

Part V — Glossary

Term	Meaning (plain)
Voxel	A single cell in the 3D grid — empty, or holding one block.
Block	A voxel that exists: a material + shape + rotation (+ height, planned).
Chunk	A 16×16×16 group of voxels; maps are made of chunks.
Column	The stack of voxels at one grid position; terrain is columns.
Surface	A place a unit can stand, with an exact height.
Material	What a block is made of (grass, lava, water, wall...), named in the catalog.
Shape	The geometry a block occupies in its cell (full, half, slab, slope, wedge...).
Height	The fractional amount of a cell a block fills (planned per-voxel).
Registry / catalog	The append-only list of materials, referenced by index.
Codec	The code that packs/unpacks map files (<code>.vmap</code>).
Schema	The version number of the file format.
Facts	What the map stores: material, shape, rotation, height.
Rules layer	The modules that judge facts: passability, cost, hazards, mobility.
Move budget	The move points a unit has; each tile costs some.
Movement bubble	Every tile reachable within the move budget (FFT's movement range).
Hazard	A material that damages or affects a unit standing on it (lava, poison...).
Trait	A unit property that changes movement rules (float, fly, swim).
Status	A temporary effect on a unit (slow, stop, immobilize, wet...).
RAW view	The literal-data view of the map; the truth view.
RENDER view	The game-look view (smooth, lit, cosmetic).
Path	The ordered list of tiles a unit walks to reach a destination.
Affinity	A unit's damage multiplier for an element (0 immune, 2 weak, negative absorbs).

Term	Meaning (plain)
Charge Time (CT)	The clock that schedules turns: a unit acts when its CT reaches 100.
Commit	One ordered state change in the match log — a move, an action, a map edit.
Commit log	The append-only, sequence-numbered stream every client replays.
Element	One of the eight damage types (fire, ice, lightning, water, wind, earth, holy, dark).
Line of sight	Whether a straight line between two units is unblocked by solid terrain.
Ruleset version	The hash of rule data a match pins; clients that differ refuse to join.
Simulation seed	The seed driving the match's deterministic RNG.
Tick	One step of the global clock; CT and scheduled events advance per tick.
Deterministic RNG	The seeded PRNG used for all gameplay randomness.
Snapshot	A full capture of a match (ruleset, seeds, map, units, RNG, turn state) for reconnect.

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Revision #10

Created 2026-08-15 18:17:03 UTC by Fifthdread

Updated 2026-08-15 19:00:01 UTC by Fifthdread