

General GVF Syntax

GVF files are (presumably) "Game Variable Files" that also take on different extensions depending on the usage:

- `.gvf` - Game variables
- `.ui` - UI elements
- `.uis` - UI snippets
- `.ofx` - Object effects
- `.sm` - State Machine files

Objects

```
objectName  
{  
  
}
```

Includes

```
# path/to/whatever/you/need.txt
```

It doesn't *have* to end with txt.

Variables/Properties

```
varname = value
```

To assign it globally, add `global` before the variable name. This is only done in `vars.gvf`:

```
global varname = value
```

Revision #1

Created 21 May 2023 15:12:37 by Shambles_SM

Updated 21 May 2023 15:15:50 by Shambles_SM