

# Main\_Init - Config - Amnesia

## ConfigFiles

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

## Directories

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

## Variables

<b>GameName</b>	The name of the game
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## StartMap

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

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