

VaME Documentation.

For version 2.9.44.

Studio Pond.



Variables

| Value | Description |
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| 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 |

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| | 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. |

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| 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. |

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| 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 calculated 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 |

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| | 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. Disables updates. Displays version number on menus. 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 coordinate is on screen and needs to be drawn. |
| drawpass2 | Used to tell engine if object or players Y coordinate 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 |
| exclaimamount | Amount of times the 'exclaim' script command will make the exclaim sprites flash. |
| exclaimresx | X resolution of exclaim sprites |
| exclaimresy | Y resolution of exclaim sprites |
| exclaimstep | STEP value of exclaim sprite. Travels down- |

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| | wards 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. |
| footstepmode | What audio occurs when a player or NPC walks. -2 = 2 sounds for mp only. -1 = 1 sound for mp only. 0 = off. 1 = 1 sound for all. 2 = individual footstep sounds for all (footstep-[name].ogg). 3 = 2 sounds for all. 4 = individual 2 footstep sounds for all (footstep1-[name].ogg). |
| 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. |

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| 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 |
| huntriggerexit(no) | Array of exit trigger values for hunter player |
| huntriggerno | 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 |

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| | 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 | Tells 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. |
| ifselectobject | If ifselectobject matches selectobject\$. 1 = yes. 0 = no. |
| 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 l in text boxes. 0 = off, letter l is not adjusted. 1 = adjustment for lowercase l. 2 = adjustment for both lowercase and uppercase l. |

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| 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 |

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| | 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 = |

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| | 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 |

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| 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 = after-mainplayer. 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 |

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| 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/back-ground |
| oposy | Previous Y axis position of player/back-ground |
| 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 select-object banner. 1 = yes. 0 = no. |
| playeridle | Number of seconds engine must wait before |

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| | 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 = after-mainplayer. |
| 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. |
| playeronscreen1(no) | If the NPC is considered to be on screen or not (first layer). 0 = no. 1 = yes. |
| playeronscreen2(no) | If the NPC is considered to be on screen or not (second layer). 0 = no. 1 = yes. |
| 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 |

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| 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 |

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| 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. |
| savecheckloop | Used to control loop of save checks |
| saveiconresx | X resolution of save icon |
| saveiconresy | Y resolution of save icon |
| savemenu | Used to tell the engine if the player is using the save slot manager. 1 = yes. 0 = no. |
| saveslot | Number of which save slot is currently active |
| 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. |
| scriptswitch | Switches to another mainplayer sprite automatically when a script is run. The sprite name is identical with the number 2 at the end. 0 = no. 1 = yes. |
| scriptswitch2 | Used to check if the mainplayer sprite has been changed during a script. |
| 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 determine 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. |
| ss1x | X location of save slot 1 |
| ss1y | Y location of save slot 1 |
| ss2x | X location of save slot 2 |
| ss2y | Y location of save slot 2 |
| ss3x | X location of save slot 3 |
| ss3y | Y location of save slot 3 |
| sss1x | X location of save slot select sprite 1 |
| sss1y | Y location of save slot select sprite 1 |

| | |
|---------------|---|
| sss2x | X location of save slot select sprite 2 |
| sss2y | Y location of save slot select sprite 2 |
| sss3x | X location of save slot select sprite 3 |
| sss3y | Y location of save slot select sprite 3 |
| sst1x | X location of save slot text 1 |
| sst1y | Y location of save slot text 1 |
| sst2x | X location of save slot text 2 |
| sst2y | Y location of save slot text 2 |
| sst3x | X location of save slot text 3 |
| sst3y | Y location of save slot text 3 |
| sstd1x | X location of save slot date 1 |
| sstd1y | Y location of save slot date 1 |
| sstd2x | X location of save slot date 2 |
| sstd2y | Y location of save slot date 2 |
| sstd3x | X location of save slot date 3 |
| sstd3y | Y location of save slot date 3 |
| 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 |

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| | 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. |

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|-------------------|---|
| 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. |

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|------|----------------------------|
| 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/consolelog.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. |

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|--------------------|--|
| 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 |
| ifselectobject\$ | Used to check against selectobject\$ for ifselectobject script commands. |
| 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. |

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|----------------------|---|
| 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 |
| newslotname\$ | Name of a fresh save slot |

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|----------------------------|---|
| 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. |
| oldscriptswitch\$ | Used to store old player model name when script switch feature is in use. |
| 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 |

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|-----------------------|---|
| 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 |
| savedate\$ | Date of the save |
| saveicon\$ | Filename of save icon |
| saveselectname\$ | Name of the selected save slot sprite |
| saveslot1date\$ | Date of save slot 1 |
| saveslot2date\$ | Date of save slot 2 |
| saveslot3date\$ | Date of save slot 3 |
| saveslotdname\$ | Name of the default save slot sprite |
| saveslotsname\$ | Name of the selected save slot sprite |
| saveslottitle\$ | Name of the save slots used in engine |
| scriptimage\$ | Name for image used to notify player script |

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| | 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 |
| spofoptiontitle\$ | Question asked when spoof option selected |
| takeitem\$ | Name of item to be taken from main player |

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|-------------------|--|
| 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 up- |

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| | dater 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 3 rd 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, totalcheckpoints, totalframes, totalsfxs, totalmusics, totalscriptvalues, totalawards, resx, resy, hertz, extrahertz, exitsave, autotxtsfx, ucontrol, dcontrol, lcontrol, rcontrol, scontrol, pcontrol, bcontrol, ucontrolcode1, ucontrolcode2, ucontrolcode3, ucontrolcode4, dcontrolcode1, dcontrolcode2, dcontrolcode3, dcontrolcode4, lcontrolcode1, lcontrolcode2, lcontrolcode3, locontrolcode4, rcontrolcode1, rcontrolcode2, rcontrolcode3, rcontrolcode4, scontrolcode1, scontrolcode2, scontrolcode3, scontrolcode4, pcontrolcode1, pcontrolcode2, pcontrolcode3, pcontrolcode4, bcontrolcode1, bcontrolcode2, bcontrolcode3, bcontrolcode4, moveupgamepad1\$, movedowngamepad1\$, moveleftgamepad1\$, moverightgamepad1\$, selectgamepad1\$, pocketgamepad1\$, backgamepad1\$, moveupgamepad2\$, movedowngamepad2\$, moveleftgamepad2\$, moverightgamepad2\$, selectgamepad2\$, pocketgamepad2\$, backgamepad2\$, moveupgamepad3\$, movedowngamepad3\$, moveleftgamepad3\$, moverightgamepad3\$, selectgamepad3\$, pocketgamepad3\$, backgamepad3\$, moveupgamepad4\$, movedowngamepad4\$, moveleftgamepad4\$, moverightgamepad4\$, selectgamepad4\$, pocketgamepad4\$, backgamepad4\$, enableobjectoffsets, enableplayeroffsets, enablemapoffsets, fadespeed, pace, objectstep, collisionstep, playeridle, footpace, footstepmode, fontname\$, fontsize, fontstyle\$, fontbuffer, imode, playerwalkdivide, scriptwalkdivide, scriptimage\$, scriptimageresx, scriptimageresy, pockethudimage\$, pockethudresx, pockethudresy, pocketarrowright\$, pocketarrowleft\$, pocketarrowselectright\$, pocketarrowselectleft\$, pocketarrowresx, pocketarrowresy, pockethudanispeed, pocketarrowrlocx, pocketarrowrlocy, pocketarrowllocx, pocketarrowllocy, pocketspritex, pocketspritey, pocketspriteresx, pocketspriteresy, pocketbanner\$, pocketbannerresx, pocketbannerresy, pocketselectlayer, pocketmergeactiontext1x, pocketmergeactiontext1y, pocketmergeactiontext2x, pocketmergeactiontext2y, textbannersound, 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, choicebannerline, galleryarrowlx, galleryarrowly, galleryarrowrx, galleryarrowry, currencyname\$, loadicon\$, loadiconresx, loadiconresy, saveicon\$, saveiconresx, saveiconresy, downloadicon\$, downloadiconresx, downloadiconresy, torcheffectfile\$, loadbar\$, devlogo\$, devlogomode, awardbanner\$, awardbannerresx, awardbannerresy, awardbannerlocx, awardbannerlocy, awarditemresx, awarditemresy, awarditemlocx, awarditemlocy, awardtextlocx, awardtextlocy, awardgracetime, awardtitle\$, awardnotification\$, awardspeed, awardnone\$, awardarrowleft\$, awardarrowright\$, awardarrowselectleft\$, awardarrowselectright\$, versionno\$, engineversionno\$, updatelink\$, updatekey\$, letmenuselectcolourr, letmenuselectcolourg, letmenuselectcolourb, letmenuselectcoloura, bgmenuselectcolourr, bgmenuselectcolourg, bgmenuselectcolourb, bgmenuselectcoloura, letmenudefaultcolourr, letmenudefaultcolourg, letmenudefaultcolourb, letmenudefaultcoloura, bgmenudefaultcolourr, bgmenudefaultcolourg, bgmenudefaultcolourb, bgmenudefaultcoloura, letpromptcolourr, letpromptcolourg, letpromptcolourb, letpromptcoloura, bgpromptcolourr, bgpromptcolourg, bgpromptcolourb, bgpromptcoloura, letpocketselectcolourr, letpocketselectcolourg, letpocketselectcolourb, letpocketselectcoloura, bgpocketselectcolourr, bgpocketselectcolourg, bgpocketselectcolourb, bgpocketselectcoloura, letpocketdefaultcolourr, letpocketde-

faultcolourg, letpocketdefaultcolourb, letpocketdefaultcoloura, bgpocketdefaultcolourr, bgpocketdefaultcolourg, bgpocketdefaultcolourb, bgpocketdefaultcoloura, letcurrencycolourr, letcurrencycolourg, letcurrencycolourb, letcurrencycoloura, bgcurrencycolourr, bgcurrencycolourg, bgcurrencycolourb, bgcurrencycoloura, letspeechcolourr, letspeechcolourg, letspeechcolourb, letspeechcoloura, bgspeechcolourr, bgspeechcolourg, bgspeechcolourb, bgspeechcoloura, letterterminalcolourr, letterterminalcolourg, letterterminalcolourb, letterterminalcoloura, bgterminalcolourr, bgterminalcolourg, bgterminalcolourb, bgterminalcoloura, letselectbannercolourr, letselectbannercolourg, letselectbannercolourb, letselectbannercoloura, bgselectbannercolourr, bgselectbannercolourg, bgselectbannercolourb, bgselectbannercoloura, spoofoptiontitle\$, spoofoption1\$, spoofoption2\$, spoofoption1result\$, spoofoption2result\$, moddingname\$, exclaim1name\$, exclaim2name\$, exclaimresx, exclaimresy, exclaimstep, exclaimamount, scriptswitch, saveslotdname\$, saveslotsname\$, saveselectname\$, ss1x, ss1y, ss2x, ss2y, ss3x, ss3y, saveslottitle\$, newslotname\$, sst1x, sst1y, sst2x, sst2y, sst3x, sst3y, sstd1x, sstd1y, sstd2x, sstd2y, sstd3x, sstd3y, sss1x, sss1y, sss2x, sss2y, sss3x, sss3y

Filename – options.ddf

Description – Options data.

Location – sloc\$

Mode - Input and Output

Values – screenmode, soundmode, musicvol, sfxvol, playercontrolmode, saveslot

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\$, tofile\$, savedate\$

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, menunox, 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\$, updatelinklnx\$, updatelinkwin\$, downloadlink\$, unziplink\$, datafolder\$, winexe\$, lnexe\$, 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 subs |
| 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 |

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|---------------------------|---|
| 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 |
| huntermoverchoosерhidden: | Chooses the behaviour of the hunter player (hunter is not on current map) |
| huntermoverchoosерmap: | 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. |
| ifselectobject: | Checks to see what object/player the main-player has selected |
| 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 |
| managesaveslots: | UI to manage the save slots |
| 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 |

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|-------------------------|--|
| 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 |
| pockettext: | 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. |
| savehealthcheck: | Checks health of saves |
| saveload: | Loads previous save |
| 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 |

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|--------------------------|--|
| 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 'silent-givecurrency' 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. |
| Scriptifholdingbccmd: | Processes script 'ifholdingb' command. |
| scriptifmapnocmd: | Processes script 'ifmapno' command. |
| scriptifmodelcmd: | Processes script 'ifmodel' command. |
| scriptifpocketcmd: | Processes script 'ifpocket' command. |
| scriptifrandomcmd: | Processes script 'ifrandom' command. |
| scriptifselectobjectcmd: | Processes 'ifselectobject' script commands. |
| 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. |

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|------------------------|--|
| scriptshowcmd: | Processes script 'show' command. |
| scriptspeakercmd: | Processes script 'speaker' command. |
| scriptswitchreset: | Resets the mainplayer sprite when script switching is enabled |
| 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, assigns 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 |
| uiloader: | Loads UI items (user interface stuff) |
| uiunload: | Unloads UI items (user interface stuff) |
| 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 |
| loadmod | Opens mod loading menu |
| managesaves | Allows player to manage save slots |
| menu (menuname) | Opens different menu |
| musictoggle | Toggles Music |
| musicvol | Sets music volume |
| playgame | Plays Game |
| 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

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, fade status, random, bootscreen, terminalos, scriptswitch, saveslot

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, consolelogging, displayconsole, checkpoint, trigger, bootscreen, terminalos, huntstatus, scriptswitch, saveslot

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 checkpoints 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. |

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| 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. |

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| 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. |
| ifselectobject (object on map) | "ifselectobject desk" | Checks to see if selected object matches the request. If |

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| | | so script diverts to alternate script (scriptname\$ + "-ifselectobject"). 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\$ + "-iftimed"). 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-or- | "move mainplayer X 100" "move player ivan X 100" | Moves object/NPC X or Y values (walking) |

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| dinate value or userandom) | "move object desk X 100" "move mainplayer X useran- dom" | |
| 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 an- other slot |
| remark (remark) | "remark test script" | Does nothing. Used for com- menting 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 draw- ing anything. Icon automatic- ally removed if any screen draw or clear occurs. |
| say (words) | "say hello world!" | Displays words in dialogue box. |

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| 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 powershell) |
| 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 userandom" | Silently gives currency without displaying animation. |
| silenttake (pocket item) | "silenttake floppy" | Silently takes a pocket item without displaying animation. |

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| silenttakecurrency | "silenttakecurrency 10" "silenttakecurrency userandom" | 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. |

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| 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 |

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|-----|--|-----------------|
| 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 DIRECTORY (required metadata directory is missing. Check if dloc\$ has all the needed directories.) | 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 missing 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 missing. Check tlloc\$/runterminal\$) | No Crash |
| 426 | CONFLICTING LAUNCH PARAMETERS (launch parameters -fix and -nouupdate used together) | Guru Meditation |
| 427 | GAME REQUIRES A DIFFERENT ENGINE VERSION | Guru Meditation |
| 428 | NO CONTROLS DEFINED (required input codes are not present) | Guru Meditation |
| 429 | NO FONT DEFINED (required 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 parameters -windowed and -full- | Guru Meditation |

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| | 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. |
| footsteps.ogg | Sound played when a player or NPC walks (if enabled). |

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 -nouupdate 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. |
| -nouupdate | 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 |