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## What's in a Name

15 posts



Posts: 11  
Joined: 2008-03-21



by **Wyldanimal** on Sun Aug 17, 2008 06:06 pm

Edit

### Part 1

I've wondered what the files names mean..  
What I figured out...

Each Model / Dance has a folder which is her Card Number with an "a" in front of it.  
Silver / Beauty Queen is Card #1

So her folder is a0001 a 4 digit card number with leading Zeros..

In each models folder are all of the dances they can preform.  
At first the file names seem random with no meaning.  
But after watching a number of dances.  
A pattern starts to develop

Here is what I have put together.

The File Names have the card number as a prefix "acccc\_" where cccc is the card number with leading Zeros.

Card # 1 would be a0001\_  
Card # 304 would be a0304\_

Then there is a Dance Number.  
the dance number can be a 4, 5, or 6 digit number and it is split in two parts  
dxxx  
ddxxx  
dddxxx

The First part is either a 1,2, or 3 digit number the "d" part  
The Second part is the Last 3 digits or the "xxx" part

So if we put this all together there are three lengths of filenames

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Posts: 11  
Joined: 2008-03-21



by **Wyldanimal** on Sun Aug 17, 2008 06:07 pm

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### Part 2

VGHD FileNames:

acccc\_dxxx.vghd  
acccc\_ddxxx.vghd  
acccc\_dddxxx.vghd

What the Parts Mean:

The xxx or last 3 digits of the dance number Determine what type of Dance it is..  
acccc\_ddd1xx No-Nudity  
acccc\_ddd2xx Topless  
acccc\_ddd3xx Full Nudity  
acccc\_ddd4xx Explicit

xx are numbers to determine what clip of that dance it is...

the "d", "dd", "ddd" determines what kind of show it is...

acccc\_0xxx.vghd Starts out Standing  
acccc\_1xxx.vghd Starts out Sitting Only  
acccc\_2xxx.vghd Starts out climbing up on to a Table  
acccc\_3xxx.vghd Duo One Sitting One Standing  
acccc\_4xxx.vghd Starts out with a Pole  
acccc\_32xxx.vghd Walks out with a Prop  
acccc\_33xxx.vghd Sitting with a Prop  
acccc\_34xxx.vghd On Table with a Prop  
acccc\_64xxx.vghd Walk out / Crawl out  
acccc\_66xxx.vghd Climb Up on Table  
acccc\_68xxx.vghd Pole Dance  
acccc\_96xxx.vghd walk out to pole  
acccc\_98xxx.vghd Climb up on Table with Prop  
acccc\_100xxx.vghd Start at Pole with Prop

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Posts: 11  
Joined: 2008-03-21



by **Wyldanimal** on Sun Aug 17, 2008 06:18 pm

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If anyone can elaborate on the file names any more please share it.

I've written my own VGHD interface that lets me pick out a card from my collection, a play a specific type of Dance..

This is for my own use, so please don't ask for a copy.

I'm trying to get to the point where I can select a specific Clip to play..

How it works..

I found two Registry settings that VGHD uses to Play a Card.

I Un-Check all of the Cards in my collection. Then Make VGHD Active so the RED V is in the task bar. (no cards checked, no Dance, but VGHD is waiting )

My program Scans My Collection and Displays a List of all of my Cards. It also shows me how many dancec and what type of dances, I pick a card and a dance type and click a button. The Card number and type of dance are sent to the registry, where VGHD picks it up and plays That Card and Type of dance.. Then goes back to waiting.... For my next choice.

I can now pick out a card and a dance type and have VGHD play it for me..

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by [jununger](#) on Sun Aug 17, 2008 06:30 pm

Close but no cigar ;)

Posts: 1333  
Joined: 2007-10-04



The part you call "ddd" is set by a bit system:

0 - plain full view dance  
1 - up front  
2 - behind taskbar  
4 - Pole  
8 - not used  
16 - Sign  
32 - Accessories (bag, blanket, gun etc.)  
64 - enter or exit

Add these bits together and you get the "ddd" code.

Ex: 98 = coming up from or going down (enter/exit = 64) behind the taskbar (behind = 2) having some kind of accessory (32) :)

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by [JonC001](#) on Sun Aug 17, 2008 06:57 pm

jununger,

Posts: 1019  
Joined: 2008-03-01



I was about to ask for help with this.

I see. maybe.

The "ddd" portion of the file name. The lowest is 0, then 1. Does it exactly double each time? And, are those all of the used possibilities? (I noticed that you marked one as not used)

If this is the case, then combining them would still work for dummies like me. I mean, I do not see a combination that would be the same as another combination.

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by [jununger](#) on Sun Aug 17, 2008 08:31 pm

Let me first add that there are mistakes in Wyldanimal's list above. Not all of the name descriptions given are correct.

Posts: 1333  
Joined: 2007-10-04



@Jon,

The bit system works like this: 0 + 1 + 2 + 4 + 8 + 16 ...etc...

1 + 2 = 3

3 + 4 = 7

7 + 8 = 15

etc...

If you add up the bits they are always one digit away from the next level making the system perfect for adding information in numbers.

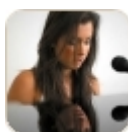
Let me give you another example.

Girl sitting on the taskbar with an umrella. Add 1 for sitting plus 32 for the umbrella. That equals 33 as the "ddd" code for that clip.

Today Totem use at least two of these codes to control how the software play the clips. The first is the code for the pole (4). This govern how the pole is extended when the clip is played in Full mode. The second control positioning and has to do with enter and exit (64) to align the clip correctly on screen.

Now these codes sometimes are set wrong making the clip not play out as it should. This is one thing the quality testers look for.

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by [JonC001](#) on Sun Aug 17, 2008 08:40 pm

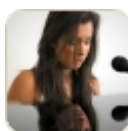
Thanks!

Posts: 1019  
Joined: 2008-03-01



You gave me enough information understand what I wanted to know. And way more information than I expected from someone who is so very busy.

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by [JonC001](#) on Sun Aug 17, 2008 09:13 pm

Let me see if I understand.

Posts: 1019  
Joined: 2008-03-01



Here are two file names as examples: a0011\_68203, a0456\_33405

a0011\_68203: this one has a pole, plus enter/exit  
a0456\_33405: this one has a pole, and up front

What is the difference between "up front" and "behind taskbar"?

Does enter/exit mean both coming up from below AND walking in from the side?

What are the last three digits? It does not make sense to me that they would be clip numbers since there are not that many clips for one card.

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Posts: 1333  
Joined: 2007-10-04

by [jununger](#) on Sun Aug 17, 2008 09:20 pm

"a0456\_33405: this one has a pole, and up front"

This is incorrect. It should be up front and with an accessory. The 4 (33[4]05) says that this is an explicit clip.

a0456 - this is the card "name"

33 - bit data (32 + 1)

4 - Level of erotica

05 - Sequence number to separate similar clips. In this case probably the number of explicit clips in the card.

the 64-bit is used for enter/exit both from the side and from behind the taskbar.

Last edited by jununger on Sun Aug 17, 2008 09:21 pm, edited 1 time in total.

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Posts: 572  
Joined: 2007-11-08

by [SexyAgent](#) on Sun Aug 17, 2008 11:26 pm

'up front' means on and/or in front of the task bar. Typically sitting on with legs over the front.

'behind' means behind the task bar. These are often encountered with entry or exit where they are behind the task bar, but also includes some standing behind.

One point to remember in all of this is that there are alot of cards out there with the wrong name.

33 should not have a pole, a pole is THE special accessory and would require the '4' bit to be set.

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Posts: 11  
Joined: 2008-03-21

by [Wyldanimal](#) on Mon Aug 18, 2008 01:27 am

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Here's a screen shot of my VGHD interface.

I can pick a card and a type of dance from a list.

The VGHD card is displayed along with the stats of how many and what kind of dances...

If I mouse over a Number, it shows a list of the clips for that style of dance...

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Posts: 14  
Joined: 2008-06-18

by [punkzilla](#) on Mon Aug 18, 2008 04:22 am

@Wyldanimal

Nice, wish that interface was part of the actual client. :(

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Posts: 190  
Joined: 2007-09-17

by [Patrick](#) on Mon Aug 18, 2008 06:49 am

@ Wyldanimal

Phssss!

Cut to the chase - who did all the nice work?

Last edited by Patrick on Mon Aug 18, 2008 06:50 am, edited 1 time in total.

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Posts: 11  
Joined: 2008-03-21

by [Wyldanimal](#) on Mon Aug 18, 2008 05:03 pm

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I think with the extra info the Junger provided, I'll be able to Impliment the bit wise Styles into the program.

So far the Only way I've been able to Get a Specific Dance to Play is as follows.

The Desired Danc File is selected.

The Type of Dance is determined: No Nudity, Full Nudity... Etc.

Then All of the Other Files for this card of the Same Type are renamed. I only change the Extension of the File.

The Card number and Type of Dance are Pushed on to the Registry.

VGHD then looks at the Dances for that Card, Since the Others have been renamed, only one valid Dance of the Selected type is Found and that Dance Clip is Played.

So Far It seems to Work.. What I did stumble on is that if NO valid Dance files are found VGHD marks the Card for Deletion.

You then Have to re-download the card...

I have a full backup of my cards so I can restore all the files, and then VGHD just re-indexes them.

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Posts: 11  
Joined: 2008-03-21



by **Wyldanimal** on Mon Aug 18, 2008 05:12 pm

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The Whole Idea for this was so that I could Selectivly Pick out just the Dance Clips that I want to see...

For Example, I don't like most of the Pole Dances..

I know I could watch a Dance and if it was a pole dance click on Don't show this again...

But It would be a whole lot nicer if I could tell what kind of dance the clip was and then just selectively play that clip..

So that's where the idea for this project came from...

If Totem is interested, I'll share my work with them to see what they think.

But with out their OK, I can't share it with anyone else..

There is one feature in the Totem program that I like but can't figure out how to impliment.

I can Sort the Cards Alphabetically and I can Sort the Cards Numerically, But I can find a way to Sort the Cards by Date added..

Since I've had to figure out all the file formats on my Own, I don't have any inside information on how to read Totems Database to get the Date that a card was added to the collection.

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