

# Menu - Config - Amnesia

## General

<b>TextDuration_StartTime</b>	Text duration start time
<b>TextDuration_MinTime</b>	Text duration minimal time
<b>TextDuration_CharTime</b>	Text duration character time

## Main

<b>MainFadeInTime</b>	Fade-in time
<b>MainFadeOutTimeFast</b>	Fade-out time when fast
<b>MainFadeOutTimeSlow</b>	Fade-out time when slow
<b>TopMenuFadeInTime</b>	Main menu fade-in time
<b>TopMenuFadeOutTime</b>	Main menu fade-out time
<b>TopMenuFontRelativeSize</b>	Main menu font size
<b>TopMenuStartRelativePos</b>	Main menu relative position
<b>TopMenuStartRelativePosInGame</b>	Main menu relative position in game
<b>TopMenuFont</b>	Main menu font
<b>MainMenuLogoStartRelativePos</b>	Main menu logo start relative position
<b>MainMenuLogoRelativeSize</b>	Main menu logo relative size
<b>BGScene</b>	File of background scene
<b>BGCamera_FOV</b>	Background camera start face-of-view
<b>BGCamera_ZoomedFOV</b>	Background camera zoomed face-of-view
<b>ZoomSound</b>	Sound of zooming
<b>Music</b>	Music that will be play in main menu

## Options

<b>ShowCommentary</b>	Commentary-mod setting
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## Credits

<b>NormalFont</b>	Main text font name
<b>HeaderFont</b>	Header font name
<b>NormalFontSize</b>	Main text font size
<b>HeaderFontSize</b>	Header font size
<b>TheEndFontSize</b>	"The End" text font size
<b>ScrollSpeed</b>	Speed of scroll
<b>FadeSpeed</b>	Speed of fade

## Profiles

<b>WindowSize</b>	Profiles window size
<b>InformationWidth</b>	Information width
<b>ListFontSize</b>	List font size
<b>EnterNameWindowSize</b>	Enter name window size
<b>EnterNameButtonLength</b>	Enter name button length

## Inventory

<b>FadeInTime</b>	Inv fade-in time
<b>FadeOutTime</b>	Inv fade-out time
<b>DefaultFont</b>	Inv default font
<b>HeaderFont</b>	Inv Header font
<b>PopUpMessageCenter</b>	Inv pop-up messages center
<b>SlotImage</b>	Inv slot image
<b>SlotColor</b>	Inv slot color
<b>SlotSize</b>	Inv slot size
<b>SlotMouseOverImage</b>	Inv slot mouse over image
<b>SlotMouseOverColor</b>	Inv slot mouse over color
<b>SlotMouseOverOffset</b>	Inv slot mouse over offset
<b>SlotPulsatingMin</b>	Inv slot pulsating minimal
<b>SlotPulsatingAmp</b>	Inv slot pulsating amplitude
<b>SlotPulsatingFreq</b>	Inv pulsating frequency
<b>SlotsRows</b>	Inv slots rows
<b>SlotsColumns</b>	Inv slots columns
<b>SlotsStart</b>	Inv slots start
<b>SlotsSeparation</b>	Inv slots separation
<b>SlotsGridColor</b>	Inv slots grid color
<b>SlotsDrawGrid</b>	Inv slots draw grid
<b>SlotsDrawFrame</b>	Inv slots draw frame
<b>SlotsFrameSize</b>	Inv slots frame size
<b>SlotsFrameHPadding</b>	Inv slots frame horizontal-padding
<b>SlotsFrameVPadding</b>	Inv slots frame vertical-padding
<b>SlotsFrameOffset</b>	Inv slots frame offset
<b>SlotsGridHExtension</b>	Inv slots grid horizontal-extension
<b>SlotsGridVExtension</b>	Inv slots grid vertical-extension
<b>SlotsGridOffset</b>	Inv slots grid offset
<b>HealthCenter</b>	Inv health center
<b>HealthLabelCenter</b>	Inv health label center
<b>HealthFrameSize</b>	Inv health frame size
<b>HealthFrameHPadding</b>	Inv health frame horizontal-padding
<b>HealthFrameVPadding</b>	Inv health frame vertical-padding
<b>HealthFrameOffset</b>	Inv health frame offset
<b>SanityCenter</b>	Inv sanity center
<b>SanityLabelCenter</b>	Inv sanity label center
<b>SanityFrameSize</b>	Inv sanity frame size
<b>SanityFrameHPadding</b>	Inv sanity frame horizontal-padding
<b>SanityFrameVPadding</b>	Inv frame vertical-padding
<b>SanityFrameOffset</b>	Inv sanity frame offset
<b>TinderboxesCenter</b>	Inv tinderboxes center
<b>TinderboxesLabelCenter</b>	Inv tinderboxes label center
<b>TinderboxesFrameSize</b>	Inv tinderboxes frame size
<b>TinderboxesFrameHPadding</b>	Inv tinderboxes frame horizontal-padding

<b>TinderboxesFrameVPadding</b>	Inv tinderboxes frame vertical-padding
<b>TinderboxesFrameOffset</b>	Inv tinderboxes frame offset
<b>OilCenter</b>	Inv oil center
<b>OilLabelCenter</b>	Inv oil label center
<b>OilFrameSize</b>	Inv oil frame size
<b>OilFrameHPadding</b>	Inv oil frame horizontal-padding
<b>OilFrameVPadding</b>	Inv oil frame vertical-padding
<b>OilFrameOffset</b>	Inv oil frame offset
<b>JournalCenter</b>	Inv journal center
<b>JournalLabelCenter</b>	Inv journal label center
<b>JournalFrameSize</b>	Inv journal frame size
<b>JournalFrameHPadding</b>	Inv journal frame horizontal-padding
<b>JournalFrameVPadding</b>	Inv journal frame vertical-padding
<b>JournalFrameOffset</b>	Inv journal frame offset
<b>ItemHeaderCenter</b>	Inv item-header center
<b>ItemDescCenter</b>	Inv item-description center
<b>ItemTextFrameSize</b>	Inv item-text frame size
<b>ItemTextFrameHPadding</b>	Inv item-text frame horizontal-padding
<b>ItemTextFrameVPadding</b>	Inv item-text frame vertical-padding
<b>ItemTextFrameOffset</b>	Inv item-text frame offset
<b>ItemDescTextWidth</b>	Inv item-desc text width
<b>ItemCountOffset</b>	Inv item-count offset
<b>FontSize_ItemCount</b>	Inv font-size of item-count
<b>FontSize_Label</b>	Inv font-size of label
<b>FontSize_Header</b>	Inv font-size of header
<b>FontSize_Description</b>	Inv font-size of description
<b>FontSize_Message</b>	Inv font-size of message

**CompletionCounter**

<b>DefaultFont</b>	Default font of completion counter
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**Messages**

<b>QuestAddedIcon</b>	Icon that will be shown when new quest will be added
<b>QuestAddedSound</b>	Sound of quest-addition
<b>GameMessageFontSize</b>	Message font size

**Hints**

<b>DefaultFont</b>	Default hints font
<b>YPos</b>	Hints y-position
<b>FontSize</b>	Hints font size
<b>TextDurationMul</b>	Hints text duration

**Journal**

<b>DefaultFont</b>	Default journal font
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<b>MenuFont</b>	Journal menu font
<b>NoteTextWidth</b>	Note text width
<b>NoteMaxPageRows</b>	Note max page rows
<b>NoteFontSize</b>	Note font size
<b>NoteRowDist</b>	Note row distantion
<b>NoteHeaderFontSize</b>	Note header font size
<b>NoteTextStartY</b>	Note text start y-position

### LoadScreen

<b>DefaultFont</b>	Default font in loading screen
<b>LoadingFontSize</b>	Loading text size
<b>TextFontSize</b>	Loading text size
<b>LoadingY</b>	Loading text y-position
<b>TextWithImageY</b>	Text with image y-position
<b>TextAloneY</b>	Loading text y-position(without image)
<b>ImageY</b>	Image y-position
<b>TextMaxWidth</b>	Max text width
<b>FadeOutTime</b>	Screen fade-out time
<b>TextDurationMul</b>	Text duration

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