$	Name of current map file
mapname$	Name of current map
mapscriptdir$	Name of script folder
menu$	Name of menu file to be read
menubackdrop$	Name of image used for main menu background.
menuchoice(no)$	Name of choice in menu.
menucommand(no)$	Name of command in menu
menumusic$	Name of music slot for menu
mloc$	Location of map metadata folder
moddingname$	What the engine refers to mods as. (ie. could be set as something like DLC or expansions)
modloadprompt$	Text that displays before loading a mod.
modmenubackdrop$	Filename of mod menu backdrop
modname$	Name of mod that is running.
movedowngamepad$	What button move down is on the gamepad
moveleftgamepad$	What button move left is on the gamepad
moverightgamepad$	What button move right is on the gamepad
moveupgamepad$	What button move up is on the gamepad
mplayermodel$	Name of character that player controls
museloc$	Location of music metadata folder
musicfile$	Name of music file being loaded
newversionno$	Version number of potential new update.
nospeedrunfilesprompt$	Tells player that no speedrun files were found.
objectlongname(no)$	Used to tell engine what the name of the object is, no shortening or weird code names.

objectname(no)$	Name of object
objecttype$	Tells engine if object is NPC or Object or neither. Equals either "NPC" or "OBJ" or "NON"
oldmapname$	Name of old map name
oldmplayermodel$	Name of old main player model
oldmusic$	Name of old music file previously played
oldsavename$	Display name for old saves.
oloc$	Location of map objects folder
parentdir$	Previous terminal metadata file (for if you're in a directory)
playerlongname$(no)	Long name of player or NPC
playmusic$	Name of proposed music file to be played
playsfx$	Name of proposed sound effect to be played
ploc$	Location of player metadata folder
pocketarrowleft$	Name of left arrow pocket sprite (dormant)
pocketarrowright$	Name of right arrow pocket sprite (dormant)
pocketarrowselectleft$	Name of left arrow pocket sprite (selected)
pocketarrowselectright$	Name of right arrow pocket sprite (selected)
pocketbanner$	Name of pocket banner sprite
pocketdisplaydescription$	Description of item being displayed in pockets
pocketdisplayname$	Name of item being displayed in pockets
pocketfile$	Name of pocket sprite to be loaded or unloaded
pocketgamepad$	What button pocket is on the gamepad
pockethudimage$	Name used for image used for pockets.
pocketloc$	Location of pocket metadata folder
pocketname(no)$	Name of pocket item

pocketselect$	Name of pocket select sprite
pocketshort(no)$	Short identifier name for pocket item
pocketword$(no)	A custom word that can be used to replace LOOK in the pockets (works per pocket item. Blank values default to LOOK or whatever the LOOK value is set at).
prompt$	Prompt Command (player input) (see prompt appendix)
promptsd$(no)	Stage director command inputs for prompt.
proposedobject$	Name of object or player that engine is checking collision for.
readme$	Name of game readme file for updater use.
restoremenubackdrop$	Filename of restore save menu backdrop
ros$	Client Operating System. Either "win" or "lnx"
runterminal$	Name of terminal file to be run
saveicon$	Filename of save icon
scriptimage$	Name for image used to notify player script is running.
scriptline$	Line of script currently being executed.
scriptloc$	Location of Stage Director Script Utility scripts folder
scriptname$	Used to tell engine what the filename of the script is.
scripttimername$	Name of script to be run once script timer depletes.
selectgamepad$	What button select is on the gamepad
selectobject$	Name of current selected object within the world
selectobject$	Name of object or player that has collided with mainplayer
selectobjectlong$	Long name of the selected object.
seperate1$	Used to separate script commands
seperate2$	Used to separate script commands
seperate3$	Used to separate script commands

sfxfile$	Name of sound effect being loaded
sfxloc$	Location of sound effects files
showimage$	Name of image to be displayed on screen.
showitem$	Name of proposed pocket item to show.
sloc$	Location of player saves metadata folder
source$	Name of game source code for updater use.
spoofoption1$	Spoof option 1
spoofoption1result$	Text result of selecting spoof option 1
spoofoption2$	Spoof option 2
spoofoption2result$	Text result of selecting spoof option 2
spoofoptiontitle$	Question asked when spoof option selected
takeitem$	Name of item to be taken from main player
temp(number)$	Temporary value. Wiped blank at end of sub
temps$(no)	Current script command separated into an array
terminalhold$	Temp value container for transferring item holding information between pocket and terminal subs.
textbanner$	Name of text banner sprite
textbannername$	Image used for text banner name background.
textline$	Line of text used in text banner
textspeech$	Text used in text banner
texttemp1$	Used to split text banner values so words can be replaced.
texttemp2$	Used to split text banner values so words can be replaced.
title$	Title bar text
tloc$	Location of terminal metadata folder
torcheffectfile$	Filename of torch effect overlay.

tos$	Name of terminal OS
tosfile$	Name of the bootscreen, ui and data assets (including OS name) being used in terminals.
triggername(no)$	Used to tell engine what script to run when trigger is collided with.
tselect$	Name of terminal item (selected).
txtfile(no)$	Line to displayed in terminal text files.
uiloc$	Location of UI metadata folder
unziplink$	Download link for windows unzip tool.
updatekey$	API key used for updating in developer mode.
updatelink$	Link to check for updates.
updaterlinklnx$	Download link for linux updater.
updaterlinkwin$	Download link for windows updater.
updatesource$	Name of game updater source code for updater use.
updatezip$	Name of game updater zip file, minus zip extension. For updater use only.
useaction$	Text displayed for "USE" action in pockets.
value$	Prompt Command Argument (see prompt appendix)
variablevalue$	Command for variable
varworkingtemp$	Temporary value for working out of variable commands
versionno$	Build version number. Include "DEV" (anywhere) to mark as a developer build to block updates. Include "3RDPARTY" (anywhere) to mark as a build intended for 3rd party stores to block updates.
winexe$	Name of game Windows executable for updater use.

Metadata Index

Filename – engine.ddf
Description - Engine setup values.
Location - dloc$
Mode - Input Only
Values - devmode, consolelogging, displayconsole, autoupdate, installtype, devlogono, selectobjecthighlight, musictransitionmode, musicfadechange, title$, filename$, totalobjects, totalplayers, totaltriggers, totalpockets, total-checkpoints, totalframes, totalsfxs, totalmusics, totalscriptvalues, totalawards, resx, resy, hertz, extrahertz, exitsave, autotxtsfx, ucontrol, dcontrol, lcontrol, rcontrol, scontrol, pcontrol, bcontrol, ucontrolcode1, ucontrolcode2, ucontrol-code3, ucontrolcode4, dcontrolcode1, dcontrolcode2, dcontrolcode3, dcontrol-code4, lcontrolcode1, lcontrolcode2, lcontrolcode3, locontrolcode4, rcontrol-code1, rcontrolcode2, rcontrolcode3, rcontrolcode4, scontrolcode1, scontrol-code2, scontrolcode3, scontrolcode4, pcontrolcode1, pcontrolcode2, pcontrol-code3, pcontrolcode4, bcontrolcode1, bcontrolcode2, bcontrolcode3, bcontrol-code4, moveupgamepad1$, movedowngamepad1$, moveleftgamepad1$, moverightgamepad1$, selectgamepad1$, pocketgamepad1$, backgamepad1$, moveupgamepad2$, movedowngamepad2$, moveleftgamepad2$, moveright-gamepad2$, selectgamepad2$, pocketgamepad2$, backgamepad2$, moveup-gamepad3$, movedowngamepad3$, moveleftgamepad3$, moveright-gamepad3$, selectgamepad3$, pocketgamepad3$, backgamepad3$, moveup-gamepad4$, movedowngamepad4$, moveleftgamepad4$, moveright-gamepad4$, selectgamepad4$, pocketgamepad4$, backgamepad4$, enableo-bjectoffsets, enableplayeroffsets, enablemapoffsets, fadespeed, pace, object-step, collisionstep, playeridle, footpace, fontname$, fontsize, fontstyle$, font-buffer, imode, playerwalkdivide, scriptwalkdivide, scriptimage$, scriptim-ageresx, scriptimageresy, pockethudimage$, pockethudresx, pockethudresy, pocketarrowright$, pocketarrowleft$, pocketarrowselectright$, pocketarrowse-lectleft$, pocketarrowresx, pocketarrowresy, pockethudanispeed, pocketarrowr-locx, pocketarrowrlocy, pocketarrowllocx, pocketarrowllocy, pocketspritex, pocketspritey, pocketspriteresx, pocketspriteresy, pocketbanner$, pocketban-nerresx, pocketbannerresy, pocketselectlayer, pocketmergeactiontext1x, pocket-mergeactiontext1y, pocketmergeactiontext2x, pocketmergeactiontext2y, text-bannersound, textbanner$, textbannername$, textbannerresx, textbannerresy, textbannerline1, textbannerline2, pocketselect$, pocketselectx, pocketselecty, pocketselectresx, pocketselectresy, lookaction$, lookx, useaction$, giveaction$, combineaction$, usex, givex, combinex, textbannerfacey, textbannerfaceresx, textbannerfaceresy, choicebanner$, choicearrowl, choicearrowr, choicebanner-line, galleryarrowlx, galleryarrowly, galleryarrowrx, galleryarrowry, currency-name$, loadicon$, loadiconresx, loadiconresy, saveicon$, saveiconresx, sa-veiconresy, downloadicon$, downloadiconresx, downloadiconresy, torcheffect-file$, loadbar$, devlogo$, devlogomode, awardbanner$, awardbannerresx, awardbannerresy, awardbannerlocx, awardbannerlocy, awarditemresx, awarditemresy, awarditemlocx, awarditemlocy, awardtextlocx, awardtextlocy, awardgracetime, awardtitle$, awardnotification$, awardspeed, awardnone$, awardarrowleft$, awardarrowright$, awardarrowselectleft$, awardarrowselec-tright$, versionno$, engineversionno$, updatelink$, updatekey$, letmenuse-lectcolourr, letmenuselectcolourg, letmenuselectcolourb, letmenuselectcoloura, bgmenuselectcolourr, bgmenuselectcolourg, bgmenuselectcolourb, bgmenuse-lectcoloura, letmenudefaultcolourr, letmenudefaultcolourg, letmenudefaultcol-

ourb, letmenudefaultcoloura, bgmenudefaultcolourr, bgmenudefaultcolourg, bgmenudefaultcolourb, bgmenudefaultcoloura, letpromptcolourr, letpromptcolourg, letpromptcolourb, letpromptcoloura, bgpromptcolourr, bgpromptcolourg, bgpromptcolourb, bgpromptcoloura, letpocketselectcolourr, letpocketselectcolourg, letpocketselectcolourb, letpocketselectcoloura, bgpocketselectcolourr, bgpocketselectcolourg, bgpocketselectcolourb, bgpocketselectcoloura, letpocketdefaultcolourr, letpocketdefaultcolourg, letpocketdefaultcolourb, letpocketdefaultcoloura, bgpocketdefaultcolourr, bgpocketdefaultcolourg, bgpocketdefaultcolourb, bgpocketdefaultcoloura, letcurrencycolourr, letcurrencycolourg, letcurrencycolourb, letcurrencycoloura, bgcurrencycolourr, bgcurrencycolourg, bgcurrencycolourb, bgcurrencycoloura, letspeechcolourr, letspeechcolourg, letspeechcolourb, letspeechcoloura, bgspeechcolourr, bgspeechcolourg, bgspeechcolourb, bgspeechcoloura, letterminalcolourr, letterminalcolourg, letterminalcolourb, letterminalcoloura, bgterminalcolourr, bgterminalcolourg, bgterminalcolourb, bgterminalcoloura, letselectbannercolourr, letselectbannercolourg, letselectbannercolourb, letselectbannercoloura, bgselectbannercolourr, bgselectbannercolourg, bgselectbannercolourb, bgselectbannercoloura, spoofoptiontitle$, spoofoption1$, spoofoption2$, spoofoption1result$, spoofoption2result$, moddingname$, exclaim1name$, exclaim2name$, exclaimresx, exclaimresy, exclaimstep

Filename – options.ddf
Description – Options data.
Location – sloc$
Mode - Input and Output
Values – screenmode, soundmode, musicvol, sfxvol, playercontrolmode

Filename – defaultoptions.ddf
Description – Default options data.
Location – sloc$
Mode - None (file replaces options.ddf when no option config is detected)
Values - (see options.ddf)

Filename - savedata.ddf
Description - Player save data.
Location - sloc$
Mode - Input and Output
Values - mapno, currency, posx, posy, direction, igametime, pocketcarry, pocketslot, huntmode, huntmap, pocketitem(totalpockets), **(repeat pocketitem until totalpockets is reached)**, pocketvisible(totalpockets), **(repeat pocketvisible until totalpockets is reached)**, pocketitemslot(totalpockets), **(repeat pocketitemslot until totalpockets is reached)**, checkpoint(totalcheckpoints), **(repeat checkpoint until totalcheckpoints is reached)**, mplayermodel$, tosfile$

Filename - defaultsave.ddf
Description - Default player save data.
Location - sloc$
Mode - None (file replaces savedata.ddf when player erases save)
Values - (see savedata.ddf)

Filename - fileloc.ddf

Description - Directory locations in Windows and then Linux format.
Location - dloc$
Mode - Input Only
Values - dloc$, mloc$, ploc$, floc$, sloc$, oloc$, scriptloc$, museloc$, sfxloc$, pocketloc$, uiloc$, tloc$, aloc$, menuloc$, dloc$, mloc$, ploc$, floc$, sloc$, oloc$, scriptloc$, museloc$, sfxloc$, pocketloc$, uiloc$, tloc$, aloc$, menuloc$

Filename - map(mapno).ddf
Description - Map data.
Location - mloc$/mapdir$/
Mode - Input Only
Values - mapname$, playmusic$, mapeffect, parallaxmode, mapx, mapy, mapobjectno, mapplayerno, maptriggerno, objectname$(totalobjects), objectx(totalobjects), objecty(totalobjects), **(repeat objectname$ to objecty until totalframes is reached)**, playername$(totalplayers), playerx(totalplayers), playery(totalplayers), mplayerx(totalplayers), mplayery(totalplayers), playergrace(totalplayers), playerdefault(totalplayers), **(repeat playername$ to playerdefault until totalplayers is reached)**, triggername$(totaltriggers), triggerx1(totaltriggers), triggery1(totaltriggers), triggerx1(totaltriggers), triggery1(totaltriggers), triggerexit(totaltriggers), **(repeat triggername$ to triggery until totalframes is reached)**
Notes - objectname(no)$ to equal "[COLLISIONONLY]" if you'd like an object to act as collision only. First X and Y co-ordinates are stored in objectx(no). Second X and Y co-ordinates are stored in objecty(no). X and Y values are separated by a decimal point, ie. '42.36'. All numbers used are to be two digits or above, one digit numbers use a '0' before the number ie '01.02'. The values used are 'objectx(no).objecty(no)' and then 'objectresx(no).objectresy(no)'. Uses 'collisionstep' as the object step.

Filename - (playername).ddf
Description - Player data for main player and NPCs.
Location - ploc$/(playername)/
Mode - Input Only
Values - playername(totalplayers)$, playerresx(totalplayers), playerresy(totalplayers), players(totalplayers), playernote1(totalplayers), playernote2(totalplayers), playerlayer2(totalplayers), playerspeed(totalplayers), playercollision(totalplayers), playermode(totalplayers)
    OR
    temp$, mpx, mpy, mps, mpnote1, mpnote2, temp

Filename - consolelog.txt
Description - Console log for development purposes.
Location - dloc$
Mode - Output Only
Values - date$, time$, err, errdescription$
    OR
    date$, time$, eventtitle$, eventdata$, eventnumber

Filename - (objectname).ddf
Description - Map object data.
Location - oloc$/(objectname)/
Mode - Input Only

Values - objectname$(totalobjects), objectresx, objectresy, objects(totalobjects), objectlayer(totalobjects), objectspeed(totalobjects), objectcollision(totalobjects), objectpoint(no)(no), **(repeat objectpoint until end of file is reached)**

Filename - musicfiles.ddf
Description - List of music files to be loaded into memory.
Location - museloc$
Mode - Input Only
Values - (list of music files in quotes, no extension).

Filename - sfxfiles.ddf
Description - List of sound effect files to be loaded into memory.
Location - sfxloc$
Mode - Input Only
Values - (list of sound effect files in quotes, no extension).

Filename - pocketfiles.ddf
Description - List of pocket files to be loaded into memory.
Location - pocketloc$
Mode - Input Only
Values - (list of pocket files in quotes, no extension).

Filename - (itemname).ddf
Description - Pocket item metadata.
Location - pocketloc$/(itemname)/
Mode - Input Only
Values - pocketname$(totalpockets)$, pocketdescription$(totalpockets)
Notes - pocketdescription$(totalpockets) to equal "[RUNSCRIPT] {script name}" if you'd like a pocket item to run a script when looked at.

Filename - (scriptname).vsf
Description - Script file.
Location - scriptloc$
Mode - Input Only
Values - (list of script commands in quotes).

Filename - (menuname).ddf
Description - Menu metadata
Location - uiloc$
Mode - Input Only
Values - menuchoice1$, menuchoice2$, menuchoice3$, menuchoice4$, menuchoice5$, menuchoice6$, menucommand1$, menucommand2$, menucommand3$, menucommand4$, menucommand5$, menucommand6$, mcy1, mcy2, mcy3, mcy4, mcy5, mcx6, menunos, menuposx, menubackdrop$, menumusic$

Filename - (terminal data name).ddf
Description - Terminal Metadata
Location - tloc$/terminaldata/(terminal data name)/
Mode - Input Only

Values - ct1, cn1$, ct2, cn2$, ct3, cn3$, ct4, cn4$, ct5, cn5$, ct6, cn6$, parentdir$

Filename - (animation data name).ddf
Description - Animation Metadata.
Location - aloc$/(animation data name)/
Mode - Input Only
Values - aniframes, frame(totalframes), **(repeat frame until totalframes is reached)**

Filename - checkupdate.ddf
Description - Latest update information. Will only exist whilst updates are being checked or installed.
Location - (executable folder)
Mode - Input Only
Values - newversionno$, updaterlinklnx$, updaterlinkwin$, downloadlink$, unziplink$, datafolder$, winexe$, lnxexe$, readme$, changelog$, manual$, source$, updatesource$, updatezip$, savestatus, minsavever$

Filename – (terminal OS name).ddf
Description - Terminal OS info
Location – tloc$/os/(terminal os name)/
Mode - Input Only
Values - tos$, tdelay, stposx, stposy, tanidelay, terminalcol1, terminalcol2, terminalcol3, terminalrow1, terminalrow2, terminalfacex, terminalfacey

Subs

Sub Name	Sub Function
animation:	Loads and Draws animation
awarddraw:	Draws granted awards onto the screen.
awardload:	Loads award assets and data
awardmenu:	Loads award menu
awardunload:	Unloads awards from memory
boxobjectcollision:	Calculates box collision for objects
carryplayervalues:	Copies player values to memory to be used on another map.
centretext:	Centralises text for display use
checkflatpakupdate:	Checks if game has been updated via flatpak since last launch.
choicebannercalc:	Puts choice text on player choice menu.
choicebannerdraw:	Draws banner for player choice menu.
collision:	Manages collision subsSubs
collisionconverter:	Converts map co-ordinate values into collision data.
collisionprinter:	Sets values for collision conflict event for console printer.
consoleboot:	Dumps boot info to errorlog.txt
consoleprinter:	Dumps any additional info to errorlog.txt
controltoggle:	Toggles between keyboard and gamepad controls.
deleteupdaters:	Deletes any remaining updater files that aren't needed.
devlogo:	Displays developer logo.
dimmer:	Assigns array values.
displayconsole:	Displays developer console
effectdraw:	Draws special map effects.
endgame:	Saves any additional savedata then quits game
endgamemenu:	Asks for user confirmation of quit.
endscriptcmd:	Ends the script command and moves onto the next.
erasesave:	Erases save file and replaces it with default
errorduringerror:	Failsafe if error handler encounters an unexpected error.
errorhandler:	Calls redirects or rescue code upon engine errors
errorprinter:	Dumps error information to errorlog.txt
fadein:	Fade in utility

fadeout:	Fade out utility
filedownloader:	Downloads a requested file
findcontrol:	Matches unicode with letter keys for control instructions.
flatpaksetup:	Sets up flatpak install when first launched.
flatpakupdate:	Updates flatpak install when launched after update.
fontload:	Loads engine font into memory
fontunload:	Unloads fonts
footchanger:	Calculates when player foot should change when walking
game:	Main engine loop, calls upon subs required
gameloop:	Quick version of game loop for script purposes.
gamereboots:	Checks to see if the game requires a reboot.
generateoffsets:	Generates random map animation offsets for objects and players.
givecurrency:	Gives currency to player
hideitem:	Changes a pocket item visibility to hide.
hunterchangemap:	Changes hunter player's map (whilst not on current map)
huntermapspawn:	Decided location of hunter player that exists on map
huntermover:	Moves the hunter player
huntermoverchooserhidden:	Chooses the behaviour of the hunter player (hunter is not on current map)
huntermoverchoosermap:	Chooses the behaviour of the hunter player (hunter is on current map)
huntermovercollision:	Collision for hunter player
huntermoverstand:	Hunter is stood still
huntermoverwalk:	Hunter is walking or sprinting aimlessly
ifaward:	Checks status of award
ifcurrency:	Checks if player has enough currency
ifholdinga:	Checks if player is holding an item in hand a
ifholdingb:	Checks if player is holding an item in hand b
ifmapno:	Checks to see if player is on requested map.
ifmodel:	Checks to see if player character is using a requested character model.
ifpocket:	Checks pocket for item.
inputload:	Informs engine and console of enabled game controls.
inputter:	Input sub. handles all player input from the keyboard
keycontrolgenerator:	Generates control dialogue text (keyboard

	controls
layercalc:	Calculates which layer objects and players are drawn on
loadbar:	Displays load bar.
loadbarsetup:	Counts amount of assets to be loaded for the loading bar
loadgame:	Arranges loading sequence for loading previous saves during gameplay.
mainplayerdraw:	Draws mainplayer to screen
mainplayerload:	Loads data and sprites on player character
mainplayerunload:	Unloads main player sprites
mapcollision:	Calculates and implements map sprite boundaries
mapload:	Loads map data and sprites
mapmusicsetter:	Sets current music the music attached to current map
mapunload:	Unloads map sprites
markgone:	Marks inventory items as 'gone forever'
menugenerator:	Menu generator sub intended for use before and during gameplay
missingasset:	Replaces art assets with error texture
modload:	Checks launch parameters for any mods to load.
modmenu:	Menu for launching mods.
musicfadein:	Fades in music
musicfadeout:	Fades out music
musicfadeoutstart:	Begins process of fading out music
musicfadestopper:	Double checks that no unwanted music is being played whilst the fade is on.
musicload:	Loads music files into memory
musicpause:	Pauses music
musicplay:	Plays requested music file
musicstop:	Stops playing requested music
musictoggle:	Toggles music modes
musicunload:	Unloads music files from memory
musicvol:	Sets music volume.
objectcollision:	Handles object collision
objectcollisionchecker:	Checks to see if mainplayer is colliding with any objects.
objectdraw:	Draws objects to screen
objectload:	Loads object metadata and sprites
objectunload:	Unloads loaded object data
optionload:	Loads option values into memory

padcontrolgenerator:	Generates a list of player controls (gamepad)
parallaxdraw:	Draws parallax layers to screen.
playdemomenu:	Menu for starting playback of demo or speedrun files
playercollision:	Handles NPC collision
playercollisionchanger:	Handles NPC collision
playerdraw:	Determines order of NPCs to be drawn
playerload:	Loads NPC's into memory
playermove:	Calculates NPC movement
playerunload:	Unloads NPC's from memory
pocketarrowleft:	Flashes left pocket arrow
pocketarrowright:	Flashes right pocket arrow
pocketcalcdown:	Works out what pocket item to display (going down)
pocketcalcup:	Works out what pocket item to display (going up)
pocketcombine:	Combines pocket items
pocketdraw:	Draws pockets to screen and displays in-game pocket controls
pocketext:	Draws pocket function controls.
pocketitemcalc:	Calculates number of pocket items that player is carrying
pocketload:	Loads pocket items into memory
pocketunload:	Unloads pocket items from memory
pocketvisiblecalc:	Calculates which pocket items are visible
pointcollisionloop:	Checks point collision array for collision values.
pointobjectcollision:	Calculates point collision for objects
prompt:	Engine command prompt for development purposes
promptquit:	Dumps quit info to errorlog.txt
readtxt:	Terminal file opener
savedefault:	Overwrites default save with current settings and game progress.
saveload:	Loads previous save
saverestore:	Menu for restoring old saves.
savesave:	Saves game
savetime:	Saves only the gametime and award values to save
savevalue:	Saves a specific value to save file.
screendraw:	Draws game on screen when required
screenload:	Sets screen mode
screentoggle:	Toggles fullscreen and windowed modes
scriptanimatecmd:	Processes script 'animate' command.
scriptcarryvaluescmd:	Processes script 'carryvalues' command.
scriptchangeslotcmd:	Processes changeslot script commands
scriptcheckpointcmd:	Processes script 'checkpoint' command.
scriptchoicecmd:	Processes script 'choice' command.

scriptcontrolcmd:	Processes script 'control' command.
scriptdirectioncmd:	Processes script 'direction' command.
scriptexclaimcmd:	Processes 'exclaim' script commands.
scriptgallerycmd:	Processes 'gallery' script commands.
scriptgiveawardcmd:	Processes script 'giveaward' command.
scriptgivecmd:	Processes script 'give' and 'silentgive' command.
scriptgivecurrencycmd:	Processes script 'givecurrency' and 'silentgivecurrency' command.
scripthaltcmd:	Processes script 'halt' command.
scripthalttimedcmd:	Processes script 'halttimed' command.
scripthidecmd:	Processes script 'hide' command.
scripthuntercontrolcmd:	Processes huntercontrol commands
scriptifawardcmd:	Processes script 'ifaward' command.
scriptifcheckpointcmd:	Processes script 'ifcheckpoint' command.
scriptifcontrolcmd:	Processes 'ifcontrol' script commands.
scriptifcurrencycmd:	Processes script 'ifcurrency' command.
scriptifdirectioncmd:	Processes script 'ifdirection' command.
scriptifgonecmd:	Processes script 'ifgone' command.
scriptifholdingacmd:	Processes script 'ifholdinga' command.
Scriptifholdingbcmd:	Processes script 'ifholdingb' command.
scriptifmapnocmd:	Processes script 'ifmapno' command.
scriptifmodelcmd:	Processes script 'ifmodel' command.
scriptifpocketcmd:	Processes script 'ifpocket' command.
scriptifrandomcmd:	Processes script 'ifrandom' command.
scriptiftimedcmd:	Processes script 'iftimed' command.
scriptifvaluecmd:	Processes script 'ifvalue' command.
scriptmakevaluecmd:	Processes script 'makevalue' command.
scriptmapcmd:	Processes script 'map' command.
scriptmapeffectcmd:	Processes script 'mapeffect' command.
scriptmovecmd:	Processes script 'move' and 'sprint' command.
scriptmusiccmd:	Processes script 'music' command.
scriptnametrim:	Trims the script name according to what is required by script 'if' commands.
scriptpilotcmd:	Processes script 'pilot' command.
scriptpocketslotcmd:	Processes pocketslot script commands
scriptruncmd:	Processes script 'run' command.
scriptsaycmd:	Processes script 'say' command.
scriptscriptcmd:	Processes script 'script' command.
scriptshelllnxcmd:	Processes script 'shelllnx' command.
scriptshellwincmd:	Processes script 'shellwin' command.
scriptshowcmd:	Processes script 'show' command.
scriptspeakercmd:	Processes script 'speaker' command.
scripttakecmd:	Processes script 'take' command.

scripttakecurrencycmd:	Processes script 'takecurrency' and 'silent-takecurrency' command.
scriptterminaltextcmd:	Processes script 'terminaltext' command.
scripttimedscriptcmd:	Processes script 'timedscript' command.
scripttriggercmd:	Processes script 'trigger' command.
scriptvaluefetcher:	Fetches script value
scriptwaitcmd:	Processes script 'wait' command.
scriptwarpcmd:	Processes script 'warp' command.
selectobjectbanner:	Draws selected object name onto screen
seperatecommands:	Unified way of separating a script command into separate values.
setup:	Game launch setup, assignes engine values from metadata
sfxload:	Loads sound effect files into memory
sfxplay:	Plays requested sound effect
sfxstop:	Stops all sound effects that are playing
sfxunload:	Unloads sound effect files from memory
sfxvol:	Sets sfx volume.
showimage:	Displays an image on screen.
showitem:	Changes a pocket item visibility to show.
slightfadein:	Undims screen
slightfadeout:	Dims screen
takecurrency:	Takes currency from player
talksfx:	Generates player talking sound effects.
terminaldraw:	Draws terminal screens.
terminalload:	Loads terminal data
terminalunload:	Unloads terminal data
textbannercalc:	Calculates text length from string in text banner
textbannerdraw:	Draws text banner
timeframecounter:	Counts timer and frame stats
triggercollision:	Checks to see if mainplayer is colliding with any invisible triggers
uiload:	Loads UI items (user interface stuff)
uiunload:	Unloads UI items (user interface stuff0
updatechecker:	Checks internet for available updates.
useobject:	Interacts real world object or player
usepocket:	Uses pocket item on map object.
usepocketpocket:	Combines pocket items
variablevalueinjector:	Injects the value of engine variables into text banners

whitefadein:	Fades in (using white)
whitefadeout:	Fades out (using white)
worlddraw:	Draws map to screen

Menu Commands

The following is a list of available commands on main menu.

Menu Command	Command Description
displayawards	Shows award menu
displayconsole	Displays developer console
displaycontrols	Displays controls
endgame	Ends Game
erasesave	Erases Save
loadmod	Opens mod loading menu
menu (menuname)	Opens different menu
musictoggle	Toggles Music
musicvol	Sets music volume
playgame	Plays Game
reloadsave	Reloads the current save.
restoresave	Opens save restore menu
screentoggle	Toggles fullscreen
sfxtoggle	Toggles Sfx
sfxvol	Sets sfx volume
spooftoggle	A fake toggle option
switchcontrols	Switches between Keyboard and Gamepad controls
updategame	Checks for update then runs updater

Prompt Commands

The VaME command prompt is designed to be a flexible command based tool that allows access to engine values and can manipulate them upon request. Similar to most command terminals, the VaME console works on a "> COMMAND ARGUMENT" basis in that it uses a series of basic commands followed by an instruction of which the command works from. For instance, "> whatis direction" will display the value of the direction value.

command name
Description of command and what its functions are. (usage example)
Possible arguments - all possible command arguments are listed here.

All Command Prompt commands are listed below.

whatis
Displays the value of a requested variable or string value. (whatis mapno)
Possible arguments - noclip, resx, resy, mapno, frames, ros, mplayermodel, pace, ctime, itime, location, oldlocation, direction, posx, posy, oposx, oposy, mapname, mpx, mpy, mpwalking, mpfoot, mpfootloop, footpace, hud, errdescription, err, errorline, date, time, fps, oldmapno, oldmapname, oldmplayermodel, fontname, fontsize, fontstyle, devmode, mapobjectno, maptriggerno, mapplayerno, playmusic, currentmusic, oldmusic, soundmode, mpidle, playeridle, triggername, playername, objectname, pocketitem1, pocketitem2, pocketitem3, pocketitem4, pocketitem5, pocketitem6, disablefade, currency, mapeffect, versionno, timer, scriptline, musicvol, sfxvol, engineversionno, exitsave, checkpoint, collisionstep, checkpoint, mainmenu, fadestatus, random, bootscreen, terminalos

display
Displays certain values on a developer HUD within the game. (display location)
Possible arguments -
off (removes any developer hud currently displayed)
location (location co-ordinates of top left corner of map)
olocation (previous co-ordinates of top left corner of map)
time (local time as well as engine time (ctime$))
frames (FPS and number of frames processed)
maplocation (location co-ordinates of top left corner and bottom right corner of map)
fadein (fade in effect)
fadeout (fade out effect)
techspecs (tonne of great info for the tech nerds x)
layers (draw layer data)
mplayerlocation (location of player sprite on map)
selectobject (name of selected map object)
console (opens console - cannot be removed with "display off" command)
playerlocation (location of npc sprites on map)
pocketnos (number of inventory items loaded into game)
pocketcarry (number of inventory items carried by player)
miniconsole (last console line)
checkpoint (active checkpoints)

gametime (amount of time save file has been used)
pointcollision (pixels where point collision is active. This will pause the game!)
hunter (hunter AI information)

system
Quits or resets game or game function. (system quit)
Possible arguments -
now (closes engine immediately, no endgame procedure)
hang (closes engine immediately, no endgame procedure, window remains
 open until closed)
map (reloads all map data)
mainplayer (reloads all mainplayer data)
screen (reloads all screen setting data)
font (reloads all font data)
quit (triggers endgame procedure)
music (toggles music)
ui (reloads all gui data)
pockets (reloads all pocket data)
sfx (reloads all sound effect data)
terminal (reloads all terminal data)
update (checks for update online)
fix (attempts to repair game)
consolelog (erases consolelog.txt)
colour (reloads text colour data)
restart (restarts engine)

script
Runs a requested script or ends the script (script demo)
Possible arguments - any script file in script (scriptloc$) folder (no ext).

error
Sends a requested error signal to the engine. (error 420)
Possible arguments - any error code.

sfx
Plays a requested sound effect. (sfx pickup)
Possible arguments - any sound effect file in sfx (sloc$) folder.

shell
Runs a requested command to host OS. (shell ls)
Possible arguments - any command that can be run in host OS terminal/
 prompt.

change
Changes value of requested variable or string value. (change mapno)
Possible arguments - pace, mapno, direction, mainplayer, posx, posy, resx,
 resy, fontsize, fontname, fontstyle, noclip, devmode, playmusic, soundmode,
 ros, disablefade, currency, mapeffect, versionno, timer, musicvol, sfxvol, con-
 solelogging, displayconsole, checkpoint, trigger, bootscreen, terminalos, hunt-
 status

giveitem

Gives player an item. (give floppy)
Possible arguments- any pocket item loaded into memory.

takeitem
Takes an item off player. (take floppy)
Possible arguments - any pocket item loaded into memory.

hideitem
Hides an item. (hide floppy)
Possible arguments – any pocket item loaded into memory.

showitem
Shows and item. (show floppy)
Possible arguments – any pocket item loaded into memory.

say
Displays text of choice in text banner. (say hello world!)
Possible arguments - any text.

givecurrency
Gives currency to player. (givecurrency 10)
Possible arguments - any positive integer.

takecurrency
Takes currency to player. (takecurrency 10)
Possible arguments - any positive integer.

markgone
Takes pocket item off player forever. (markgone floppy)
Possible arguments - any pocket item loaded into memory except currency.

markback
Resets pocket item after a fullytake command. (fullygive floppy)
Possible arguments - any pocket item loaded into memory except currency.

save
Executes save functions. (save game)
Possible arguments -
game (saves game)
erase (erases savegame - will reset engine)
default (rewrites default save)
load (loads last save)

sd
Allows the user to write a stage director script and then executes the script.

Stage Director Commands

Command Name (possible arguments)	Example	Command Description
allowcontrol	"allowcontrol"	Allows player to control the game whilst the script runs (intended for short scripts that change statues of check-points or triggers).
allowskip	"allowskip"	Player can now skip the script if they hold the back/pause key after this command is run.
animate (object/player then objectname/playername then animation file name)	"animate mainplayer anitest" "animate player ivan anitest" "animate object desk anitest"	Executes a custom animation on player or object.
autosave (on or off)	"autosave on" "autosave off"	Toggles the autosave.
backchoice (choice 1, choice 2, choice 3)	"backchoice choice1, choice2, choice3"	Displays a choice menu for the player to pick. Once picked the script diverts to previous script in the script chain (scriptname$ + "-ifchoice(choiceno)").
backmove (playername then X or Y then co-ordinate value or userandom)	"backmove mainplayer X 100" "backmove player ivan X 100" "backmove mainplayer X userandom"	Moves player/NPC X or Y values (walking backwards)
backsprint (playername then X or Y then co-ordinate value or userandom)	"backsprint mainplayer X 100" "backsprint player ivan X 100" "backsprint mainplayer X userandom"	Moves player/NPC X or Y values (sprinting backwards)
carryvalues	"carryvalues"	Copies NPC location values into memory to be copied into the next map. This maintains location of NPCs in duplicate maps.
changeslot (slot number)	"changeslot 2"	Sets the current pocket slot.
checkpoint (number or all or userandom then on or off)	"checkpoint 1 on" "checkpoint 1 off" "checkpoint all off" "checkpoint userandom off"	Sets checkpoints to be either on or off.

choice (choice 1, choice 2, choice 3)	"choice choice1, choice2, choice3"	Displays a choice menu for the player to pick. Once picked the script diverts to alternate script (scriptname$ + "-ifchoice(choiceno)").
collision (on or off)	"collision off"	Turns collision on or off.
control (up, down, left, right, select, pockets or back then on or off)	"control pockets off" "control back on"	Enables or disables player inputs.
dim (on or off)	"dim on"	Controls dim
direction (playername then direction number or userandom (or "faceplayer" if using NPC.)	"direction mainplayer 2" "direction player ivan 2" "direction player ivan faceplayer" "direction mainplayer userandom"	Changes direction of player or NPC
effects (on or off)	"effects on"	Enables or disables effects such as fading and dimming.
exclaim (player or object or mainplayer then playername or objectname)	"exclaim player ivan" "exclaim object desk" "exclaim mainplayer"	Displays a small animated "exclaim" sprite to the right of a player or object.
fade (in or out)	"fade in"	Controls fade
gallery (image1 image2 image3)	"gallery page1 page2 page3 page4 page5"	Creates a full screen image gallery for the player to flick through.

give (item name)	"give floppy"	Gives player character an item. Does not work with currency.
giveaward (award number)	"giveaward 1"	Gives award to player and displays a notification about it if the play hasnt had the award before.
givecurrency (positive integer or userandom)	"givecurrency 10" "givecurrency userandom"	Gives set amount of currency to player.
halt (number of seconds or userandom)	"halt 10" "halt userandom"	Halts engine for a number of seconds.
halttimed	"halttimed"	Cancels any timed scripts that are active.
hide (item name or all)	"hide floppy" "hide all"	Changes visibility of pocket item to hidden.
huntercontrol (status then on or off) (location then mapno)	"huntercontrol status on" "huntercontrol location 2"	Controls hunter players.
ifaward (award number)	"ifaward 1" "ifaward userandom"	Checks to see if award has been granted to the player. If so script diverts to alternate script (scriptname$ + "-ifaward"). If not then script continues.
ifcheckpoint (checkpoint number or userandom)	"ifcheckpoint 1" "ifcheckpoint userandom"	Checks to see if checkpoint is active. If so then the script diverts to alternate script (scriptname$ + "-ifcheckpoint"). If not then the script continues.
ifcontrol (1 or 2)	"ifcontrol 1"	Used to tell which control setting the game is in. 1 for keyboards, 2 for gamepads.
ifcurrency (currency amount or userandom)	"ifcurrency 10" "ifcurrency userandom"	Checks to see if mainplayer has a requested amount of currency. If so script diverts to alternate script (scriptname$ + "-ifcurrency"). If not then script continues.

ifdirection (direction number or userandom)	"ifdirection 1" "ifdirection userandom"	Checks to see if direction of mainplayer is facing a certain direction. If so script diverts to alternate script (scriptname$ + "-ifdirection"). If not then script continues.
ifgone (pocket item)	"ifgone floppy"	Checks to see if pocket item has been marked "gone forever". If so script diverts to alternate script (scriptname$ + "-ifgone"). If not then script continues.
ifholdinga (pocket item)	"ifholdinga floppy"	Checks to see if mainplayer is holding a requested item in hand A. If so then the script diverts to alternate script (scriptname$ + "-ifholdinga"). If not then the script continues.
ifholdingb (pocket item)	"ifholdingb floppy"	Checks to see if mainplayer is holding a requested item in hand B. If so then the script diverts to alternate script (scriptname$ + "-ifholdingb"). If not then the script continues.
ifmapno (mapno or userandom)	"ifmapno 1" "ifmapno userandom"	Checks to see player is on a certain map. If so script diverts to alternate script (scriptname$ + "-ifmapno"). If not then script continues.
ifmodel	"ifmodel ivan"	Checks to see if player character is using a certain sprite model. If so the script diverts to alternate script (scriptname$ + "-ifmodel"). If not then the script continues.
ifpocket (pocket item)	"ifpocket floppy"	Checks to see if mainplayer has requested pocket item. If so then the script diverts to alternate script (scriptname$ + "-ifpocket"). If not then the script continues.
ifrandom (above, below or equal then number)	"ifrandom above 5" "ifrandom below 5" "ifrandom equal 5"	Checks to see if last generated random number matches conditions. If so script diverts to alternate script (scriptname$ + "-ifrandom"). If not then script continues.
iftimed	"iftimed"	Checks to see if a timed script is active. If so then the

		script diverts to alternate script (scriptname$ + "-if-timed"). If not then the script continues.
ifvalue (handle number then above, below or equal then number)	"ifvalue 1 above 5" "ifvalue 1 below 5" "ifvalue 1 equal 5"	Checks to see if last generated random number matches conditions. If so script diverts to alternate script (scriptname$ + "-ifrandom"). If not then script continues.
loadgame	"loadgame"	Loads previous save
loading	"loading"	Displays load icon. Will only work when script is not drawing anything. Icon automatically removed if any screen draw or clear occurs.
makerandom (range starting small to large)	"makerandom 1 50"	Generates a random number for the script to use between the defined range.
makevalue (handle number then starting value or userandom)	"makevalue 1 100" "makevalue 1 userandom"	Makes a value to be stored in memory and saved.
map (mapno or userandom)	"map 1" "map userandom"	Changes to map number placed in argument or random map defined in argument.
mapeffect (dark / rain / storm / torch / sunsetleft / sunsetright / sunsetdown / sunsetup / pitchblack / lightmap / off)	"mapeffect dark"	Displays an effect over the map.
markgone (pocket item)	"markgone floppy"	Sets pocket item as "gone forever" and unable to be got by the mainplayer again. Does not work with currency.
model (playername then player model name)	"model mainplayer ivan"	Changes mainplayer model
modvalue (handle number then add, minus, divide, times then value or userandom)	"modvalue 1 add 100" "modvalue 1 minus userandom"	Manipulates the value of a value.
move (playername or objectname then X or Y then co-ordinate value or userandom)	"move mainplayer X 100" "move player ivan X 100" "move object desk X 100" "move mainplayer X userandom"	Moves object/NPC X or Y values (walking)

music control (play or stop / fade or cut then on or off)	"music control play" "music control fade on" "music control cut on"	Either plays or stops current music.
music file (music file name)	"music file menu"	Plays requested music file (and stops previous music if playing)
pilot (playername then on or off)	"pilot ivan on"	Sets NPC's to halt their idle walkabouts and assume script control.
pocketslot (pocket item then slot number)	"pocketslot floppy 2"	Moves a pocket item to another slot
remark (remark)	"remark test script"	Does nothing. Used for commenting in script files.
resetsavetime	"resetsavetime"	Resets save timer back to 0.
run (application)	"run dummyapp"	Runs an external application from utility folder and pauses VaME. Windows executables end with "_win.exe". Linux executables end with "_linux".
savegame	"savegame"	Saves the game.
savevalue (handle number)	"savevalue 1"	Saves a specific value to the save file.
saving	"saving"	Displays save icon. Will only work when script is not drawing anything. Icon automatically removed if any screen draw or clear occurs.
say (words)	"say hello world!"	Displays words in dialogue box.

script (script name)	"script testscript01"	Runs a script (ends current script)
sfx (sound effect file name)	"sfx pickup"	Plays requested sound file
sfxloop (sound effect file name)	"sfxloop pickup"	Loops a sound effect until sfxstop is run.
sfxstop	"sfxstop"	Halts all sfx including looping ones.
shelllnx (shell command)	"shelllnx rm test.txt"	Runs a shell command (linux only).
shellwin (shell command)	"shellwin del text.txt"	Runs a shell command (windows only, cmd not power-shell)
show (item name or all)	"show floppy" "show all"	Changes visibility of pocket item to visible.
showimage (image name)	"showimage map"	Displays an image on screen.
silentgive (pocket item)	"silentgive floppy"	Silently gives a pocket item without displaying animation.
silentgivecurrency	"silentgivecurrency 10" "silentgivecurrency useran-dom"	Silently gives currency without displaying animation.
silenttake (pocket item)	"silenttake floppy"	Silently takes a pocket item without displaying animation.
silenttakecurrency	"silenttakecurrency 10" "silenttakecurrency useran-dom"	Silently takes currency without displaying animation.

slowfade (in or out)	"slowfade in"	Slowly fades in or out.
speaker (playername)	"speaker ivan" "speaker mainplayer" "speaker nobody"	Sets speaker for text banner words. Set to equal "mainplayer" for the main player. Set to equal "nobody" for no speaker.
sprint (playername or object-name then X or Y then co-ordinate value or userandom)	"sprint mainplayer X 100" "sprint player ivan X 100" "sprint object desk X 100" "sprint object desk X userandom"	Sprints object or NPC X or Y values (sprinting)
take (item name)	"take floppy"	Takes an item off player character. Does not work with currency.
takecurrency (positive integer or userandom)	"takecurrency 10" "takecurrency userandom"	Takes set amount of currency off player.
terminal (filename)	"terminal test"	Launches specified terminal file. Will end the script.
terminalnoboot (filename)	"terminalnoboot test"	Launches a specified terminal file without the boot animation. Will end the script.
terminalos (terminal os name)	"terminalos cmdsystem"	Sets the OS for the terminal.

terminaltext (line 1, line 2, line 3, line 4, line 5, sysstat)	"terminaltext this is line 1, this is line 2, this is line 3, this is line 4, this is line 5, 1"	Displays a terminal text file.
timedscript (scriptname then time in seconds or userandom)	"timedscript testscript 60" "timedscript testscript userandom"	Launches a specified script after a number of seconds have passed provided no other scripts are running. If another script is running at the time of launch the launch will occur after the current script has ended.
trigger (triggerno or userandom then on or off)	"trigger 1 on" "trigger 1 off" "trigger userandom on"	Changes if trigger is active or not.
wait (number of seconds or userandom)	"wait 5" "wait userandom"	Waits number of seconds placed in argument
warp (player or object then playername or objectname then X or Y then co-ordinate value or userandom)	"warp mainplayer X 100" "warp player ivan X 100" "warp object desk X 100" "warp mainplayer X userandom"	Changes X or Y value of object, player or NPC instantly
white (in or out)	"white in" "white out"	Fades but uses white instead of black.

Stage Director Script Say Variables

Name	Description
[backbutton(no)]	What button on keyboard or controller is BACK/PAUSE
[currency]	Name of the in-game currency
[gametime]	How long the save file has been played in HH:MM:SS
[gametitle]	Title of the game
[helditema]	Current held pocket item
[helditemb]	Second held pocket item (for pocket mergers)
[moddingname]	What mods are referred to in game
[movedownbutton(no)]	What button on keyboard or controller is MOVE DOWN
[moveleftbutton(no)]	What button on keyboard or controller is MOVE LEFT
[moverightbutton(no)]	What button on keyboard or controller is MOVE RIGHT
[moveupbutton(no)]	What button on keyboard or controller is MOVE UP
[musicvol]	Volume the music is set at
[pocketbutton(no)]	What button on keyboard or controller is POCKETS
[proposedmod]	Proposed mod to load
[ros]	Client operating system
[selectbutton(no)]	What button on keyboard or controller is SELECT
[selectobject]	Current world object
[sfxvol]	Volume the sfx are set at
[tos]	Current in game terminal OS name
[value]-(no)	A script value

Error Codes

Error Code	Description (and Potential Fix)	Result
5	ILLEGAL FUNCTION CALL	No Crash
6	OVERFLOW	No Crash
7	OUT OF MEMORY (check to see if host machine running VaME has enough memory.)	Guru Meditation
9	Subscript out of range. (An array's upper or lower dimensioned boundary has been exceeded.)	No Crash
11	DIVISION BY ZERO (check any metadata values that are processed by any engine algorithms)	Crash (not Guru Meditation)
13	TYPE MISMATCH	No Crash
19	NO RESUME - RESUME REQUIRED	No Crash
20	RESUME WITHOUT ERROR	No Crash
26	FOR WITHOUT NEXT	No Crash
51	INTERNAL MALFUNCTION	No Crash
52	METADATA FILE DATA NOT FOUND (check if metadata file engine is reading has the expected values within)	No Crash
53	METADATA FILE NOT FOUND (check if metadata file engine is trying to read exists in expected location)	No Crash
54	BAD FILE MODE	No Crash
55	FILE ALREADY OPEN	No Crash
61	DISK FULL (check to see if hard disk drive VaME is running on isn't full. Seeing this error may cause savedata loss.)	No Crash
62	INPUT PAST END OF FILE (check to see if metadata engine is reading has all the required values within)	No Crash
64	BAD FILE NAME (file name is illegal. Avoid symbols and log filenames.)	No Crash
67	TOO MANY FILES (over 15 files are loaded using OPEN.)	Guru Meditation
73	FEATURE UNAVAILABLE (command used is incompatible).	No Crash

76	INVALID METADATA FILE PATH	No Crash
97	FALSE FLAG ERROR (for development purposes)	No Crash
258	INVALID HANDLE	No Crash
420	MISSING ENGINE METADATA (required engine metadata file missing. Check dloc$/engine.ddf)	Guru Meditation
421	MISSING METADATA DIR-ECTORY (required metadata directory is missing. Check if dloc$ has all the needed dir-ectories.)	Guru Meditation
422	MISSING DEFAULT SAVE FILE (required default save file is missing. Check sloc$/defaultsave.ddf)	Guru Meditation
423	MISSING SCRIPT (required script file is missing. Check scriptloc$/ contents for miss-ing or misplaced scripts.	No Crash
424	MISSING ANIMATION FILE (required animation file is missing. Check aloc$/anifile$/)	No Crash
425	MISSING TERMINAL FILE (required terminal file is miss-ing. Check tloc$/runterminal$/)	No Crash
426	CONFLICTING LAUNCH PARAMETERS (launch para-meters -fix and -noupdate used together)	Guru Meditation
427	GAME REQUIRES A DIF-FERENT ENGINE VERSION	Guru Meditation
428	NO CONTROLS DEFINED (required input codes are not present)	Guru Meditation
429	NO FONT DEFINED (re-quired font file or metadata not present)	Guru Meditation
430	Unsupported/unknown OS	Guru Meditation
431	CANNOT LOAD MORE THAN ONE MOD AT ONCE	Guru Meditation
432	REQUESTED MOD NOT FOUND	Guru Meditation
433	CONFLICTING LAUNCH PARAMETERS (launch para-meters -windowed and -full-	Guru Meditation

	screen used together)	
434	DEFAULT OPTIONS FILE MISSING!	Guru Meditation
435	Missing full screen image!	No Crash
436	Division by Zero!	No Crash
437	Flatpak install error	Guru Meditation
666	Demonic Error	Guru Meditation
any other number not listed here	UNKNOWN ERROR	Guru Meditation

Mandatory Music

The following is a list of the mandatory music files that must exist.

Filename	Description
menu.ogg	Music for main menu.

Mandatory Sound Effects

The following is a list of the mandatory music files that must exist.

Filename	Description
move.ogg	Move menu/pocket/terminal item.
select.ogg	Select menu/pocket/terminal item.
terminalon.ogg	Sound played when terminal is switched on.
terminaloff.ogg	Sound played when terminal is switched off.
openpocket.ogg	Sound played when pocket is opened.
closepocket.ogg	Sound played when pocket is closed.
pickup.ogg	Sound played when pocket item/currency is picked up.
drop.ogg	Sound played when pocket item/currency is given away.
lightning.ogg	Sound played for lightning during storm map effect.
awardgranted.ogg	Sound played when an award is granted to the player.
devlogo.ogg	Sound played when developer logo is displayed.

Launch Parameters

Windows: *vame_win.exe* [parameters]
macOS: *vame_macos* [parameters]
Linux: *./vame_linux* [parameters]

Parameter	Description
-console	Forces engine to display engine console (only if dev-mode is switched on.)
-devmode	Forces engine to run in developer mode.
-erasesave	Erases save then closes game.
-fix	Attempts to fix any damaged files by forcing an update install. Cannot be used with -noupdate parameter.
-flatpak	Launches in flatpak mode. Requires installtype value to be set at 2. Cannot be used with mods.
-fullscreen	Launches in fullscreen mode overriding user settings. Cannot be used with -windowed parameter.
-lite	Skips loading of music and sound effects during launch. This will benefit slower machines that take a long time to decode audio and/or have low RAM. All audio is disabled when this mode is active.
-mod=[mod folder name]	Launches a mod in the requested folder. Brackets not required. Cannot be used twice or with -fix parameter. Automatically disables updates. Must be the last parameter or it will fail. Cannot be used in Flatpak mode.
-nofx	Disables any effects the engine uses. Good at reducing flicker on slower machines.
-nosave	Prevents game from saving automatically if autosave is enabled.
-noupdate	Skips update checker. Cannot be used with -fix parameter.
-windowed	Launches in windowed mode overriding user settings. Cannot be used with -fullscreen parameter.

Input Values

Value	Description
a	Walking controls / map
b	Pockets
c	Pockets
d	Pockets + Text Banner
dd	Text Banner
ddd	Text Banner
t	Terminal
tt	Terminal / Readtxt
ss	Fullscreen Image
ci	Choice Banner