

GVF Types

Simple Types

- Number: A literal number. The game engine can usually take either a float or an int.
- Int64: Ending the number with an `i64` means it's an int and is usually used for score values.
- String: A literal string encased in double quotation marks (`"`).

Localized String

```
T( "string" )
```

Often used in UI elements.

Tuple

```
[ 1, 2, 3<,4> ]
```

So far only used for numbers. Commonly used in UI and OFX.

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