(1) You should have your data folder already set with the text files and items you want. Or you can download my data folder in one of the complications

(2) Download Gryff in the blog post and extract the folder

(3) Extract the folder from the

(4) Open the program "gryff_s"

(5) You should get this screen
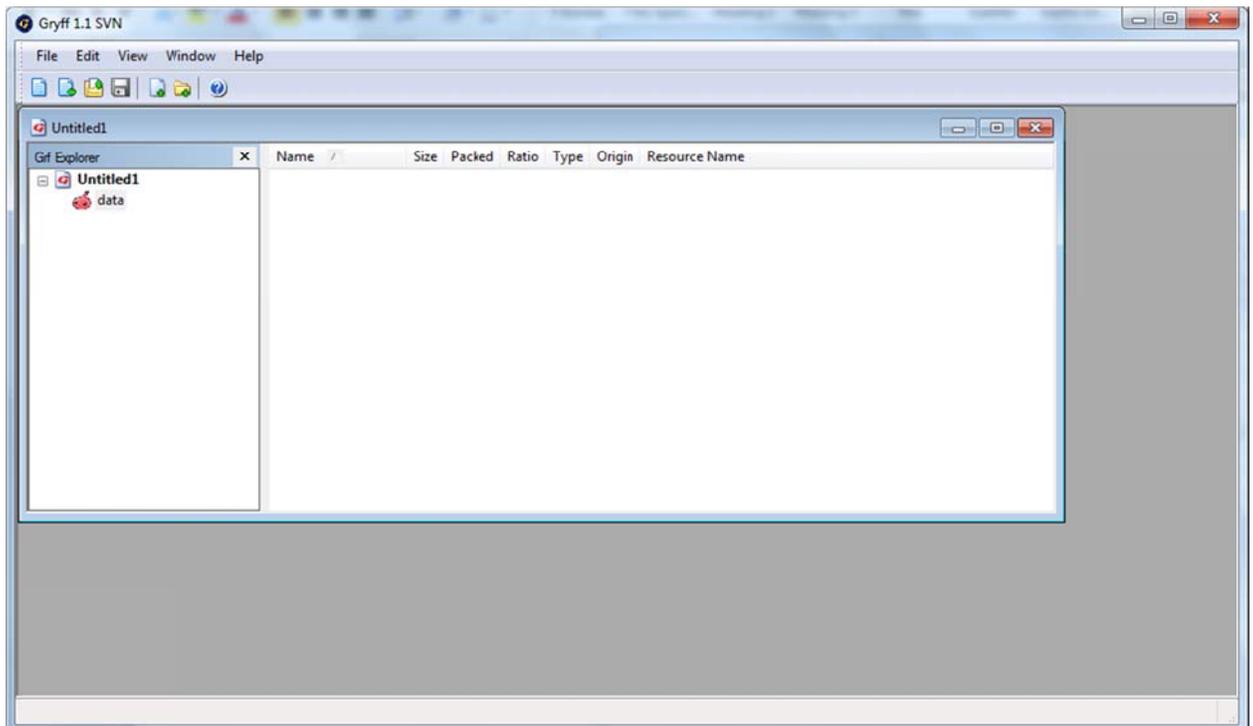
Figure 1 – Gryff 1.1 SVN Grf Builder

(6) The objective is to make a GRF file out of the DATA folder. So click on "Edit" and "Add Directory"
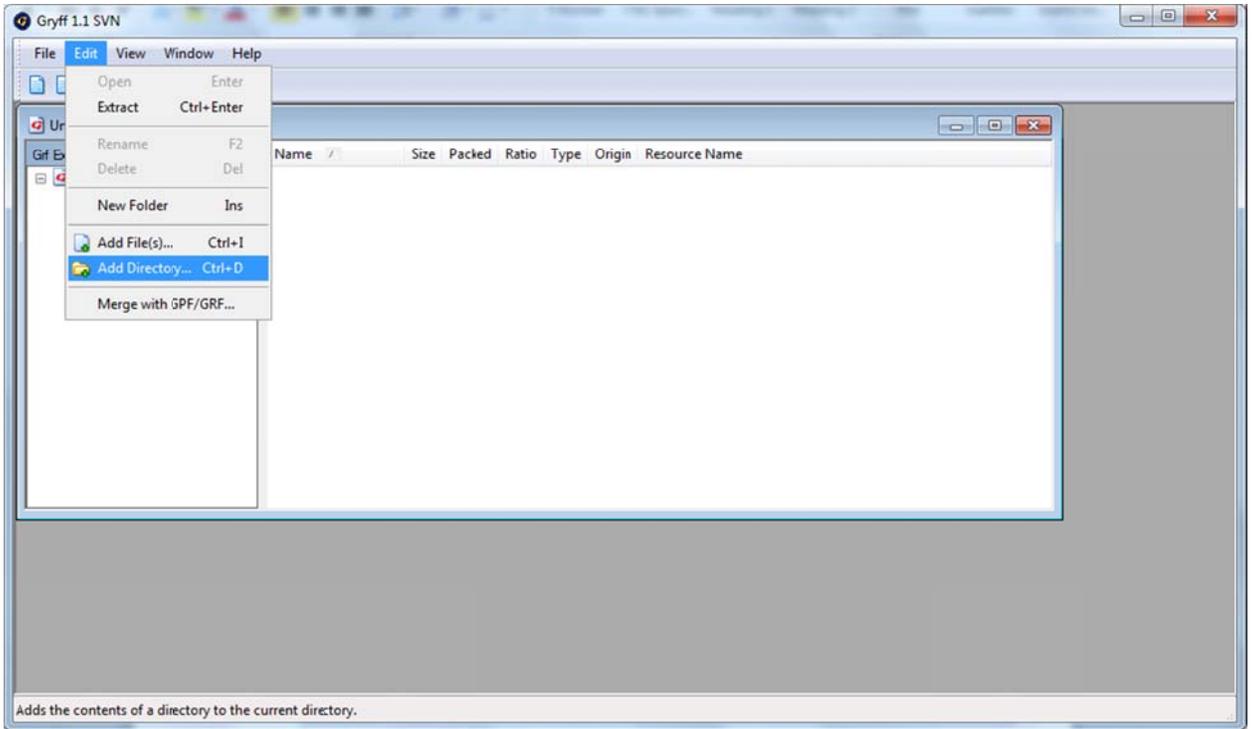
Figure 2 – Add Directory is where you point it to your server's data folder
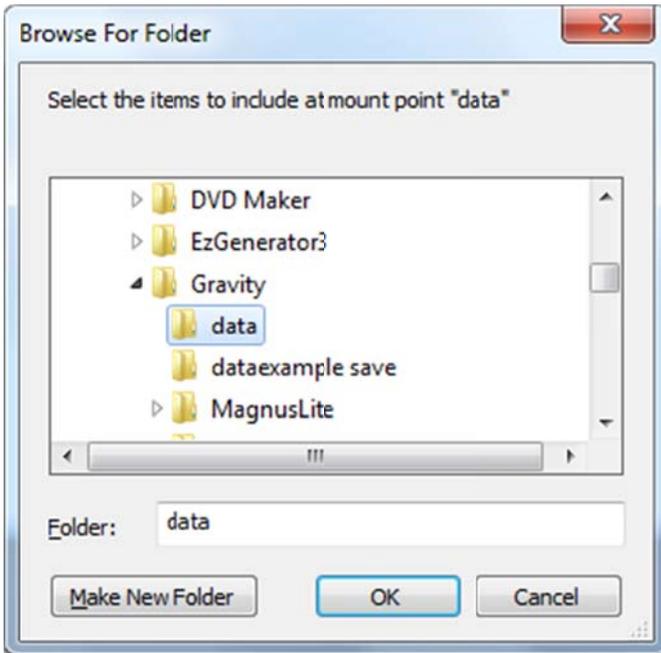
Figure 3 – After selecting your data folder click "OK" and your files will show up on the Gryff's console.
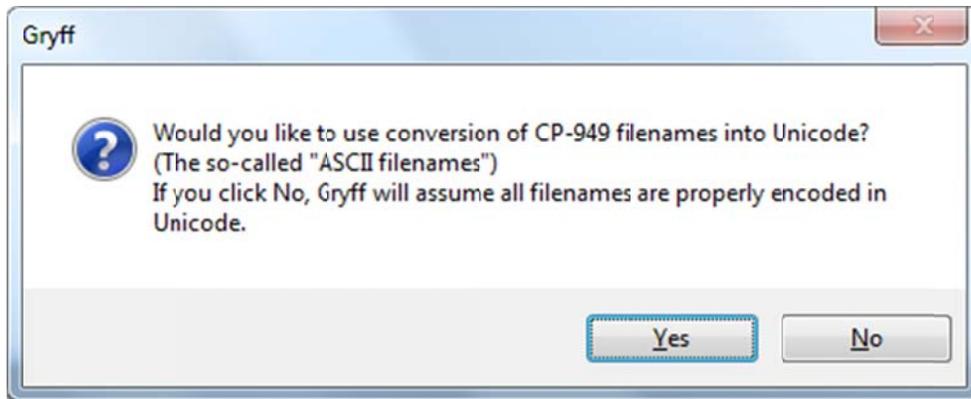
Figure 4 – You will get this window, click on "Yes" so your files will be encoded in Unicode.

(7) Now click on "File" and select "Save As", and now you can save your data folder as a GRF file.
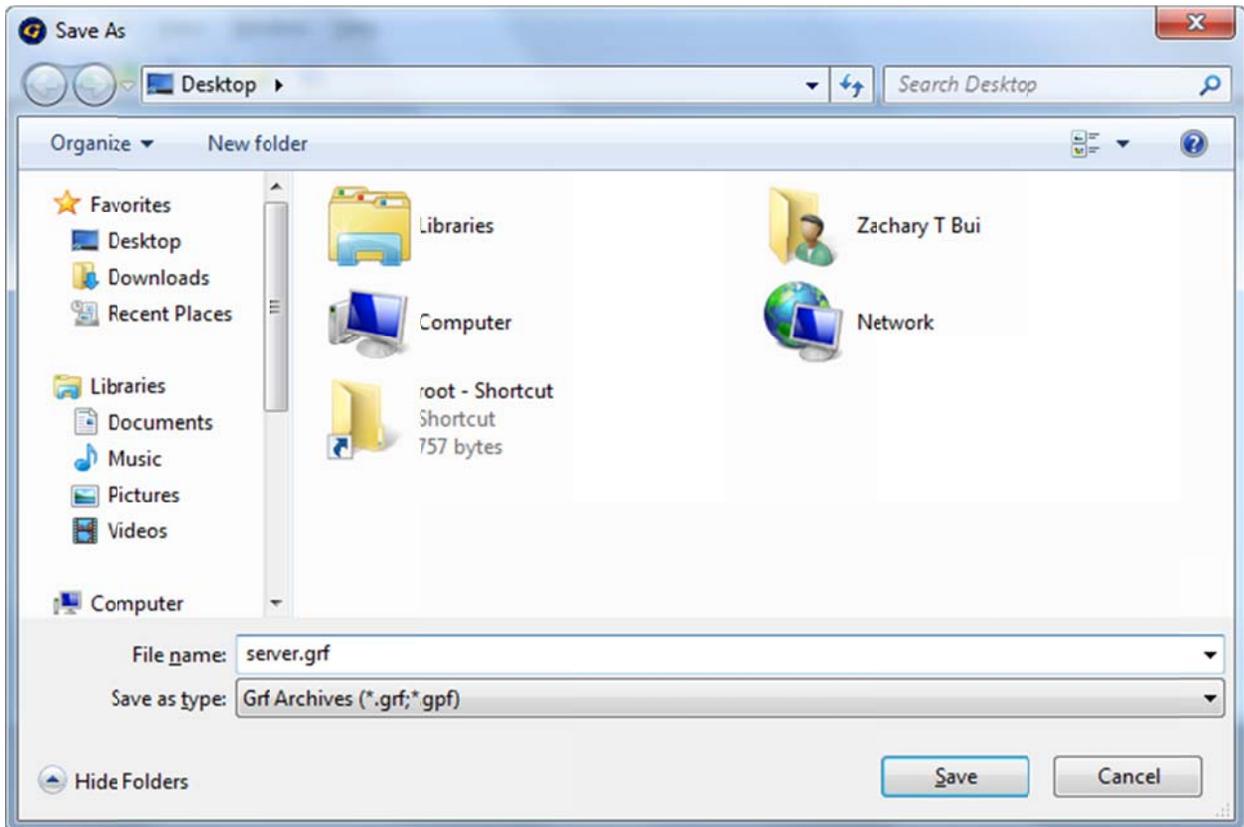
Figure 5 – Save your grf file where ever you want. Make sure you put the ".grf" extension for your GRF file. As you can see I put "server.grf". Now click on save and wait for the program to finish compiling. Then you are all set.

(8) Now if you want to play from the GRF file you must already know how to diff your client to read GRF or use a client I provided in any one of my compiles.

(9) Your DATA.ini should look like this:

[Data]
0=yourserver.grf
1=data.grf
2=rdata.grf

NOTE: Leave any feedback by emailing me or messaging me MSN.

ENJOY!