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

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 amount of force applied to a push object while walking
PushForceRun	The amount of force applied to a push object while running
PushForceCrouch	The amount of force applied to a push object while crouching
PushYawRange	Add info
PushPitchMinRange	Add info
PushPitchMaxRange	Add info
PushMaxForce	Maximum amount of force applied when pushing
MoveToMouseAddFactor	Add info
MoveMaxForce	Maximum amount of force applied when moving
SlideMaxForce	Maximum amount of force applied to a slide object

Default_DefaultMaxFocusDist	The default maximum distance at which the player can focus objects from
Grab_DefaultMaxFocusDist	The default maximum distance at which the player can grab objects from
Push_DefaultMaxFocusDist	The default maximum distance at which the player can push objects from
Slide_DefaultMaxFocusDist	The default maximum distance at which the player can slide objects from
SwingDoor_DefaultMaxFocusDist	The default maximum distance at which the player can use a swing door from
Lever_DefaultMaxFocusDist	The default maximum distance at which the player can use a lever from
Wheel_DefaultMaxFocusDist	The default maximum distance at which the player can use a wheel from
Item_DefaultMaxFocusDist	The default maximum distance at which the player can use an item from
LevelDoor_DefaultMaxFocusDist	The default maximum distance at which the player can use a level door from
MultiSlider_DefaultMaxFocusDist	The default maximum distance at which the player can use a multi slider from
Commentary_MaxFocusDist	The maximum distance at which the player can activate a commentary icon from
Ladder_MaxFocusDist	The maximum distance at which the player can use a ladder from
Examine_MaxFocusDist	The maximum distance at which the player can focus an examine area from
Sign_MaxFocusDist	The maximum distance at which the player can focus a sign area from
ScriptArea_MaxFocusDist	The maximum distance at which the player can focus a script area from
MinUseItemDistance	The minimum distance an item can be used from

Player_Body

Mass	The mass of the player's body
Size	The size of the player's cylinder shape body
CrouchSize	the size of the player while crouching
GravityForce	The amount and direction of the gravitational pull (X, Y, Z)
CameraPosAdd	The position of the camera on the player (X, Y, Z)
CameraSmoothPosNum	Add info
AccurateClimbing	Whether climbing on ladders should be accurate
MaxNoSlideSlopeAngle	Maximum angle of environment before the player starts sliding down
MaxPushMass	The maximum mass the player can push by the use of objects
PushForce	The force used when pushing by object collision
CharacterMaxPushMass	The maximum mass the player's body can push
CharacterPushForce	The force used when pushing by player collision.
MaxStepSize	The maximum size of the player's steps
MaxStepSizeInAir	The maximum step size while in the air
StepClimbSpeed	The speed at which the player's steps happen when climbing a ladder

Player_Darkness

MinLightLevel	The minimum level of light before the night vision is activated
RadiusAdd	The radius of the active night vision effect
AmbientLightMinLightLevel	The minimum light level for the night vision effect
AmbientLightRadius	Add info
AmbientLightIntensity	The intensity of the night vision effect's light level
AmbientLightFadeInTime	The time it takes to fade in the full night vision effect
AmbientLightFadeOutTime	The time it takes to fade out from the full night vision effect
AmbientLightColor	The color for the night vision effect
LoopSoundFile	The sound file played and looped while in the darkness
LoopSoundVolume	The volume for the darkness sound
LoopSoundStartupTime	The time it takes for the darkness sound to start playing
LoopSoundFadeInSpeed	The time it takes for the darkness sound to fade in
LoopSoundFadeOutSpeed	The time it takes for the darkness sound to fade out
SanityLossPerSecond	The amount of sanity drained per second while in the darkness

Player_Sanity

HitZoomInSpeed	The zoom in speed of the sanity drain effect when hit for sanity damage
HitZoomOutSpeed	The zoom out speed of the sanity drain effect when hit for sanity damage
HitZoomInFOVMul	The field of view multiplier when zooming in
HitZoomInAspectMul	The aspect ratio multiplier when zooming in
SanityRegainSpeed	The speed for regaining sanity when in light
SanityRegainLimit	The maximum limit for automatically regaining sanity
SanityVeryLowLimit	The limit to determine very low sanity
SanityEffectsStart	The maximum amount of sanity before sanity effects can play
SanityWaveAlphaMul	The alpha multiplier for the wave effect during sanity drain
SanityWaveSpeedMul	The speed multiplier for the wave effect during sanity drain
CheckNearEnemyInterval	The frequency of the interval to check for nearby enemies
NearEnemyDecrease	The sanity decrease when near enemies
NearCritterDecrease	The sanity decrease when near critters
StartSwayMaxSanity	The maximum amount of sanity before the swaying sanity effect plays
SwayMaxSavedPositions	Add info
SanityLowLimit	The limit to determine low sanity
SanityLowLimitMaxTime	Add info
SanityLowNewSanityAmount	Add info
LightLampMinSanityIncrease	The minimum sanity increase while in the light of the lantern
LightLampMaxSanityIncrease	The maximum sanity increase while in the light of the lantern

Player_Lantern

Color	The color of the lantern light (red, green, blue, alpha)
Radius	The radius of the lantern light
Gobo	The gobo file for the lantern light

LocalOffset	Add info
TurnOnSound	The sound for enabling the lantern
TurnOffSound	The sound for disabling the lantern
OutOfOilSound	The sound for when the lantern is out of oil
DisabledSound	The sound for when the lantern is disabled
CastShadows	Whether the lantern light should cast shadows
LowerOilSpeed	The speed at which the oil is drained from the lantern
FadeLightOilAmount	The level of oil at which to fade the lantern ligth

Player_Ladder

UpSpeed	The speed the player climbs up the ladder
DownSpeed	The speed the player climbs down the ladder
StepLength	The length of each step in the ladder

Player_Movement_Default

ForwardAcc	The forwards acceleration speed
SidewayAcc	The sideways acceleration speed
ForwardDeacc	The forwards deacceleration speed
SidewayDeacc	The sideways deacceleration speed
ForwardOppositeDirAccMul	The acceleration speed when changing to the opposite direction while moving forwards
SidewayOppositeDirAccMul	The acceleration speed when changing to the opposite direction while moving sideways

Player_Movement_Normal

JumpSound	The sound played when jumping
CrouchSound	The sound played when crouching
StandSound	The sound played when un-crouching
MaxForwardSpeed	The maximum speed when walking forwards
MaxBackwardSpeed	The maximum speed when walking backwards
MaxSidwaySpeed	The maximum speed when walking sideways
RunForwardMul	The forwards running multiplier
RunBackwardMul	The backwards running mulitplier
RunSidewayMul	The sideways running multiplier
CrouchForwardMul	The multiplier for crouching forwards
CrouchBackwardMul	The multiplier for crouching backwards
CrouchSidewayMul	The multiplier for crouching sideways
InAirForwardMul	The multiplier for moving forwards while in mid-air
InAirBackwardMul	The multiplier for moving backwards while in mid-air
InAirSidewayMul	The multiplier for moving sideways while in mid-air
MaxJumpCount	Add info
JumpStartForce	The force applied when jumping
JumpCrouchStartForce	The force applied when crouch jumping
CrouchBobMax	The maximum amount of camera bobbing while crouching
WalkBobMax	The maximum amount of camera bobbing while walking

RunBobMax	The maximum amount of camera bobbing while running
CrouchMinBobSpeed	The minimum speed of bobbing while crouching
CrouchMaxBobSpeed	The maximum speed of bobbing while crouching
WalkMinBobSpeed	The minimum speed of bobbing while walking
WalkMaxBobSpeed	The maximum speed of bobbing while walking
RunMinBobSpeed	The minimum speed of bobbing while running
RunMaxBobSpeed	The maximum speed of bobbing while running
GroundBounceSize	Add info
GroundBounceSpeed	Add info
MinHitGroundBounceSpeed	Add info

Player_Movement_ClimbLedge

CheckUpdatesPerSecond	The amount of updates per second while climbing
ClimbLedgeCheckDistForward	Add info
ClimbLedgeCheckDistFromTop	Add info
ClimbLedgeCheckDistTopToEnd	Add info
CheckMaxPushDist	Add info
HeadMoveSpeed	The speed at which the player's head (the camera) moves
HeadMoveSlowdownDist	The distance where the head starts slowing down
GivePlayerControlDist	The distance at which the player regains control from the edge of the ladder
MovePitchFactor	Add info
MaxMovePitchSpeed	Add info