

Main_Init - Config - Amnesia

ConfigFiles

Resources	File with all resource directories
Materials	The file with all physics materials
Game	Path for game settings
Menu	Path for menu settings
PreMenu	Path for pre-menu settings
Demo	Path for demo settings
DefaultMainSettings	The launcher "medium" graphics settings
DefaultMainSettingsMedium	The launcher "medium" graphics settings
DefaultMainSettingsHigh	The launcher "high" graphics settings
DefaultUserSettings	Default user settings
DefaultUserKeys	The default user key settings
DefaultBaseLanguage	The base lang file. Should probably remain.
DefaultGameLanguage	The default lang file loaded. Note that directory below is used to find this!

Directories

MainSaveFolder	This is very important to change! This is where the save games and user settings are stored.
BaseLanguageFolder	Folder where the base language folder exists. Should probably be left as is.
GameLanguageFolder	Folder where the game specific language files can be found
CustomStoryPath	Path for custom stories

Variables

GameName	The name of the game
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StartMap

File	The map where the game starts
Folder	The base folder for all maps. This is where the inventory and global scripts are put.
Pos	The start position of the player

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