


Forest Village v 0.9.6118

 SCANNING FOR GAME...

STOP SEARCH

LOAD DATA

SCAN ALL RES

CONFIG

☒ FOOD

Amount in Barn/Warehouse FISH	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse MEAT	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse MILK	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse EGGS	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse FRUITS	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse VEGETABLES	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse BREAD	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse FISH_PIE	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse MEAT_PIE	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse FRUIT_PIE	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse VEGETABLE_PIE	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse HONEY	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse HONEY_PIE	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse LOGS	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse STONE	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse ORE	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse CLAY	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse HAY	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse COAL	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse PIG_IRON	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse FIREWOOD	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse GRAIN	??	SEARCH	??	SET	DO A SEARCH
Amount in Barn/Warehouse FLOUR	??	SEARCH	??	SET	DO A SEARCH

## ABSTRACT

A tool to edit the individual resources in the game.

Vinay Choudhary

<http://vinay-at-work.blogspot.in/2017/05/forest-village-v-096118-resource-editor.html>

# FOREST VILLAGE RESOURCE EDITOR TOOL V 0.9.1

Instructions



# Instructions

## 1 Resource Editor Tool user Interface

The UI of the tool has following components:

The screenshot shows the Forest Village v 0.9.118 interface. At the top, there's a title bar with the game logo and version. Below it, a menu bar contains buttons: STOP SEARCH (1), LOAD DATA (2), SCAN ALL RES (3), and CONFIG (4). To the right of these are checkboxes for FOOD, OTHERS, and WAREHOUSE, and a PayPal Donate button (5). On the far right is a close button (6). The main area is a table with 11 columns: Resource Name, Amount (??), SEARCH button (7), Amount (??), SET button, and DO A SEARCH button. The table lists various resources like FISH, MEAT, MILK, EGGS, FRUITS, VEGETABLES, BREAD, FISH\_PIE, MEAT\_PIE, FRUIT\_PIE, VEGETABLE\_PIE, HONEY, HONEY\_PIE, LOGS, STONE, ORE, CLAY, HAY, COAL, PIG\_IRON, FIREWOOD, GRAIN, FLOUR, ALCOHOL, OAT, TOOL, IMPROVE\_TOOL, DRESS, IMPROVE\_DRESS, HERBS, SKIN, FLAX, and WOOL. On the right side, there's a section titled 'EDIT RESOURCE TOTALS' with a large input field (10) and a button (11).

### 1.1 GAME SCAN BUTTON

Scans for the game. Automatically enabled.

### 1.2 LOAD DATA FROM FILE BUTTON

Loads the game data from the text files. If these files are provided the toll will automatically load data from these files and there is no need to enter data manually. **I HAVE ADDED IN-GAME SUPPORT TO CREATE ALL FILES FROM INSIDE THE GAME.**



- **Format for all files:** <resource\_name,resource\_value>
- Please place all files in the same directory as trainer.
- The name of files is important and should be same as listed below.

The following text files are required:

- **“gameRes.txt”**: Contains the *total amount of each resource currently in village*. This value is the total of amounts of a resource contained in all warehouses/barns/taverns. The file must have entry for all resources. If a resource is currently not in storage it should be set to 0. **The TOTAL value for resource must be set before a search for it can be done in a particular building.**

Example File (with all resource names and sample values):

```
logs,350
stone,1006
ore,1023
clay,250
hay,994
firewood,816
coal,215
fish,2338
meat,5755
milk,1967
eggs,26
fruits,3155
vegetables,3819
bread,2294
fish_pie,6
meat_pie,104
fruit_pie,0
vegetable_pie,1
grain,1000
flour,996
alcohol,0
oat,1023
tool,0
improve_tool,401
dress,252
improve_dress,0
herbs,405
skin,1823
flax,1013
wool,0
pig_iron,500
honey,0
honey_pie,0
```

- **“barnRes.txt”**: This file contains the information of resources stored in all barns in the village. The order of the resources in file is important as it is used to identify the number of barns in the village. **This file should have complete set of resources for each barn entry.** While adding a barn entry, please make sure to add all resources, please set value to 0, if the resource is not in barn.



## Example file having information about 2 barns

```
firewood,816
fish,1836
meat,1901
milk,67
eggs,0
fruits,324
vegetables,3277
bread,2294
fish_pie,0
meat_pie,0
fruit_pie,0
vegetable_pie,0
grain,0
flour,996
oat,789
tool,0
improve_tool,401
dress,252
improve_dress,0
herbs,405
skin,1162
flax,1013
wool,0
honey,0
honey_pie,0
firewood,0
fish,502
meat,3854
milk,1900
eggs,26
fruits,2831
vegetables,542
bread,0
fish_pie,6
meat_pie,104
fruit_pie,0
vegetable_pie,1
grain,1000
flour,0
oat,234
tool,0
improve_tool,0
dress,0
improve_dress,0
herbs,0
skin,661
flax,0
wool,0
honey,0
honey_pie,0
```

BARN 1

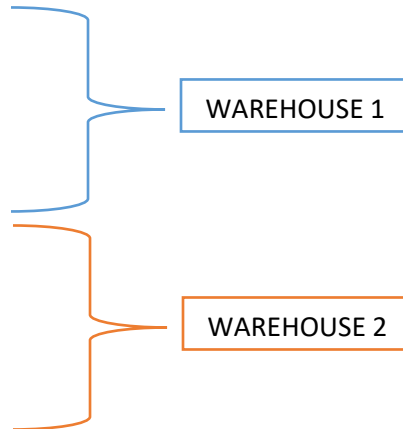
BARN 2



- **“warehouseRes.txt”**: This file contains info about all warehouses in the village. **The order of resources is important and complete set of warehouse resources must be present for each warehouse entry.** Please make sure to add all warehouse resources while adding new warehouse entry manually.

Example file having info about 2 warehouses

```
logs,0
stone,131
ore,126
clay,0
hay,0
coal,0
pig_iron,0
logs,350
stone,875
ore,897
clay,250
hay,994
coal,215
pig_iron,500
```



- **“tavernRes.txt”**: This file contains info about all taverns in the village. **The order of resources is important and complete set of warehouse resources must be present for each tavern entry.** Please make sure to add all warehouse resources while adding new warehouse entry manually. Currently as there is only one resource in tavern, each entry represent 1 building.

Example file having info of 1 tavern

```
alcohol,0
```

**NOTE:** The resources with value 0 are not scanned for as at least 1 unit of the resource is required to correctly find the value. Also please use in-game support to create files detailed [here](#).

### 1.3 SCAN FOR ALL RESOURCES BUTTON

Try to find the entered value of each resource in UI from the files (or manually). The search for each resource can be done independently also from UI by clicking on **“Search Button”** in UI for the resource.

**Note:** The Total amount of a resource is required to be set before a search can be done for resource values in a particular storage building. This is to avoid locking on wrong values that may lead to game crash!

The UI looks like below after scanning all resources.



Forest Village v 0.9.6118

FOREST VILLAGE

GAME FOUND

SEARCH GAME

RELOAD

SCAN ALL

CONFIG

☒ FOOD

☒ OTHERS

☒ WAREHOUSE

PayPal

Donate

v 0.9.1

Amount in Barn/Warehouse FISH	1836	SEARCH	1836	SET	FOUND
Amount in Barn/Warehouse MEAT	1901	SEARCH	1901	SET	FOUND
Amount in Barn/Warehouse MILK	67	SEARCH	67	SET	FOUND
Amount in Barn/Warehouse EGGS	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse FRUITS	324	SEARCH	324	SET	FOUND
Amount in Barn/Warehouse VEGETABLES	3277	SEARCH	3277	SET	FOUND
Amount in Barn/Warehouse BREAD	2294	SEARCH	2294	SET	FOUND
Amount in Barn/Warehouse FISH_PIE	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse MEAT_PIE	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse FRUIT_PIE	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse VEGETABLE_PIE	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse HONEY	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse HONEY_PIE	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse LOGS	350	SEARCH	350	SET	FOUND
Amount in Barn/Warehouse STONE	875	SEARCH	875	SET	FOUND
Amount in Barn/Warehouse ORE	897	SEARCH	897	SET	FOUND
Amount in Barn/Warehouse CLAY	250	SEARCH	??	SET	RESOURCE TOTAL NOT SET
Amount in Barn/Warehouse HAY	994	SEARCH	994	SET	FOUND
Amount in Barn/Warehouse COAL	215	SEARCH	215	SET	FOUND
Amount in Barn/Warehouse PIG_IRON	500	SEARCH	500	SET	FOUND
Amount in Barn/Warehouse FIREWOOD	816	SEARCH	816	SET	FOUND
Amount in Barn/Warehouse GRAIN	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse FLOUR	996	SEARCH	996	SET	FOUND
Amount in Barn/Warehouse ALCOHOL	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse OAT	789	SEARCH	789	SET	FOUND
Amount in Barn/Warehouse TOOL	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse IMPROVE_TOOL	401	SEARCH	401	SET	FOUND
Amount in Barn/Warehouse DRESS	252	SEARCH	252	SET	FOUND
Amount in Barn/Warehouse IMPROVE_DRESS	??	SEARCH	??	SET	INVALID INPUT
Amount in Barn/Warehouse HERBS	405	SEARCH	405	SET	FOUND
Amount in Barn/Warehouse SKIN	1162	SEARCH	1162	SET	FOUND
Amount in Barn/Warehouse FLAX	1013	SEARCH	1013	SET	FOUND
Amount in Barn/Warehouse WOOL	??	SEARCH	??	SET	INVALID INPUT

EDIT RESOURCE TOTALS

☒ Barn 1

☐ Barn 2

☐ WareHouse 1

☒ WareHouse 2

☐ Tavern 1

## 1.4 TOOL CONFIGURATION BUTTON

Configure the [parameters](#) used to search for resources.

## 1.5 RESOURCES DISPLAY CHECKBOXES

Toggles display for resources by [food](#), [warehouse](#) and [others](#) category.

## 1.6 PAYPAL DONATE BUTTON

Button to open webpage to allow you to donate some money to me, if you like my tool☺. You can also donate by clicking here: <https://www.paypal.me/VinayChoudhary01>.

## 1.7 FOOD RESOURCES PANEL

Toggles display for food resources in the UI.



## 1.8 WAREHOUSE RESOURCES PANEL

Toggles display for warehouse resources in the UI.

## 1.9 REST OF RESOURCES (OTHERS) PANEL

Toggles display for rest of resources in the UI.

## 1.10 LIST OF BUILDINGS (BARNS/WAREHOUSES/TAVERNS) LOADED FROM FILES

This section of UI displays the checkboxes to load the resource values to search for in UI. This section requires the **“barnRes.txt”**, **“warehouseRes.txt”** and **“tavernRes.txt”** to load the building checkboxes. Following checkboxes would be created based on example files mentioned [above](#).

EDIT RESOURCE TOTALS	
<input type="checkbox"/> Barn 1	<input type="checkbox"/> Barn 2
<input type="checkbox"/> WareHouse 1	<input type="checkbox"/> WareHouse 2
<input type="checkbox"/> Tavern 1	

## 1.11 EDIT RESOURCE VALUES (TOTAL VILLAGE RESOURCES IN GAME) BUTTON

Opens the window to edit/enter resource totals manually. More description [here](#).



## 2 Configuration

CONFIG : DEBUG\_MODE

**DEBUG CONFIG**

- ☒ Allow print messages
- ☐ Allow resource labels

**PROCESS CONFIG**

Name of process: ForestVillage.exe

Interval in secs to check for process: 10

**THREAD CONFIG**

- Interval in msec to monitor an address: 1000
- Max number of threads to verify resource totals: 2
- Interval in msec to create new thread to find resource totals: 100
- Max number of threads to find storage resources: 2
- Interval in msec to create new thread to find storage resources: 100

DEFAULT SAVE CANCEL

### 2.1 Process Configuration

- **Name of process:** Set to “*ForestVillage.exe*”.
- Interval in seconds to check if game is running. Default values is 10 seconds.

### 2.2 Thread Configuration

- **ADDRESS CHECK DURATION:** Interval in milliseconds to monitor if it is required address. Set to 1000 by default. Please make it higher if you face issues (on a slower system)
- **MAX THREADS to look for resource totals.** By default set to 2. If you have faster system try to increase the threads and reduce the threads if address is not found. When **address has been found for a resource total**, the strings in the UI for that resource will turn **green**, if not it will be **red**.

```
Amount in Barn/Warehouse BREAD
Amount in Barn/Warehouse FISH_PIE
Amount in Barn/Warehouse MEAT_PIE
Amount in Barn/Warehouse FRUIT_PIE
Amount in Barn/Warehouse VEGETABLE_PIE
Amount in Barn/Warehouse HONEY
Amount in Barn/Warehouse HONEY_PIE
```

**NOTE:** Scan for red resources will not work. This will be due to **incorrect** “TOTAL RESOURCE VALUE” or the **resource total value is 0**. See [here](#) to set the “Total value” for resources.





- **INTERVAL IN MILLISECONDS TO CREATE THREAD to find resource totals.** By default set to 100. Increase if faster system, reduce if results are not being found despite correct value.
- **MAX THREADS TO FIND RESOURCE VALUES in a barn\warehouse\tavern.** By default 2. Increase if faster system. Decrease if results are not found despite correct value.
- **INTERVAL IN MILLISECONDS TO CREATE THREAD to find resource in barn/warehouse/tavern.** By default set to 100. Increase if faster system, reduce if results are not being found despite correct value.

**NOTE:** If you get one of following error despite correct values when doing SCAN FOR ALL resources, please do a manual search.

Amount in Barn/Warehouse FISH

2338

SEARCH

Amount in Barn/Warehouse LOGS

360

SEARCH

### 3 Editing Resource Total Values

CHANGE RESOURCE TOTALS

Total value for LOGS	350
Total value for STONE	1006
Total value for ORE	1023
Total value for CLAY	250
Total value for HAY	994
Total value for FIREWOOD	816
Total value for COAL	215
Total value for FISH	2338
Total value for MEAT	5755
Total value for MILK	1967
Total value for EGGS	26
Total value for FRUITS	3155
Total value for VEGETABLES	3819
Total value for BREAD	2294

CHANGE

This window displays **TOTAL RESOURCES IN VILLAGE**. The total for each resource can be modified here. These value must be set and greater than 0 for finding and changing the resources in particular storage. On clicking "**CHANGE**" the tool will try to find and verify the "**TOTAL VALUE**" for the changed resources.



## 4 In-Game File Creation support

I have written a script that will create the game resource files mentioned [here](#) automatically in the game directory.

### 4.1 Get the required files:

- Please place the “**vinay\_res.lua**” ([download link](#)) file in “**scripts**” folder in game directory. If the “**scripts**” folder doesn’t exist please create one.
- Extract the scripts using “**quickBMS**”. Instructions can be found here: <https://steamcommunity.com/app/496460/discussions/0/217691032437349125/#c217691032438162356>.

Or place the “**core.lua**” provided [here \(download link\)](#) in the **scripts** folder. (*But please note that this is for game version 0.9.6127 and may change later, hence it is recommended to use the “quickBMS” tool to extract the files.*)

**UPDATE** for game version v 1.0.6232: “**core.lua**” ([link](#)) and “**vinay\_res.lua**”([link](#))

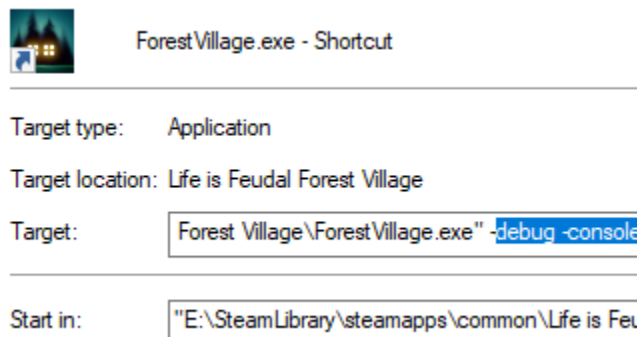
- Navigate to **scripts** folder and add these line to “**core.lua**” at the end.

```
require "vinay_res"  
vnyDbgInfo = VinayDebugInfo:new (nil)
```

### 4.2 Launch the game with console.

- Create a new text file in game directory and enter “**ForestVillage.exe**” -debug -console in the text file. Save the file as “**ForestVillage\_with\_console.bat**” and run the file.

Alternatively create a new shortcut to the game exe and add these arguments (-debug -console) to the “**Target**” as shown below.



### 4.3 Launch the console in the game

- Press “~” from keyboard to launch the console
- Now type “vnyDbgInfo:all()” and press enter.



- There will be 4 files created in the game directory. Copy these files and place in the directory where resource editor tool is placed.

1. barnRes.txt
2. warehouseRes.txt
3. tavernRes.txt
4. gameRes.txt

**NOTE:** The tool can be placed in game directory itself.



## 5 Instructions to Use

Please follow following:

1. Launch the game.
2. Launch the resource editor tool
3. Start new game or load a saved game.
- 4. PAUSE THE GAME**
5. If you are using "[In Game support to create files](#)", then [create](#) the files required, else create the files yourself as mentioned [here](#).
6. Now click on "[LOAD DATA](#)" button to allow tool to lock the required memory. If you are not using any file, then set the resource totals yourself by click "[EDIT RESOURCE TOTALS](#)" button, but the option to select **barn/warehouse/tavern** will not be enabled in this case.
7. Allow the tool to load data.
- 8. RESUME THE GAME**
9. Now you are ready to search and set the resource values in the storage buildings (barn/warehouse/tavern). Before doing any **SEARCH** for resource please **PAUSE THE GAME**. You can **SET THE RESOURCE** without **pausing** the game.

**NOTE:** Please close the tool after game is closed. I will add automatic detection for game exit in the next version.

## 6 Contact Me

For any feedback or contact me, please send mail to [vinay.choudhary01@gmail.com](mailto:vinay.choudhary01@gmail.com) with subject "**ForestVillage Resource Editor**"

## 7 Donate

The tool is free to use and distribute. Please donate if you like my work, as I have put in a lot of effort to make this tool.

Please donate here: <https://www.paypal.me/VinayChoudhary01>.