

Initialisation Files

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The article about the primary initialisation and configuration files used by the game.

(This article is currently under construction!)

1 Information

There are two primary initialisation component files that are directly responsible for configuring various game parameters and settings: `Nucleus.ini` and `World.ini`. This article will explain these files in details in the future.

2 Overview

Placeholder.

3 Nucleus.ini

Placeholder.

4 World.ini

Placeholder.

5 Notes

Placeholder.