

# 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.			
ShutdownScreen	<del>Default</del> (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.			

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

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