Game

This page lists entries within the **game.cfg** file found in **/config** and in full conversion mods. Warning: Some of the descriptions are missing and some are currently untested assumptions. WIP page.

Input

MaxSmoothMousePos	Add info
PrevSmoothMousePosMul	Add info

Sound

InGameMusicvolume	Global volume for music

Effects

VoiceTextFontSize	Subtitle font size
VoiceTextRowWidth	Subtitle width limit before it breaks a new line

Quest

QuestCompletionValue	Add info
ItemCompletionValue	Add info
NoteCompletionValue	Add info
DiaryCompletionValue	Add info
FlashbackCompletionValue	Add info
ChestCompletionValue	Add info

Saving

MaxAutoSaves	Amount of maximum auto saves to store in user files

Enemy

EnemyDarknessGlowMaxDistance	Maximum distance from player that enemies glow in darkness

Insanity

EventsFile	Name of file to use for insanity events. Default: **misc/main_sanity_events.cfg**
MinTimeBetweenEvents	Minimum time until another insanity event can happen again
MaxEventSanity	Maximum sanity the player can have to experience insanity events
MaxSanity_LongWait	Add info
MaxSanity_MedWait	Add info
MaxSanity_ShortWait	Add info
TimeBetween_LongWait	Add info
TimeBetween_MedWait	Add info
TimeBetween_ShortWait	Add info

MaxExamineSanity	Maximum sanity the player can have to use ExamineAreas
InsanityArea_CheckTimeMin	Add info
InsanityArea_CheckTimeMax	Add info

Slime

SlimeType0_AttackSound	Sound played when attacked by a slime area
SlimeType0_AttackPS	Particles played when attacked by a slime area
SlimeType0_MinAttackDamage	Minimum damage a slime area can inflict
SlimeType0_MaxAttackDamage	Maximum damage a slime area can inflict
SlimeType0_ScreenShakeAmount	Amount of screen shake applied when hit by a slime area

Player_General

FOV	The "Field of View" visible from the player's perspective
FarClipPlane	For optimization, the distance in which objects aren't rendered
NearClipPlane	Add info
FocusTextFont	The font used when displaying text in focus by the player (extension .fnt)
HeadSpinDamageSpeed	The speed at which the player's head spins when damaged
HeadSpinDeacc	The deacceleration to slow down head spin
MaxCameraSmoothAngles	Add info
TerrorSound	The sound played when chased by an enemy
TerrorIncSpeed	Add info
TerrorDecSpeed	Add info
MaxPrevSpeedsSaved	Add info
AutoKillYPos	The Y co-ordinate position in the level to automatically kill the player at if they pass
FlashbackRadialBlurSize	The size of the radial blur effect applied during flashbacks
FlashbackRadialBlurStartDist	The start distance at which the radial blur starts
FlashbackWorldSoundVolume	The global sound level used during a flashback
FlashbackMoveSpeedMul	The walk speed multiplier used for the player during flashbacks
FlashbackRunSpeedMul	The run speed multiplier used for the player during flashbacks
Death_HeightAdd	The height change of the camera during death
Death_HeightAddCrouch	The height change of the camera during death (while crouching)
Death_FadeTime	The fade out time during death
Death_MaxSanityGain	The maximum amount of sanity the player respawns with
Death_MaxHealthGain	The maximum amount of health the player respawns with
Death_MaxOilGain	The maximum amount of oil the player respawns with

Death_MinSanityGain	The minimum amount of sanity the player respawns with
Death_MinHealthGain	The minimum amount of health the player respawns with
Death_MinOilGain	The minimum amount of oil the player respawns with
Death_HeightAddSpeed	The speed of which the height change of the camera changes
Death_RollSpeed	The speed of camera roll
Death_StartSound	The sound played when dying
Death_AwakenSound	The sound played when respawning
InsanityCollapse_HeightAddGoal	The height change of the camera during a sanity collapse
InsanityCollapse_HeightAddCollapseSpeed	The speed of which the camera change happens
InsanityCollapse_HeightAddAwakeSpeed	The speed of which the camera changes back to normal
InsanityCollapse_RollCollapseSpeed	The speed of which the camera rolls when collapsing
InsanityCollapse_RollAwakeSpeed	The speed of which the camera rolls back to normal
InsanityCollapse_AwakenSanity	The sanity the player is left with after awaking a sanity collapse
InsanityCollapse_SleepTime	The time the player is collapsed
InsanityCollapse_SleepSpeedMul	The speed multiplier while collapsed
InsanityCollapse_WakeUpSpeedMul	The speed multiplier while waking up
InsanityCollapse_StartSound	The sound played when collapsing
InsanityCollapse_AwakenSound	The sound played when awaking a collapse
InsanityCollapse_SleepLoopSound	The sound played while being collapsed
InsanityCollapse_SleepLoopSoundVolume	The sound volume while collapsed
InsanityCollapse_SleepRandomSound	Random sounds being played while collapsed
InsanityCollapse_SleepRandomMinTime	The minimum amount of time between a random sound
InsanityCollapse_SleepRandomMaxTime	The maximum amount of time between a random sound
Hurt_EffectStartHealth	At what health amount should damage effects start playing
Hurt_MinSpeedMul	Minimum speed multiplier while hurt
Hurt_MaxPantCount	Add info
Hurt_PantSpeed	Add info
Hurt_PantSize	Add info
HealthRegainSpeed	Add info
HealthRegainLimit	Add info
Hurt_NoiseAlpha	The amount of opacity for the noise effect when on low health
Hurt_NoiseFreq	The frequency of the noise effect
Hurt_NoiseColor	The color of the noise effect (red, green, blue, alpha)
SanityGain_Color	The color of the sanity boost effect (red, green, blue, alpha)
SanityGain_Sound	The sound played when given a sanity boost
SanityGain_FadeInTime	The time it takes to fade in a sanity boost
SanityGain_FadeOutTime	The time it takes to fade out a sanity boost

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HandsRotationSmoothNum	Add info
HandsPosAddMul	Add info
FallDamageBounceSizeMul	Add info
FallDamageBounceSpeedMul	Add info
FallDamageSpeed_Min	The minimum amount of speed needed to receive minimum fall damage
FallDamage_Min	The minimum amount of damage received from minor falls
FallDamageSound_Min	The sound played when taking minimum fall damage
FallDamageSpeed_Med	The minimum amount of speed needed to receive medium fall damage
FallDamage_Med	The minimum amount of damage received from medium falls
FallDamageSound_Med	The sound played when taking medium fall damage
FallDamageSpeed_Max	The minimum amount of speed needed to receive maximum fall damage
FallDamage_Max	The minimum amount of damage received from major falls
FallDamageSound_Max	The sound played when taking maximum fall damage

Player_Interaction

GrabMaxForce	Maximum force applied to a thrown object
GrabMaxTorque	Add info
GrabMaxAngularSpeed	Maximum angular speed for thrown object
GrabMinSlowPlayerMass	Add info
GrabMaxSlowPlayerMass	Add info
GrabMinSlowPlayerMul	Add info
GrabMaxLeaveAngularSpeed	Add info
GrabMaxLeaveLinearSpeed	Add info
PushMaxSpeedWalk	The maximum amount of force applied to a push object while walking
PushMaxSpeedRun	The maximum amount of force applied to a push object while running
PushMaxSpeedCrouch	The maximum amount of force applied to a push object while crouching
PushForceWalk	The maximum amount of force applied to a push object while walking
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Player_Body

Player_Darkness

Player_Sanity

Player_Lantern

Player_Ladder

Player_Movement_Default

Player_Movement_Normal

Player_Movement_ClimbLedge

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