

Where does ALM mod store the settings of the built-in editors?

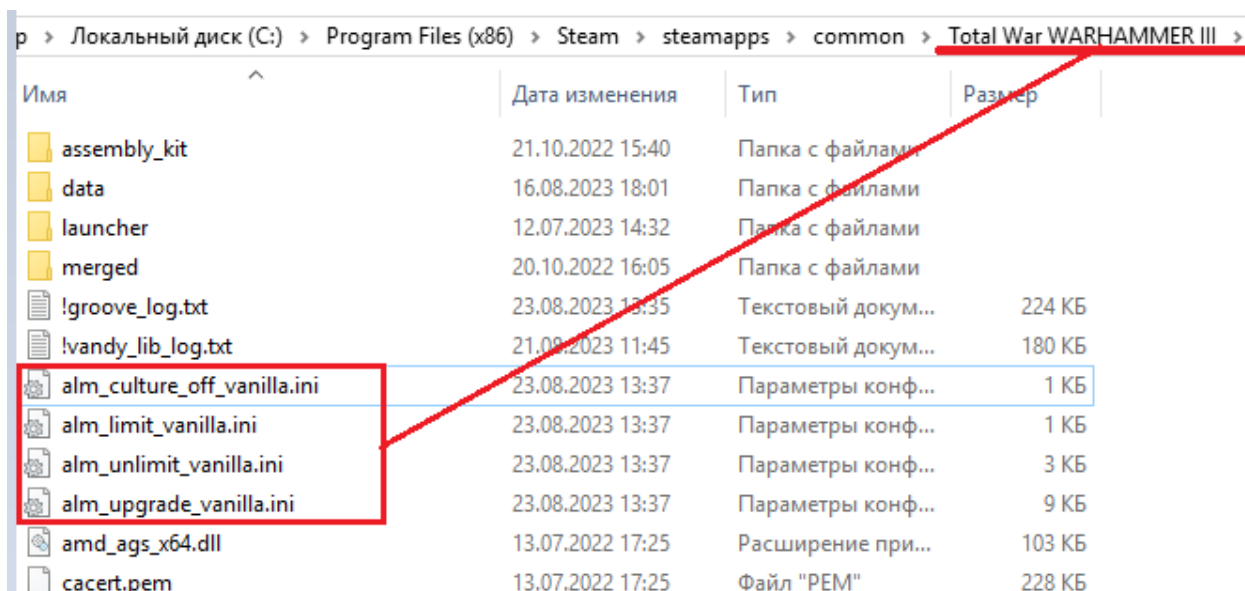
In the annotation to the mod, three built-in editors were described:

- Units limit editor
- Unlimited units editor
- Upgrade units editor

After you have made all the necessary settings using the built-in editors, you should save the changes you have made:



When saving, the settings files are saved in the main directory of the game:



When saving the settings, will be 4 files are created:

File name	Notes
Alm_culture_off<postfix>.ini	A list of races that do not use ALM
Alm_limit<postfix>.ini	Settings units limit editor
Alm_unlimit<postfix>.ini	Settings unlimited units editor
Alm_upgrade<postfix>.ini	Settings upgrade units editor

The <postfix> depends on the type of submod you are using there are three possible options:

File name	Notes
_vanilla	Vanilla submod
_sfo	SFO submod
_radious	Radious submod

Thus, depending on the type of submod used, the game settings are saved in different files, which allows you to make settings for each type of campaign more flexibly.