Setting up MFP+TDD

Up until now, using MFP assets required painstakingly porting them to Amnesia The Dark Descent. With this new method, using all of them and playing mods that use them will be easier and more foolproof.

Setting up - for players

This tutorial requires you to own both Amnesia games; The Dark Descent (TDD) and Machine For Pigs (MFP). This set-up doesn't alter the base MFP game.

To play custom stories in MFP, follow these steps:

1. Open your TDD directory (e.g. `Program Files (x86)\Steam\steamapps\common\Amnesia The Dark Descent`) and your MFP directory (e.g. `Program Files (x86)\Steam\steamapps\common\Machine for Pigs`).
2. Copy Amnesia.exe to your MFP folder (or Amnesia_NoSteam.exe if you're having issues with crashing).
3. Create a `/custom_stories` folder in your MFP directory. Install your mods here normally.
4. Go to `/graphics` in both folders. Copy `/inventory` and `/item` folders from TDD to MFP (or see the additional steps for MFP-styled GUI). Merge and overwrite everything.
5. Go back to the main folders of both games.
6. Copy the `/sounds` folder from TDD to MFP. Merge them and all subfolders, but **don't overwrite any files!**
7. Go back to the main folders and then to the `/core` folders.
8. Compress the MFP `/shaders` folder to back it up.
9. Go into the `/shaders` folders and copy `deferred_light_frag.glsl` from TDD to MFP.

Now, when you want to play a mod you will need to launch Amnesia.exe from the MFP folder.
Keep in mind that the main campaign won't work there. To play it, you will need to launch the MFP executable (or launch the game normally, e.g. via Steam).

Optional steps

MFP-style inventory:

1. Download the file from:
   https://www.moddb.com/games/amnesia-the-dark-descent/addons/mfp-inventory-gui
2. Unpack the `/inventory` folder
3. Overwrite the `/graphics/inventory` with the new one.

Known issues

- Steam overlay doesn't work even if logged in before launching the game.
- Not all objects are interactable (MFP overrides most entities)

Setting up - for modders

The best part about this set-up is that everything you know from TDD modding is still applicable!
Pretty much everything works like it did in TDD.

To start modding, you have to apply the player section of this guide and then set-up the developer
environment again, but this time in the MFP folder (the player profiles and other files are in
`Documents/Amnesia/Pig`):

- Set up the editors again: https://wiki.frictionalgames.com/hpl2/tools/start
- Change profile settings to debug: https://wiki.frictionalgames.com/hpl2/amnesia/devenvguide

From now on, you can launch the editors from the MFP folder and you will see all MFP assets in them!

Most TDD assets will be there as well, but keep in mind many of them function slightly differently (e.g.
removed interaction) and some are missing completely (e.g. the Brute enemy).

Notes and limitations

- Make sure to attach this guide in your installation instructions and/or on the mod page!
- You will be able to use only the TDD engine functions:
  https://wiki.frictionalgames.com/hpl2/amnesia/script_functions
- Since technically we're using the TDD version of HPL2, inventory works. MFP-specific scripts and
  functions like colorgrading don't.
- Making Full Conversion mods for MFP should work normally (although was not tested)
- Keep in mind that some TDD assets will be missing. If you want to use them in the mod, make
  sure to include them in the mod's files.
- Not every MFP asset was tested, a few of them might have unforeseen issues.

If you find any bugs or have other feedback, find me on the FG Discord (link on the official FG
website): darkfire#8851