

XML Documentation

This lists all of the possible tags and arguments that EveryGame accepts.

```
<game>
  xml_version=[float]
    "Version of the program needed to view this xml file"

<single_tap>
<double_tap>
<triple_tap>
<quad_tap>
  action=[string]
    "increment_side"
      args=[comma separated string]
        "wrap" (default cap)
        "target" (name of a piece to apply to. Default self.)
    "decrement_side"
      args=[comma separated string]
        "wrap" (default cap)
        "target" (name of a piece to apply to. Default self.)
    "set_side"
      args=[comma separated string]
        "int" (side to set to)
        "target" (name of a piece to apply to. Default self.)
    "random_side"
      args=[comma separated string]
        "v2" (first argument of 'v2' specifies new format."
        "underscore separated int list" (ie "2_3_4", random sides to choose
between. default=all.)
        "target" (name of a piece to apply to. Default self.)
    "random_side_at_location"
      args=[comma separated string]
        "location in which to randomize piece"
        "underscore separated int list" (ie "2_3_4", random sides to choose
between. default=all.)
    "move_piece"
      args=[comma separated string]
        "location name to move piece to"
        "target" (name of a piece to apply to. Default self.)
    "move_piece_at_location"
      args=[comma separated string]
        "location name to move piece from"
        "location name to move piece to." (optional, Default same as piece)
    "send_to_back"
      args=[comma separated string]
        "target" (name of a piece to apply to. Default self.)
        Moves piece to the bottom of its stack or queue
    "shuffle_location"
      args: No args
  args=[string list]
    "Comma separated list. Any combination from above allowed"

<piece_type>
  type = [string]
    "Identifier that must match location's valid_types"

<sides>
  paths = [string list]
    "A list of file names"

<initial_side>
  value = [int]

<points>
  value = [int]

<draggable>
  (version 1.1)
  value = [int]
    "0: Not draggable. 1: draggable (default)"

<initial_location>
  name = [string]
    "The name of a location"

<capture_location>
  (version 1.1)
  name = [string]
    "The name of a location or 'swap'. If moved to an occupied cell, piece
currently in the cell will move here"
    "If name='swap', the two pieces will trade spaces instead. Takes
precedence over <bounce_location>"

<bounce_location>
  (version 1.1)
  name = [string]
    "The name of a location or 'swap'. Piece will move here if in a cell,
and another piece moves in"
    "If name='swap', the two pieces will trade spaces instead"

<valid_types>
  types = [string list]
    "List of identifiers that one of which must match piece"

<corner_coord>
  board = [int]
  x = [int]
  y = [int]

<size>
  width = [int]
  height = [int]

<location_type>
  type = [string]
    "stack"
    "queue"
    "cell"

<location_display>
  type = [string]
    "no_display" (default)
    "count"
    "score"
    "name" (of location)
    "piece" (name of piece)
  show_empty = [int]
    "0: No display on empty. 1: display when empty (default)"
  font_size = [int]
    (default 42)
  font_color = [int,int,int]
    "Three comma separated ints for RGB value. Range 0-255 (default "0,0,0")"

<location_in_action>
<location_out_action>
  See <single_tap>
  action=[string]
  args=[string list]

<piece>...</piece>
  count = [int], optional
  "Create a Piece named ..."
  If count provide makes [int] copies, each called name_[int]"
<location>...</location>
  rows = [int], optional
  cols = [int], optional
  "Create a Location named ..."
  If rows/cols provided makes a grid of locations, each called name_[col]_[row]"

<board>...</board>
  edge = [int]
    "Screen edge to position tab. 3: The edge with the Options tab, 2-0 continue
counter-clockwise"
  position = [float]
    "Distance along screen edge to position tab. 0: corner nearest previous index,
1.0: corner nearest next index. (Default 0.8 as 1.0 is completely off screen)"
  "Create a Board named ..."
  The first Board is shown as the game background. Further Boards show up as tabs"

<action>
  type = [string]
    random_seed
      value = [int]
    single_tap
    double_tap
    triple_tap
    quad_tap
      x = [int]
      y = [int]
      board = [int]
    move_piece
      x = [int]
      y = [int]
      board = [int]
      to_x = [int]
      to_y = [int]
      to_board = [int]
    single_tap_name
    double_tap_name
    triple_tap_name
    quad_tap_name
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```
        name = [string]
            "The name of a piece to tap"
move_piece_name
    name = [string]
        "The name of the piece to move"
    from = [string]
        "The name of the source location"
    to = [string]
        "The name of the destination location"
```