Initialisation Config 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

Urban Assault engine utilises various configuration files in order to define or control numerous game logics and mechanisms. These high-level configuration files can be accessed in their respective *.INI format files, and some parameters inside are responsible for critical gameplay functions and features.

These files also usually contain special functions or keywords that are not enabled or used by default in the game. Therefore, it is generally not recommended to change the properties of these files unless the user knows what they are doing!

3 Nucleus.ini

(This section is currently under construction!)

Nucleus.ini is the primary initialisation config file for the proprietary Urban Assault engine.

4 World.ini

(This section is currently under construction!)

World.ini is the configuration file responsible for various gameplay mechanics parameters.

5 Notes

Placeholder.