

LEGO Config

This chapter documents the core game configuration file (LEGO.cfg). To learn more about the CFG file format and similar types, see the CFG Format page.

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Definitions

The LEGO Rock Raiders configuration file (LEGO.cfg) contains several definitions regarding time and measurements for various properties.

Units

There are several different units used in the game for time and distances.

Time Ticks

Time ticks are based on the game's base FPS (Frames Per Second). Each second is equal to the number of game frames per second. Based on the default LEGO Rock Raiders FPS of 25, 25 ticks is equal to 1 second.

Example: $60 \text{ seconds} \times 25 \text{ fps} = 1500 \text{ ticks}$.

Distance

Blocks

Value Types

Integer

(int)

Character Array

(char*) Null terminated string

Boolean

(bool) TRUE/FALSE or YES/NO

Main

The "Main" property block is the first block to appear in the LEGO configuration file. This block contains global properties for the game such as splash screen times, graphics settings, loading screens and credits.

| Property | Value | Description | TextureUsage | (uint) size | Memory texture usage. Maximum value is <u>58804224</u> . |
|-----------------|--------------|--|--------------|-------------|--|
| CreditsTextFile | (char*) path | Relative file path to the game credits text. | | | |
| CreditsBackAVI | (char*) path | Relative file path to the background AVI of the credits. | | | |
| LoadScreen | (char*) path | Relative file path to the Loading screen background. | | | |

| Property | Value | Description |
|----------------|---------------------------------------|--|
| ShutdownScreen | (char*) path | Relative file path to the Shutdown screen background (not used). |
| ProgressBar | (char*) path | Relative file path to the stretchable progress bar image. |
| ProgressWindow | R: (int) x, (int) y, (int) w, (int) h | The position of the progress bar on the load screen. |

¹ This property either does not work or is otherwise not used in the release version of the game.