

Pounce Data File Specifications

Storage Location

Pounce stores all its information on disk in a single file called **online.ini** in the following paths:

- **XP** - %USERPROFILE%\Local Settings\Application Data\Dragon's Eye Productions\Furcadia\
- **Vista/7** - %USERPROFILE%\AppData\Local\Dragon's Eye Productions\Furcadia\
- **Linux/Wine** - ~/.wine/drive_c/windows/profiles/\$USER/Local Settings/Application Data/Dragon's Eye Productions/Furcadia/

Data Storage & Updates

Pounce updates the data file under following conditions:

- On exit – when Pounce is told to close.
- When the player list is modified. This includes:
 - Adding/Removing a new player, dream or group to the list.
 - Changing the settings of an existing player/dream/group.
- *Possibly after a certain amount of time (UNVERIFIED).*

Temporary entries such as “unknown” furies or visited dreams (with an orange question mark icon) are not saved to the data file and disappear within the hour from their addition, or when Pounce is closed.

General Syntax

The data file stores each parameter on a new line and its arguments are separated by a TAB character (0x09). Each line ends with a Windows End-of-Line character combination (\r\n – 0x0d 0x0a) so at the end of the file, there will be a blank line.

The data file has the following structure:

- File identification & version info
- Global (Pounce-wide) settings
- Furre list
- Dream list
- Group list

File Identification & Version Info

A single line that comes at the beginning of the file with a single parameter – the syntax version:

```
FurcadiaOn      1.00
```

Global (Pounce-wide) Settings

These settings apply to the whole Pounce in general rather than individual users or groups:

```
ShowOffline    {1|0}
```

Show offline furies in the Pounce list: 1 = Show / 0 = Hide

```
ShowOnline     {1|0}
```

Show online furies in the Pounce list: 1 = Show / 0 = Hide

```
ShowUnknown   {1|0}
```

Show “unknown” (temporarily-saved) furies in the Pounce list: 1 = Show / 0 = Hide

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ShowUploadedDreams {1|0}

Show uploaded (“online”) dreams in the Pounce list: 1 = Show / 0 = Hide

ShowOfflineDreams {1|0}

Show unavailable (“offline”) dreams in the Pounce list: 1 = Show / 0 = Hide

ShowBookmarkedDreams {1|0}

Show bookmarked dreams (whether online or offline) in the Pounce list: 1 = Show / 0 = Hide

ShowVisitedDreams {1|0}

Show visited (“recent”) dreams in the Pounce list: 1 = Show / 0 = Hide

Sounds {1|0}

Toggle Pounce sounds (online/offline/chat notifications): 1 = On | 0 = Off

WindowPos <X1> <Y1> <X2> <Y2> <ShowOnLoad>

Controls the display of the Pounce window on the screen:

- **X1/Y1** – Coordinates for the upper-left corner of the Pounce window
- **X2/Y2** – Coordinates of the lower-right corner of the Pounce window
- **ShowOnLoad** – {1 = Show / 0 = Hide} Controls whether to show the window on startup or keep Pounce in tray until opened by the user.

Furre List

This is the list of fures and the per-furre settings associated with each one of them. Information about a single furre is stored on a separate line and always starts with the **Furre** parameter:

Furre <DisplayName> <Note> <SLI> <SLO> <SS> <SW> <LastSeen> <LC>
<GroupID>

- **DisplayName** – Furre’s display name. May contain regular space characters.
- **Note** – Optional note about the furre (usually empty).
- **SLI (Sound on Log In)** – {1 = Yes / 0 = No} Play a sound when furre logs in.
- **SLO (Sound on Log Out)** – {1 = Yes / 0 = No} Play a sound when furre logs out.
- **SS (Sound on Speech)** – {1 = Yes / 0 = No} Play a sound when furre says something.
- **SW (Sound on Whisper)** – {1 = Yes / 0 = No} Play a sound when furre whispers.
- **LastSeen** – UNIX timestamp of when the furre was last seen online (0 = Never).
- **LC (Last Contact)** – Shortname of the last furre (on local machine) to whisper them or receive a whisper from them. Empty if this furre was never whispered or vice-versa.
- **GroupID** – ID number of a Pounce group this furre belongs to (0 = No Group).

Dream List

This is the list of dreams and settings related to each dream in the list. Information about a single dream is stored on a separate line and always starts with the **Dream** parameter:

Dream <DreamUrl> <Note> <SUP> <SDN> <LastSeen> <LC> <GroupID>

- **DreamUrl** – A dream URL used to access the dream (always starts with “firc://”).
- **Note** – Optional note about the dream (usually empty).
- **SUP (Sound when Up)** – {1 = Yes / 0 = No} Play a sound when dream goes up.
- **SDN (Sound when Down)** – {1 = Yes / 0 = No} Play a sound when dream goes down.
- **LastSeen** – UNIX timestamp of when the dream was last seen up (0 = Never).
- **LC (Last Contact?)** – (UNCLEAR) Possibly related to the **Furre** parameter syntax – always empty?

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- **GroupID** – ID number of a Pounce group this dream belongs to (0 = No Group).

Group List

Pounce allows furies and dreams to be grouped (note the **GroupID** arguments on the previous page). The settings for each group are usually specified last and always begin with the **Group** parameter:

Group <GroupName> <GroupID> <GroupState>

- **GroupName** – Name of the group as seen by the user.
- **GroupID** – Unique ID number of this group that represents it in **Furie** and **Dream** parameters. The number starts from 1 and goes up. ID 0 is reserved to “No Group” and can’t be used.
- **GroupState** – {1 = Collapsed / 2 = Expanded} Specifies what state this group should be in when Pounce starts. **(UNCLEAR)**