

Creating a Full Conversion

[Original guide by Your Computer.](#)

When doing a custom story, you are forced to use all default settings for the player and you can only change the levels and add new assets. If you want to change stuff like player speed, sanity properties, menu style and the like, you need to do a full conversion.

This guide will assume you already know how to set up a custom story.

What is a full conversion mod?

A full conversion (often called FC, FCM or IFC) is a method of starting the game that causes it to launch with custom configurations and parameters. This will allow you to change many aspects of the game through the use of config files. You can think of these config files as a heavily extended `custom_story_settings.cfg` file that control player movement and sounds, how the sanity system works, how the graphical user interfaces are set up and much more.

Mods have many advantages over custom stories, but there's one larger drawback; the installation is more advanced for the user. Therefore it's suggested that you stick to a custom story unless you need to edit the game's properties for your creation.

This guide will show you how to create a fully Isolated Full Conversion (IFC).

Starting off

So you're about to start setting up a FC mod. You should begin by making a folder for it. Place this folder in your Amnesia install directory ("redist" for retail and "Amnesia The Dark Descent" for Steam). For now, let's call it **my_mod**.

Now, depending on how much custom stuff you want in your mod, you need to create a few more folders within your mod folder. The most important folder is the config folder, as it holds all your customized settings. Instead of creating a new folder named config, you can just go back to your Amnesia root folder, **copy the config folder** there, and paste it within your mod. Here's a list of folders you need / might want in your mod:

- config
- maps
- main_menu
- graphics (if you use custom graphics)
- entities (if you use custom entities)
- static_objects (if you use custom static objects)
- textures (if you use custom textures)
- music (if you use custom music tracks)
- sounds (if you use custom sounds)
- models (if you use a custom lantern)

There are more folders you can create if you wish. These mostly reflect on how the Amnesia root

folder looks like. Extra folders include particles, misc, lights, fonts, gui, lang and more.

Configuring the mod

Now that you have your setup, open the config folder. Because you copied it from Amnesia, it already contains many files you need. There are a few you can dispose of though, so delete them so the folder only contains these files:

- base_english.lang
- game.cfg
- main_init.cfg
- menu.cfg
- pre_menu.cfg
- lang_main (folder)
 - english.lang (within the lang_main folder)

Another two files you can copy over to your config folder is the **resources.cfg** file and **materials.cfg** file. They're found lying around in the Amnesia root folder. Originally they're supposed to be located at the top of your mod folder, but I've found it to be cleaner to place them in /config. They still seem to function the exact same.

main_init.cfg

[Complete list of the main_init.cfg file.](#)

Open your main_init.cfg file from /my_mod/config. This file controls the main startup attributes of the game. Under **ConfigFiles**, edit all the paths to point to the custom files you have. For example:

```
Resources = "my_mod/config/resources.cfg"  
Materials = "my_mod/config/materials.cfg"
```

Do this with all the files you do have in your config folder. The rest you can leave default.

Under Directories, rename MainSaveFolder to whatever you want your mod's saves folder to be named, for example "MyMod." Also edit BaseLanguageFolder and GameLanguageFolder to match your own config folder.

Under Variables, change GameName to your mod's name.

Under StartMap, change File to the name of your mod's starting level, change Folder to your mod's maps folder ("my_mod/maps"), change Pos to the PlayerStartArea you should first spawn in. This section resembles the custom_story_settings.cfg file.

menu.cfg

In this file, you can specify your own mod's menu. Go down to **BGScene** and change the path to match your menu map. You might not have your menu level yet, but you'll probably make it eventually. Just make sure to have one before starting your mod. [Here's a tutorial](#) that talks more about this file (PS: Edit your mod's menu.cfg instead of the main game's).

One more important thing about the menu file is that the default one (which you copied) does not

include an entry for a custom logo. You can add it, however, which will allow you to change it. I would say it's a must for a mod to have its own logo, just like it should have its own name.

Add this line within the Main tag (below Music if you'd like):

```
MenuLogo = "my_mod/lang/eng/graphics/main_menu/menu_logo_mod.tga"
```

This would be the path structured in the original fashion. It can be located in another folder, but personally I prefer using the same setup. If you do not have a lang folder, add one or change the path to somewhere else.

resources.cfg

This file is a little different. Its purpose is to tell the game in which folders and locations it should search for the files it uses. For example if you use custom entities, you'll need to add your entities folder to the resources.cfg file, or else the game can't find them. If two files have the same name, and both locations are within the scope of the resources.cfg file, the game might mix them up and use the wrong one. It searches from top to bottom through the list, so add your own directories at the top to make sure the game finds your files first.

Do not remove what's already there unless you know what you're doing. Instead, copy one line and paste it at the top (after the Resources tag of course), then edit it to match your own path. EG:

```
<Directory Path="/my_mod/config" AddSubDirs="true" />  
<Directory Path="/my_mod/main_menu" AddSubDirs="true" />
```

Do this with all of your folders.

game.cfg

This file is very important if you want to edit how the game plays. I'll leave it up to you to experiment though. There are many settings regarding player speed/jump/stanity/health/oil drain etc. Play around with different settings. All the options might seem a bit intimidating to begin with, but you'll likely have fun editing them.

base_english.lang and english.lang

base_english.lang is a language file just like english.lang is. It mostly deals with basic text that should be present in any mod. You don't really need to edit it unless you want customized messages for for example actions/hints/lantern and other gameplay-like things.

english.lang on the other hand is your FC mod's version of the extra_english.lang file from custom stories. Add any text here as you would for the custom story, like notes, messages, room names, item names etc.

Launching the mod

To start your mod, you need to make sure you have correctly set up the following:

- A config folder with at least a main_init.cfg file that points to appropriate locations and files.
- A main menu map that can display as configured in menu.cfg.

- A maps folder with at least 1 map to start as you select "Start new game" from the menu.
- Any other files you might want/use need to be available within your mod's resources.cfg file.

Once you've set this all up, it should be possible to start your mod. But how?

The most common way of starting a mod is using the command line. Below are the contents for making executable command line files for the different operating systems. These files need to be placed within your mod's root folder (Amnesia/my_mod).

Windows

This is a batch file and thus needs to be saved as **.bat**

```
cd /d ..  
Amnesia.exe my_mod/config/main_init.cfg
```

Mac OS X

This is a Terminal command file. It needs to be saved as **.command**

```
#!/bin/bash  
cd "`dirname "$@"`"  
open ../Amnesia.app --args my_mod/config/main_init.cfg
```

Linux

This is a Terminal shell file. Name it **.sh**

```
#!/bin/bash  
  
FCNAME="my_mod"  
  
# 64-bit operating systems  
if [ "$(uname -m)" = "x86_64" ]; then  
    ../Amnesia.bin64 "$FCNAME/config/main_init.cfg"  
  
# 32-bit operating systems  
else  
    ../Amnesia.bin "$FCNAME/config/main_init.cfg"  
fi
```

I recommend you create all 3 of these files. You never know what OS the user is going to be using, so why not be prepared?

Note: If you use the Steam copy of Amnesia, these launchers probably won't work for you. In such a case you can start your mod by doing the following:

- Open Steam, right click Amnesia and select Properties.
- Click "Set Launch Options..." on the General tab.
- Type or paste in the argument to your mod's main_init.cfg file.

The argument should look like this:

my_mod/config/main_init.cfg

Other notes

Bear in mind that it takes experimenting to understand it all fully. You'll learn from mistakes and improve as you work with it. Once you're ready to publish your mod, [ModDB](#) is a nice place. Also feel free to post it at the [Frictional Games forum](#). The forum is also a nice place to get feedback on your work.

I've prepared a download you can use to get started with a full conversion if you found this confusing. You may use it as a template for your mod. It's already been prepared, but you must still configure it to match your own creation.

You can [download it here](#).

Happy modding!

~ Mudbill

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