

## High Tail Hall XML dialogs manual

For Tabby's version 0.670 minus 1/8

Flash dialogs originally defined in hth\_character\_chat\_set.swf and few other files have been replaced by XML parser loading dialog description from XML files.

Reasons for moving from Flash implementation to XML definitions are:

- It's very easy and fast to create dialog tree for any character. Implementing the same thing in Flash is difficult and takes 50x more time.
- No software tool needed, simple text editor works for XML files.
- No software knowledge nor previous technical skills needed.
- You can see file modification result in running game by just clicking "Back" and clicking at character sprite again, or by returning from sex scene.
- Literally everyone can create HTH dialogs using just this manual and existing XML files. Even a person who can more or less do only her nails :-)
- Simple way to play speech from audio file or per sprite action like change dress or move head.

Files are located in data/dialog/ but this path is configurable in hth\_config.xml so you can change dialog file set easily.

Dialog is constructed as a set of states. Each state represents a speech character tells to you, set of your responses you can choose from to move dialog to another state.

Sex scene options pane was removed, scenes are called by responses.

Dialog state has optional parameters to play external audio file (if you record speech), move to another state on leave, manipulating sprite (dress change, talking, per particular sprite functions), changing global variable. Response has alternative option to travel to any zone (i.e. private room). Parser support full if/elsif/else branching per any global variable. Parsing is recursive so there is no limit on condition nesting.

### XML file format

For basic intro to XML format please refer to some online tutorial. For example:

[https://www.tutorialspoint.com/xml/xml\\_quick\\_guide.htm](https://www.tutorialspoint.com/xml/xml_quick_guide.htm)

<http://www.perfectxml.com/articles/xml/begin.asp>

<https://en.wikipedia.org/wiki/XML>

- The format is pretty obvious when you open any existing dialog file. So just few notes if you skipped tutorial.
- XML node starts with opening tag <tag> and ends with closing tag </tag>, unless it's an empty node with just attributes <tag attribute="value" /> closed by slash.
- XML and Flash are strictly case sensitive! So <tag> is different thing than <Tag>. So are sensitive attribute names and values.
- When using text editor to open XML file, make sure that it saves it in UTF-8 or ASCII encoding. Specially Windows editors like to save in US-English or some 16-bit encoding when you paste in a clipboard text of different encoding. UTF-8 works both with and without BOM (Byte Order Mark)
- Some text characters are reserved in XML and need to be replaced by escape strings, especially apostrophe and quote:
  - ‘ replace by &apos;
  - “ replace by &quot;
  - & replace by &amp;
  - < replace by &lt;

> replace by &gt;

- There are some XML editors to help you with this and check formatting. I haven't tried any.

Avoid Bella and Rio XML files for tutorial because these originally independent talking sprites have things done bit different due to legacy of sprite calling scene load.

### Basic HTH dialog state definition

```
<?xml version="1.0" encoding="UTF-8"?>
<dialog>
  <state statename="firststate">
    <text>First state text</text>
    <resp newstate="secondstate">Go to second state</resp>
    <resp newstate="thirdstate">Go to third state</resp>
  </state>
  <state statename="secondstate">
    <text>Second state text</text>
    <resp newstate="firststate">Go to first state</resp>
    <resp newstate="thirdstate">Go to third state</resp>
  </state>
  <state statename="thirdstate">
    <text>Third state text</text>
    <resp newstate="secondstate">Go to second state</resp>
    <resp newstate="firststate">Go to first state</resp>
  </state>
</dialog>
```

HTH loads the file when you enter dialog by clicking on sprite or returning from sex scene. So when you change something in the file during play, you need to jump back and click the sprite for changes to take effect. HTH dialog parses loaded file everytime you click on a response. Every parse run the dialog searches for a <state> tag with a statename attribute equal to current character state. When it's found, tags inside the state are parsed. If no matching <state> name is found, dialog changes state to the name of the first <state> tag in the file and parses that.

### Conditions and branching

Full IF-ELSIF-ELSE condition testing is supported. Global variables can be test for equivalence, less-or-equal and greater-or-equal to constant values. Numeric values are compared by signed number representation, string values are compared by alphabetical order. i.e. "beta" > "alpha". Note that due to case sensitivity all uppercase characters are greater than lowercase, i.e. "Alpha" > "zoe". If you don't want to get you hair gray, use only lowercase for all names and values. Conditions may be used both on upper level above states and lower inside states. Condition nesting is not limited, parser is fully recursive.

```
<if test="eq" vari="variablename" value="..."> test equality
<if vari="variablename" value="..."> test equality (by default)
<if test="le" vari="variablename" value="..."> test less or equal
<if test="qe" vari="variablename" value="..."> test greater or equal
```

Basic example:

```
<if vari="zone" value="theglassroombar">
    ...parse if the condition is met
</if>
<elseif vari="zone" value="shade_beach">
    ...parse if this condition is met and condition above not
</elseif>
<elseif vari="zone" value="shade_beach">
    ... parse if this condition is met and none of conditions above
</elseif>
<else>
    ... parse if none of above conditions is met
</else>
... parse in every case
```

Nested example:

```
<if vari="zone" value="theglassroom">
    <state statename="kristy_howsdoing">
        <if vari="gender" value="male">
            <if vari="genus" value="feline">
                <if vari="species" value="shorthair">
                    <text>Nice to see my husband back!</text>
                </if>
            </if>
        </if>
        <text>How&apos;s doing?</text>
    </state>
</if>
<else>
    <state statename="kristy_howsdoing">
        <text>Other zone text for this state</text>
    </state>
</else>
```

Note: Testing undefined global variable prints an error in debug text area on the top of dialog and evaluates as false, except the case of value="undefined" in which case the condition evaluates as true if tested variable does not exist yet. Consider "undefined" a reserved keyword.

Most useful variables are listed in the appendix A of this document.

Doesn't work for arrays. Doesn't work down the hierarchy through dotted notation.

### Dialog state definition tag

Every <state> tag defines what to display, play or do in particular state. All tags are optional.

<text>Text for this state</text>

Displays text what character says to you. Long text is wrapped automatically to more lines to fit into text pane. Line breaks inside <text> are printed as well. Beware of apostrophes!

Any additional <text> tag in the state adds new line with this text. If too many tags are stated, anything above line 12 is not displayed, no warning is raised in debug text area.

<sound>Speech.mp3</sound>

Plays (for once) audio file by name from data/sounds/

If you find some ladies to record the speech...

Work with MP3 format, most likely with some other too but not tested.

(path is configurable in hth\_config.xml)

If more <sound> tags are parsed in one state, only the last one will play.

<set vari="variablename" value="newvalue" />

Assigns global variable new value. Raises error in debug text if the variable is not defined yet. Careful! Use only with variables you know well.

<sprite obj="object\_name\_path" play="frame\_label" /> (gotoAndPlay)

<sprite obj="object\_name\_path" stop="frame\_label" /> (gotoAndStop)

<sprite obj="bella.DIALOG" play="done" />

<sprite obj="bella.bella\_dtt" stop="nude" />

<sprite obj="charlotte.head\_rig.head\_roll.head\_set.head\_motion.head.glasses" stop="off" />

Controls dialog sprite objects. Used to call gotoAndPlay("frame\_label") on moving parts of talking sprites or calls gotoAndStop("frame\_label") static object frames, like dress, jewellery.

Objects are named by dotted notation relative from \_root.LVL.NPC node. Only named objects can be called and only frames with label can be requested (can't move to unnamed frame by number).

Note that if particular frame contains a script, it's executed.

Accessing objects up the hierarchy above NPC node by \_parent or \_root notation usually doesn't work.

Talking sprites (Rio, Bella, Charlotte) have sound included in mouth moving sequences.

Most useful objects and frame label will be listed in the appendix B of this document and also added to developers forum as they are found by decompiled SWF analysis.

All <sprite> tags may be combined with (or contain only) sprite data to save sprite status (dress, cum, jewelery) used in rooms/zones and a default on dialog load.

<sprite data="..." value="..." />

Sprite data is dynamic set of character variables saved in dialog to control sprite when player jumps out of dialog, i.e. in rooms. So sprites can remember their settings. Based on *clear\_sprite\_data\_on* variable in hth\_config.xml these data are cleared either on leave of zone, on talk to different character or never. List of variables used by sprites is in appendix B..

<resp newstate="newstatename">Response text</resp>

<resp scene="charlotte\_sex\_a">Go to sex scene response</resp>

<resp go="zone\_frame\_label">Go to zone</resp>

<resp newstate="newstatename" scene="charlotte\_sex\_a">Sex scene with state change</resp>

<resp newstate="newstatename" go="zone\_name">Go to zone with state change</resp>

Most important tag defines clickable response buttons text and function. Maximum 6 response tags may be defined in one state. Response moves dialog to another state or loads a sex scene or triggers

player travel to another zone. Or state change with any of later two at once. All elements of <resp> tag are optional. Empty response tag is equivalent to unused response button. Response button is clickable even if not used, but does absolutely nothing in that case.

Since 0.670 *go* property has optional floor property, so player can go right to particular place in the zone if zone script supports that. i.e. <resp go="mainhall" floor="bathroom">Anne's shower</resp>

Response can have only single line non wrapping text.

Scene attribute value is scene in data/int/scenes/ file name minus extension. If you add new scene file from some old archive, the only you need to play it is <resp scene="filename"> tag.

<onleave newstate="newstatename" />

Defines state change if you click BACK button in that dialog state. So the dialog is in another state when you return to that character.

If more <onleave> tag are encountered in one state, only the last one takes effect.

Note: If you define a state with no response tags and with <onleave> tag, dialog is dead end you can recover by leaving and returning to character.

A state with neither <resp> nor <onleave> is dead end you can recover only by new game. Except that there is <set> tag in another character dialog modifying this character state.

Not implemented yet: <text> and <resp> text color change attribute.

### Additional hints

When you make any change to XML file, reload it by reentering dialog, definitely check gray debug text in upper left corner. Parser prints warnings and errors right below common variable dump.

Don't forget default branch in conditions when doing switch lists. Don't make Crow style code conditions:

```
IF genus == canine
```

```
  statement
```

```
IF genus == feline
```

```
  statement
```

```
IF genus == ursine
```

```
....
```

```
IF genus == last option
```

```
  statement
```

It unnecessary wastes time by evaluating all conditions even when the first one was already hit and most important it breaks down when no condition is hit. (Variable undefined yet, wrong value,...)

The correct code is

```
IF genus == canine
```

```
  statement
```

```
ELSIF genus == feline
```

```
  statement
```

```
ELSIF genus == ursine
```

```
....
```

```
ELSE
```

```
  statement
```

So it skips the rest when the condition is hit for the first time and has default way.

### Configuration file

The configuration is in XML file since v0.670, hth\_config.xml next to launcher file.

The content is self explanatory.

Supports only <set> tags, all other is ignored. The same <set vari="..." value="..."> tags as in dialog files is used to assign any root level variable. Except that it defines new variable if it does not exists yet. This can used to define only simple string type variables, can't create new arrays, objects or functions (root methods).

In version 0.670:

```
<set vari="prego_mode" value="on" />
```

```
<set vari="prego_mode" value="off" />
```

Whether you do or don't like Rio sprite pregnancy. Not drawn in scenes unfortunately.

```
<set vari="dialog_xml_path" value="data/dialog/chat_" />
```

```
<set vari="dialog_sound_path" value="data/sounds/" />
```

Path to files loaded by dialog.

```
<set vari="show_debug_info" value="on" /> Show or not basic variables in dialog debug text.
```

```
<set vari="goodsight" value="on" /> Removes Jezza and Charlotte glasses if you don't like glasses.
```

```
<set vari="clear_sprite_data_on" value="never" />
```

```
<set vari="clear_sprite_data_on" value="zone" />
```

```
<set vari="clear_sprite_data_on" value="character" />
```

Clear sprite data (reset sprites) on entering different zone or talking to different character. Or never.

## Appendix A: Global root level variables

### **npc**

Most important variable in the game with dual use. It's assigned character name to load when entering dialog page and it's assigned sex scene name when entering scene. Actually both dialog and scenes are loaded on the same object node `_root.LVL.NPC`

It's not used for sex scene name since v0.670. It was impractical because is easy to break the game and threesome scenes don't know which character to return to for dialog. It's subject to change in updates. The sex scene name is handled by the **scene** variable since v0.670.

### **npc\_status**

This variable is assigned scene result. It's used for dialog steering and also for some sprites (both in dialog and in zones) getting naked and jizzed.

Unfortunately it's implemented very inconsistent, so some scenes assigned "done" or "back", some "foreplay\_done" or "sex\_done". Most scenes doesn't assign this variable at all. Also it's one variable for all characters. I've updated returned values to contain character name in some scenes I've modified. This is definitely candidate for some update.

Since 0.670 the sprites are controlled by `spritedata` dynamic two level array list. The items should be accessed only by root level functions only. Data can be changed only in dialogs by `<sprite>` tag with `data="..."` and `value="..."` parameters. May be combined with `obj` and `play/stop` parameters.

### **character\_data**

A set of variables by character names `%npc%_data` (i.e. `kristy_data`, `rio_data`, etc.) These variables contain current dialog state for each character. Most of these were not really used in previous game versions so for some characters are not even defined at root level (Ava, Ginger fixed)

My Ginger scene mod uses `ginger_data` to control her gender. If `ginger_data == "herm"` a dick/balls are in the scene, otherwise Ginger is a female. I'm going to change this so there can be more that one state for Ginger herm mode.

### **zone**

**floor** (=place in the zone, usually not really a floor)

Variables assigned by zones as you move. The main purpose is to return you to the same place you entered dialog from. Zone variable also switches the dialog background and most scenes backgrounds. Sprite dress is often switched per this variable.

Note: Because Crow's code is highly inconsistent, zone variable values (names) differ from frame labels used to call levels for some zones and also in most cases differs from zone file names. So this is awful chaos. Unfortunately this is going to take time to fix but it is high on the todo list.

Fixed that in version 0.670, at least for dialog moves and dialog returns. Map uses legacy way.

You can hit "`" key to bring debug menu with current zone and floor variable values which you can use for dialog moves.

Zone name table:

<b>zone variable value</b>	<b>Frame name tag for zone-move calls Not used in dialog anymore</b>	<b>Zone file to load</b>
visitorscenter	visitorscenter	hth_visitorscenter.swf
theglassroom	theglassroom	hth_glassroom.swf
theglassroombar	theglassroombar	hth_glassroom_floor1.swf
theglassroomroof	theglassroomroof	hth_glassroom_roof.swf
thetower	thetower	hth_thetower.swf
	thetowerelevator	hth_thetower_elevator.swf
	thetowerelevatorexit	hth_thetower.swf (el_ex)
thetowerfloor1	thetowerfloor1	hth_floor1.swf
thetowerfloor2	thetowerfloor2	hth_houseofeve.swf
floor3	thetowerfloor3	hth_floor3.swf
thetowerfloor4	thetowerfloor4	hth_neonlights.swf
thetowerfloor5	thetowerfloor5	hth_floor5.swf
hetowerfloor6	thetowerfloor6	hth_floor6.swf
thetowerfloor7	thetowerfloor7	hth_floor7.swf
thetowerfloor8	thetowerfloor8	hth_floor8.swf"
	thetowerfloor9	hth_floor9.swf
	thetowerprivaterooms	hth_thetower_private_rooms.swf
mainhall	themainhall	hth_mainhall.swf
	themainhall_floor1	hth_mainhall_floor1.swf
	houseofmax	hth_houseofmax.swf
	themainhallroom1	hth_mainhallroom1.swf
mainhall	themainhallroom2	hth_mainhallroom2.swf
thewalk	thewalk	hth_thewalk.swf
	thewalkelementfire	hth_thewalk_element_fire.swf
	thewalkelementwater	hth_thewalk_element_water.swf
thevilla	thevilla	hth_villa.swf
	thevillalobby	hth_villa_lobby.swf
	thevillapool	hth_villa_pool.swf
thelibrary	thelibrary	hth_library.swf
novabeach	novabeach	hth_novabeach.swf
	he_crows_nest	hth_the_crows_nest.swf
the_greenhouse	the_greenhouse	hth_the_greenhouse.swf
thenorthernfalls	thenorthernfalls	hth_northernfalls.swf
stone_key_ruins	stone_key_ruins	hth_stone_key_ruins.swf
nariatt_beach	nariatt_beach	hth_nariatt_beach.swf

<b>zone variable value</b>	<b>Frame name tag for zone move calls Not used in dialog anymore</b>	<b>Zone file to load</b>
	studio	hth_studio_a1.swf
	stage_unit_1	hth_stage_unit_1.swf
theemeraldhotsprings	theemeraldhotsprings	hth_emeraldhotsprings.swf
thegoldroom	thegoldroom	hth_thegoldroom.swf
shade_beach	shadebeach	hth_shadebeach.swf
stone_circle_ruins	stone_circle_ruins	hth_stone_circle_ruins.swf
sun_temple_ruins	sun_temple_ruins	hth_sun_temple_ruins.swf
	vaultus	hth_vaultus.swf
none	aztier	hth_aztier.swf
	naranvad	hth_naranvad.swf
	octus	hth_octus.swf
	rainnem	hth_wraithfang.swf
	exyon	hth_pyron.swf
	xendreal	hth_treal.swf
	classic	hth_hthclassic.swf
	character (dialog)	hth_character.swf
	guide	hth_guide.swf
player_private_room	private_room	private_room.swf
eve_private_room	eve_private_room	eve_private_room.swf
private_room_rose	event	hth_event.swf
	alpha_cmd	alpha_cmd.swf (missing)

Player properties, mostly used only for scene dick selection. Should be used in dialogs.

**gender**  
**genus**  
**species**

**flashplayer** (default, fp11)

Distinguishes browser version (hth\_launch.swf) and binary version (hth\_launch\_fp11.exe).

Controls whether to play video sequences (lag badly in browser).

Browser prevents Flash from loading local files (at normal safety settings) thus browser version is useless for XML dialogs.

**prego\_mode**(on, off) – loaded from hth\_config.xml file

**rio\_pg** (number)

Controls Rio sprite pregnancy. rio\_pg starts at 1 for basic non-pregnant sprite and increments

(endlessly) each vaginal scene. If prego\_mode is on, Rio sprite is at pregnancy phase frame equal to rio\_pg or at maximum when 9 or greater.

## Appendix B: Sprite actions and sprite data

These are actions controlled from dialog by <sprite> tags.

obj="object within the sprite" play= for sequence or stop= for particular frame, name of the frame.

Use data= and value= when you want the sprite to remember the object setting after dialog leave.

List of tags will be extended further as more sprites get SWF/scripts updated.

### **Amber**

```
<sprite obj="amber.dress" stop="casual" data="dress" value="casual" />
<sprite obj="amber.dress" stop="working" data="dress" value="working" />
<sprite obj="amber.dress" stop="gold" data="dress" value="gold" />
<sprite obj="amber.dress" stop="nude" data="dress" value="nude" />
```

### **Anahi**

```
<sprite obj="sprite.anahi.dress" stop="light" data="dress" value="light" />
<sprite obj="sprite.anahi.dress" stop="topless" data="dress" value="topless" />
<sprite obj="sprite.anahi.dress" stop="thick" data="dress" value="thick" />
<sprite obj="sprite.anahi.dress" stop="nude" data="dress" value="nude" />
<sprite obj="sprite.anahi.cum" stop="on" data="cum" value="on" />
<sprite obj="sprite.anahi.cum" stop="off" data="cum" value="off" />
```

### **Anne**

#### Dress

```
<sprite obj="sprite.anne.DTT" stop="nude" data="dress" value="nude" />
<sprite obj="sprite.anne.DTT" stop="golden" data="dress" value="golden" />
<sprite obj="sprite.anne.DTT" stop="pink" data="dress" value="pink" />
<sprite obj="sprite.anne.DTT" stop="bikini" data="dress" value="bikini" />
<sprite obj="sprite.anne.DTT" stop="topless" data="dress" value="topless" />
<sprite obj="sprite.anne.DTT" stop="black" data="dress" value="black" />
<sprite obj="sprite.anne.DTT" stop="undies" data="dress" value="undies" />
<sprite obj="sprite.anne.DTT" stop="orange" data="dress" value="orange" />
<sprite obj="sprite.anne.DTT" stop="dress" data="dress" value="dress" />
```

#### Head

```
<sprite obj="sprite.anne.head_set" stop="right" data="head" value="right" />
<sprite obj="sprite.anne.head_set" stop="straight" data="head" value="straight" />
```

### **Andrea**

```
<sprite obj="andrea.dress" stop="gold" data="dress" value="gold" />
<sprite obj="andrea.dress" stop="casual" data="dress" value="casual" />
<sprite obj="andrea.dress" stop="nice" data="dress" value="nice" />
<sprite obj="andrea.dress" stop="nude" data="dress" value="nude" />
<sprite obj="andrea.head" stop="straight" />
<sprite obj="andrea.head" play="straight" /> turns head straight temporary
<sprite obj="andrea.head" stop="right" />
<sprite obj="andrea.head" play="right" /> Andrea moves head once a time by default
```

### **Ava**

```
<sprite obj="ava.top" stop="off" data="top" value="on" /> Dress top.
```

```
<sprite obj="ava.top" stop="off" data="top" value="off" /> Sprite has not all drawing to get naked.
```

```
<sprite data="talkloops" value="5" /> Mouth talk time in loop count
```

```
<sprite obj="ava.head_motion.head.mouth" play="talk" /> Moves mouth (talks) for talkloops
```

Need to set talkloops before each talk action because the simple script decrements this data during talk.

### **Bella**

```
<sprite obj="bella.bella_dtt" stop="a" data="dress" value="a" />
<sprite obj="bella.bella_dtt" stop="b" data="dress" value="b" />
<sprite obj="bella.bella_dtt" stop="c" data="dress" value="c" />
<sprite obj="bella.bella_dtt" stop="nude" data="dress" value="nude" />
```

Speech with sound and synchronized face movement.

```
<sprite obj="bella.DIALOG" play="a_gr" />
<sprite obj="bella.DIALOG" play="a_sb" />
<sprite obj="bella.DIALOG" play="b" />
<sprite obj="bella.DIALOG" play="c" />
<sprite obj="bella.DIALOG" play="d" />
<sprite obj="bella.DIALOG" play="e" />
<sprite obj="bella.DIALOG" play="done" />
<sprite obj="bella.DIALOG" play="back" />
<sprite obj="bella.DIALOG" play="a_skip" />
```

Non-ordinary dialogs: sprite triggers scene load at the end of sequence:  
(but it works only with scene variable assigned for particular scene)

```
<sprite obj="bella.DIALOG" play="tittyfuck" />
<sprite obj="bella.DIALOG" play="blowjob" />
<sprite obj="bella.DIALOG" play="oral" />
<sprite obj="bella.DIALOG" play="missionary" />
<sprite obj="bella.DIALOG" play="cowgirl" />
<sprite obj="bella.DIALOG" play="anal" />
```

### **Brandy**

```
<sprite obj="brandy" stop="nude" data="dress" value="nude" />
<sprite obj="brandy" stop="dressed" data="dress" value="dressed" />
```

### **Charlotte**

```
<sprite obj="charlotte.head_rig.head_roll.head_set.head_motion.head.glasses" stop="on"
data="glasses" value="on" />
<sprite obj="charlotte.head_rig.head_roll.head_set.head_motion.head.glasses" stop="off"
data="glasses" value="off" />
<sprite obj="charlotte.boob_a" play="2" /> Bounces boobs
<sprite obj="charlotte.boob_b" play="2" />
```

Talking:

```
<sprite obj="charlotte.DIALOG" play="C1" />
<sprite obj="charlotte.DIALOG" play="C2" />
<sprite obj="charlotte.DIALOG" play="C2b" />
<sprite obj="charlotte.DIALOG" play="C3" />
<sprite obj="charlotte.DIALOG" play="C3b" />
<sprite obj="charlotte.DIALOG" play="C5" /> there is really no C4
```

### **Eve**

```
<sprite obj="eve.tits_set.tits_motion.tits.DTT_eve_top" stop="nude" data="top" value="nude" />
<sprite obj="eve.tits_set.tits_motion.tits.DTT_eve_top" stop="blue" data="top" value="blue" />
<sprite obj="eve.tits_set.tits_motion.tits.DTT_eve_top" stop="white" data="top" value="white" />
<sprite obj="eve.shirt" stop="on" data="shirt" value="on" /> fits white top
<sprite obj="eve.shirt" stop="off" data="shirt" value="off" />
```

```
<sprite obj="eve.cock.pants" stop="on" data="pants" value="on" /> Not tested yet
<sprite obj="eve.cock.pants" stop="off" data="pants" value="off" />
<sprite obj="eve.cock" play="go" /> Erects cock
<sprite obj="eve.cock" stop="standby" /> Retracts cock
```

### **Ginger**

```
<sprite obj="ginger.char" stop="dressed" data="dress" value="dressed" />
<sprite obj="ginger.char" stop="topless" data="dress" value="topless" />
```

### **Goldie**

```
<sprite obj="goldie.dress" stop="bikini" data="dress" value="bikini" />
<sprite obj="goldie.dress" stop="nightie" data="dress" value="nightie" />
<sprite obj="goldie.dress" stop="nude" data="dress" value="nude" />
```

Doesn't work for Emerald Hot Springs sprite

### **Jade**

```
<sprite obj="variant" stop="standing" data="variant" value="standing" />
<sprite obj="variant" stop="lying" data="variant" value="lying" />
<sprite obj="variant.jade.dress" stop="red" data="dress" value="red" />
<sprite obj="variant.jade.dress" stop="black" data="dress" value="black" />
<sprite obj="variant.jade.dress" stop="green" data="dress" value="green" /> Lying only
<sprite obj="variant.jade.dress" stop="nude" data="dress" value="nude" />
```

### **Jasmine**

```
<sprite obj="sprite.jasmine.top" stop="on" data="top" value="on" />
<sprite obj="sprite.jasmine.top" stop="off" data="top" value="off" />
<sprite obj="sprite.jasmine.bottom" stop="on" data="bottom" value="on" />
<sprite obj="sprite.jasmine.bottom" stop="off" data="bottom" value="off" />
<sprite obj="sprite.jasmine.head.hair" stop="normal" data="hair" value="normal" />
<sprite obj="sprite.jasmine.head.hair" stop="chero" data="hair" value="chero" />
```

### **Jaymee**

```
<sprite obj="sprite.jaymee.dress" stop="nightie" data="dress" value="nightie" />
<sprite obj="sprite.jaymee.dress" stop="topless" data="dress" value="topless" />
<sprite obj="sprite.jaymee.dress" stop="dress" data="dress" value="dress" />
<sprite obj="sprite.jaymee.dress" stop="nude" data="dress" value="nude" />
```

### **Jeanette**

```
<sprite obj="sprite.jeanette.dress" stop="jeans" data="dress" value="jeans" />
<sprite obj="sprite.jeanette.dress" stop="dress" data="dress" value="dress" />
<sprite obj="sprite.jeanette.dress" stop="panties" data="dress" value="panties" />
<sprite obj="sprite.jeanette.dress" stop="nude" data="dress" value="nude" />
<sprite obj="sprite.jeanette.dress" stop="dress2" data="dress" value="dress2" /> can't see
difference to dress
<sprite obj="sprite.jeanette.blush" stop="on" data="blush" value="on" />
<sprite obj="sprite.jeanette.blush" stop="off" data="blush" value="off" />
<sprite obj="sprite.jeanette.body.pussy" stop="a" data="pussy" value="a" />
<sprite obj="sprite.jeanette.body.pussy" stop="b" data="pussy" value="b" />
<sprite obj="sprite.jeanette.body.pussy" stop="c" data="pussy" value="c" />
<sprite obj="sprite.jeanette.body.pussy" stop="d" data="pussy" value="d" />
<sprite obj="sprite.jeanette.body.pussy" stop="e" data="pussy" value="e" />
<sprite obj="sprite.jeanette.body.pussy" stop="f" data="pussy" value="f" />
```

```

<sprite obj="sprite.jeanette.head_rig.head_set" stop="straight" data="head" value="straight" />
<sprite obj="sprite.jeanette.head_rig.head_set" stop="middleleft" data="head" value="middleleft" /
>
<sprite obj="sprite.jeanette.head_rig.head_set" stop="left" data="head" value="left" />
Talk has different objects for head positions.
In straight position: No mouth movement available
Middle left pos: <sprite obj="sprite.jeanette.head_rig.head_set.head.muzzle" play="talk" />
Left position: <sprite obj="sprite.jeanette.head_rig.head_set.head" play="talk" />
Talk is stopped by head movement.

```

## Jezzel

```

<sprite obj="sprite.ICO" play="go" /> sprite bounces once
Dress
<sprite obj="sprite.ICO.DTT_top" stop="on" data="top" value="on" />
<sprite obj="sprite.ICO.DTT_top" stop="off" data="top" value="off" />
<sprite obj="sprite.ICO.DTT_bottom" stop="on" data="bottom" value="on" />
<sprite obj="sprite.ICO.DTT_bottom" stop="off" data="bottom" value="off" />
<sprite obj="sprite.ICO.DTT_top" play="go" /> top undress animation, unfortunately missing stop
script in last frame. Can't add script tag in current FFDec version.
Jizzed face:
<sprite obj="sprite.ICO.head_set.head_motion.head.cum" stop="on" />
<sprite obj="sprite.ICO.tuft_set.cum" stop="on" />
<sprite obj="sprite.ICO.cum" stop="on" data="cum" value="on" />
<sprite obj="sprite.ICO.head_set.head_motion.head.cum" stop="off" />
<sprite obj="sprite.ICO.tuft_set.cum" stop="off" />
<sprite obj="sprite.ICO.cum" stop="off" data="cum" value="off" />
Mouth animations:
<sprite obj="sprite.ICO.head_set.head_motion.head.muzzle_set" stop="a" /> shut mode
<sprite obj="sprite.ICO.head_set.head_motion.head.muzzle_set" stop="b" /> lick mode
<sprite obj="sprite.ICO.head_set.head_motion.head.muzzle_set" stop="c" /> open mode
<sprite obj="sprite.ICO.head_set.head_motion.head.muzzle_set.muzzle" play="in" /> runs
animation for once per one of modes above
<sprite obj="sprite.ICO.head_set.head_motion.head.glasses" stop="on" data="glasses" value="on" /
>
<sprite obj="sprite.ICO.head_set.head_motion.head.glasses" stop="off" data="glasses"
value="off" />b

```

## Kendra

```

<sprite obj="kendra" stop="dressed" data="dress" value="dressed" />
<sprite obj="kendra" stop="nude" data="dress" value="nude" />
<sprite obj="kendra.head_set" stop="left" />
<sprite obj="kendra.head_set" stop="straight" />
For straight head only:
<sprite obj="kendra.head_set.head_motion.head.muzzle_controller" play-stop="a" /> "b","c","d"

```

## Kira

```

<sprite obj="kira" stop="dressed" data="dress" value="dressed" />
<sprite obj="kira" stop="nude" data="dress" value="nude" />
<sprite obj="kira.head.face.glasses" stop="on" data="glasses" value="on" />
<sprite obj="kira.head.face.glasses" stop="off" data="glasses" value="off" />
<sprite obj="kira.laptop" stop="on" data="laptop" value="on" />

```

```
<sprite obj="kira.laptop" stop="off" data="laptop" value="off" />
<sprite obj="kira.shoes" stop="on" data="shoes" value="on" />
<sprite obj="kira.shoes" stop="off" data="shoes" value="off" />
```

### **Kristy**

```
<sprite obj="kristy.DTT" stop="on" data="dress" value="on" />
<sprite obj="kristy.DTT" stop="off" data="dress" value="off" />
```

### **Kylie**

```
<sprite obj="kylie.panties" stop="on" data="panties" value="on" />
<sprite obj="kylie.panties" stop="off" data="panties" value="off" />
```

### **Lucky**

```
<sprite obj="lucky" stop="dressed" data="dress" value="dressed" />
<sprite obj="lucky" stop="nude" data="dress" value="nude" />
```

### **Michelle**

#### Dress

```
<sprite obj="sprite.michelle.DTT_BOTTOM" stop="a" data="bottom" value="a" />
<sprite obj="sprite.michelle.DTT_BOTTOM" stop="b" data="bottom" value="b" />
<sprite obj="sprite.michelle.DTT_BOTTOM" stop="nude" data="bottom" value="nude" />
<sprite obj="sprite.michelle.DTT_TOP" stop="on" data="top" value="slutwear" />
<sprite obj="sprite.michelle.DTT_TOP" stop="off" data="top" value="nude" />
<sprite obj="sprite.michelle.bikini" stop="on" data="top" value="bikini" />
<sprite obj="sprite.michelle.bikini" stop="off" data="top" value="nude" />
```

#### Collar

```
<sprite obj="sprite.michelle.neck.DTT_COLLAR" stop="a" data="collar" value="a" />
<sprite obj="sprite.michelle.neck.DTT_COLLAR" stop="b" data="collar" value="b" />
```

#### Tits jewellery

```
<sprite obj="sprite.michelle.tits_set.nipple_a" stop="on" data="gold" value="on" />
<sprite obj="sprite.michelle.tits_set.nipple_b" stop="on" />
<sprite obj="sprite.michelle.tits_set.nipple_a" stop="off" data="gold" value="off" />
<sprite obj="sprite.michelle.tits_set.nipple_b" stop="off" />
```

Mouth movement: set talkloops data before each talk call because talk script decrements this value every loop

```
<sprite data="talkloops" value="1" /> any number
<sprite obj="michelle.head_rig.head_set.head_motion.head.muzzle" play="talk" />
```

### **Racquel**

#### Dress

```
<sprite obj="sprite.racquel.tits_set.tits_motion.tits.DTT_Top" stop="on" data="top" value="on" />
<sprite obj="sprite.racquel.tits_set.tits_motion.tits.DTT_Top" stop="off" data="top" value="off" />
<sprite obj="sprite.racquel.body.DTT_midsection" stop="on" />
<sprite obj="sprite.racquel.body.DTT_midsection" stop="off" />
<sprite obj="sprite.racquel.body.DTT_hips" stop="short" data="bottom" value="short" />
<sprite obj="sprite.racquel.body.DTT_hips" stop="long" data="bottom" value="long" />
<sprite obj="sprite.racquel.body.DTT_hips" stop="nude" data="bottom" value="nude" />
```

#### Head movement

```
<sprite obj="sprite.racquel.head_rig.head_roll" stop="left" />
<sprite obj="sprite.racquel.head_rig.head_roll" stop="straight" />
```

For head straight position only:

```
<sprite obj="sprite.racquel.head_rig.head_roll.head_motion.head.teeth" stop="a" data="teeth" value="a" /> "a" to "e"  
<sprite obj="sprite.racquel.head_rig.head_roll.head_motion.head.earrings" stop="on" />  
<sprite obj="sprite.racquel.head_rig.head_roll.head_motion.head.earrings" stop="off" />  
<sprite obj="sprite.racquel.head_rig.head_roll.head_motion.head.hair" stop="a" data="hair" value="a" /> "a" to "e"
```

## Rio

Dress:

```
<sprite obj="rio.DTT_tshirt" stop="nci" data="dress" value="nci" />  
<sprite obj="rio.DTT_tshirt" stop="mh" data="dress" value="mh" />  
<sprite obj="rio.DTT_tshirt" stop="strips" data="dress" value="strips" />  
<sprite obj="rio.DTT_tshirt" stop="nude" data="dress" value="nude" />
```

Speech:

```
<sprite obj="rio.DIALOG" play="a_mh" /> Main Hall  
<sprite obj="rio.DIALOG" play="b_mh" />  
<sprite obj="rio.DIALOG" play="c_mh" />  
<sprite obj="rio.DIALOG" play="a_ehs" /> Emerald Hot Springs, except Rio is not there  
<sprite obj="rio.DIALOG" play="b_ehs" />  
<sprite obj="rio.DIALOG" play="c_ehs" />  
<sprite obj="rio.DIALOG" play="done" />  
<sprite obj="rio.DIALOG" play="back" />  
<sprite obj="rio.DIALOG" play="a_skip" />
```

Non-ordinary dialogs: sprite triggers scene load at the end of sequence:  
(but it works only with scene variable assigned for particular scene)

```
<sprite obj="rio.DIALOG" play="blowjob" />  
<sprite obj="rio.DIALOG" play="missionary" />  
<sprite obj="rio.DIALOG" play="cowgirl" />  
<sprite obj="rio.DIALOG" play="doggystyle" />  
<sprite obj="rio.DIALOG" play="doggystyle_b" />  
<sprite obj="rio.DIALOG" play="threeway" />
```

## Shelly

Dress

```
<sprite obj="shelly.dress" stop="on" data="dress" value="on" />  
<sprite obj="shelly.dress" stop="off" data="dress" value="off" />
```

Head

```
<sprite obj="shelly.char.head" stop="straight" />  
<sprite obj="shelly.char.head" stop="right" />
```

Talk animation only for head right:

```
<sprite data="talkloops" value="5" /> any number  
<sprite obj="shelly.char.head.shelly_head.shelly_bottom_jaw" play="talk" />
```

## Shemyay

Shemyay standing sprite in dialog has less dress variants than sitting sprite in zones

```
<sprite obj="shemyay.dress" stop="casual" data="dress" value="casual" />  
<sprite data="dress" value="gold" /> appears in zone  
<sprite data="dress" value="green" /> appears in zone  
<sprite obj="shemyay.dress" stop="nude" data="dress" value="nude" />
```

Hand (dialog sprite only)

```
<sprite obj="shemyay.hand" stop="up" />  
<sprite obj="shemyay.hand" stop="down" />
```

## Star

```
<sprite obj="star.head" stop="straight" data="head" value="straight" />
<sprite obj="star.head" stop="left" data="head" value="left" />
<sprite obj="star.top" stop="on" data="top" value="on" />
<sprite obj="star.top" stop="off" data="top" value="off" />
```

## Tanya

### Dress

```
<sprite obj="sprite.tanya.DTT.bikini" stop="blue" data="bikini" value="blue" />
<sprite obj="sprite.tanya.DTT.bikini" stop="gold" data="bikini" value="gold" />
<sprite obj="sprite.tanya.DTT.bikini" stop="pink" data="bikini" value="pink" />
<sprite obj="sprite.tanya.DTT.bikini" stop="nude" data="bikini" value="nude" />
<sprite obj="sprite.tanya.DTT.bikini" stop="strips" data="bikini" value="strips" />This does not fit.
```

## Valeriya

### Dress

```
<sprite obj="valeriya.DTT_top" stop="on" data="top" value="on" />
<sprite obj="valeriya.DTT_top" stop="off" data="top" value="off" />
<sprite obj="valeriya.DTT_bottom" stop="on" data="bottom" value="on" />
<sprite obj="valeriya.DTT_bottom" stop="off" data="bottom" value="off" />
```

### Jizz

```
<sprite obj="valeriya.top_cum" stop="on" data="top_cum" value="on" />
<sprite obj="valeriya.top_cum" stop="off" data="top_cum" value="off" />
<sprite obj="valeriya.bottom_cum" stop="on" data="bottom_cum" value="on" />
<sprite obj="valeriya.bottom_cum" stop="off" data="bottom_cum" value="off" />
```

### Hair

```
<sprite obj="valeriya.hair" stop="up" data="hair" value="up" />
<sprite obj="valeriya.hair" stop="down" data="hair" value="down" />
<sprite obj="valeriya.head.face.scarf" stop="on" data="scarf" value="on" />
<sprite obj="valeriya.head.face.scarf" stop="off" data="scarf" value="off" />
```

## Vixxen

### Dress

```
<sprite obj="sprite.vixxen.DTT_TOP" stop="xmas" data="top" value="xmas" />
<sprite obj="sprite.vixxen.DTT_TOP" stop="dress" data="top" value="dress" />
<sprite obj="sprite.vixxen.DTT_TOP" stop="flowers" data="top" value="flowers" />
<sprite obj="sprite.vixxen.DTT_TOP" stop="nude" data="top" value="nude" />
<sprite obj="sprite.vixxen.DTT_BOTTOM" stop="trousers" data="bottom" value="trousers" />
<sprite obj="sprite.vixxen.DTT_BOTTOM" stop="flowers" data="bottom" value="flowers" />
<sprite obj="sprite.vixxen.DTT_BOTTOM" stop="scarf" data="bottom" value="scarf" />
<sprite obj="sprite.vixxen.DTT_BOTTOM" stop="nude" data="bottom" value="nude" />
<sprite obj="sprite.vixxen.armbands" stop="on" data="bands" value="on" />
<sprite obj="sprite.vixxen.armbands" stop="off" data="bands" value="off" />
<sprite obj="sprite.vixxen.legbands" stop="on" /> (uses the same bands data as above)
<sprite obj="sprite.vixxen.legbands" stop="off" />
```

### Mouth movement

```
<sprite data="talkloops" value="2" /> any number
<sprite obj="sprite.vixxen.head.muzzle" play="talk" />
```

End of document