

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.

Revision #1

Created 21 May 2023 15:08:22 by Shambles_SM

Updated 21 May 2023 15:12:14 by Shambles_SM