

This doc serves as a easy way to understand the Re:Mix tag system.  
Features that will only be usable by using tags are in purple

#### Characters.ini (Server)

##### [Settings]

legacy = false *//this means that it'll read the tags and not [Characters] and [Passwords]*  
number\_of\_characters = 10

##### [tags]

1 = <Name: Neku>  
2 = <Name: Shiki>  
3 = <Name: Joshua>  
4 = <Name: Beat>  
5 = <Name: Rhyme>  
6 = <Name: Hanekoma>  
7 = <Name: Uzuki>  
8 = <Name: Kariya>  
9 = <Name: Sho> <Password: SinCosTan> **<Private: Fiercy>**  
10 = <Name: Megumi>

#### items.ini (Server)

##### [Settings]

legacy = false  
number\_of\_items = 10

##### [tags]

1 = <Name: Player/\_Pin> <Price: 100> <File: twewy\_playerpin> <Description: A/\_description/\_:3> **<Unobtainable>**  
**<GivenAtStart>**  
2 = <Name: HP/\_Potion> <Price: 200> <File: ms\_health> <Description: A/\_description/\_:3>  
3 = <Name: Mana/\_Potion> <Price: 300> <File: ms\_mana> <Description: A/\_description/\_:3>  
4 = <Name: Trophy> <Price: 400> <File: ms\_trophy> <Description: A/\_description/\_:3>  
5 = <Name: Timeless/\_Sword> <Price: 500> <File: ms\_sword> <Description: A/\_description/\_:3>  
6 = <Name: Luminous/\_Staff> <Price: 600> <File: ms\_staff> <Description: A/\_description/\_:3>  
7 = <Name: Pirates/\_Pistol> <Price: 700> <File: ms\_gun> <Description: A/\_description/\_:3>  
8 = <Name: Silver/\_Ore> <Price: 800> <File: ms\_ore> <Description: A/\_description/\_:3>  
9 = <Name: GiftBox> <Price: 900> <File: ms\_gift> <Description: A/\_description/\_:3>  
10 = <Name: Scroll> <Price: 1000> <File: ms\_scroll> <Description: A/\_description/\_:3>

areas.ini (server)

**[settings]**

legacy = false

number\_of\_areas = 10

**[tags]**

1= <Name: Future/\_Gadget/\_Lab> <File: FutureGadgetLab>

2= <Name: Alucard/\_Castle> <File: AlucardLounge> <Password: QueenofRoses>

3= <Name: Arena> <File: Arena>

4= <Name: Bathroom> <File: Bathroom>

5= <Name: Beach> <File: Beach>

6= <Name: Cafe> <File: Cafe> <EntryFee: 500>

7= <Name: Chinese/\_Place> <File: ChinesePlace>

8= <Name: Clover/\_Residence> <File: CloverResidence>

9= <Name: Club> <File: Club> <EntryItem: 4> <EntryFee: 50>

10= <Name: Dungeon> <File: Dungeon> <EntryItem: 5> <EntryItemConsume>

char.ini (client)

**[Settings]**

legacy = false

**[tags]**

tags = <Name: Beat> <Showname: Beat> <Mysteryname: Punk Teen> <Blips: male> <DefaultSide: 2> <Mirrored>

Default.ini (client)

**[Settings]**

legacy = false

number\_of\_emotes = 15

**[tags]**

1 = <File: Neutral>

2 = <File: Refer>

3 = <File: Laugh> <Sfx: Beat-laugh>

4 = <File: Glare> <Sfx: Beat-Whachusay>

5 = <File: Shrug>

6 = <File: Heh>

7 = <File: Shock>

8 = <File: Tch>

9 = <File: Shout>

10 = <File: Scared>

11 = <File: Down>

12 = <File: Tear>

13 = <File: Sigh>

14 = <File: Stance>

15 = <File: CG> <CG> <Sfx: Beat-BringItOn>