Amnesia

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.