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Setting up a development environment

Follow this [guide](#) to set up the game for development.

Entities

List of all [Entities](#) and their properties that can be set with the model editor.

Areas

List of all [areas](#) and what they do.

Script

List of all [script functions](#).

Setting up a Custom Story

List of [steps](#) to wrap up a custom story for Amnesia.

Setting up a Full Conversion

How to do a [full conversion](#) for Amnesia.

Config files

List of all [config files](#) in the game.

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