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## ElectricLime

As seen on VMK



Join Date: Jun 2005  
Location: Celebration, FL  
Posts: 733



### ElectricLime Speaks: #1 - The Database Files

With only one day left until VMK goes away, I suppose there's no harm in posting some of the technical information I keep getting asked for.

VMK loads hundreds of files while you play it. Here are some of the most interesting ones. You may want to save these files to your hard drive for later perusal.

#### external variables

Room identifiers, redeem prices, nontradeable items, URLs of the other settings files, and other miscellaneous settings.

The master file that points to all the others.

#### dictionary

The dictionary of allowable words.

The code letters after the slash represent the different allowable forms of a word.

#### helps

The help text and instructions used in VMK.

A note for the web geeks in the audience: this is an XML file. VMK uses a lot of XML files behind the scenes. [Unfortunately, I didn't save a copy of this file.]

#### external texts

Text for dialogs, instructions screens, and (most importantly) the names of items.

This is the real meat of the database. Lots of interesting stuff is in here.

#### encrypted texts

The part of the database that VMK doesn't want you to see.

Can you decipher it? 🤔

The font used in VMK is known as "Foxley 816" (and the bold variant, "Foxley 816 Bold"). If you want to use the VMK typeface on your own computer, you can buy Foxley 816 for \$10 from [MiniFonts.com](#).

I'll be putting up some more information after VMK closes. Keep a weather eye out for it.

[Links updated on May 9, 2009, to point to copies of the files on my own web site, because the originals are long gone.]

*Last edited by ElectricLime: 05-11-2009 at 09:25 PM.*



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