EF 1 Custom Content and Settings

Location of Config Files/Mods/Maps

Standard Location

Even though it may be a bit confusing in the beginning, there is not only one place where the settings for the game are stored. With a standard installation from CD, without mods or newer versions than 1.2, the files are located under `baseEF` in the EF games folder or in the corresponding folders of the mods in the games directory. For the mod Pinball for example, instead of the subfolder `baseEF` this is the folder `pinball`. Inside those folders you might find the folders *screenshots* and *saves*, depending on whether you did create screeenshots or saved a single player game.

This however, might not be possible: The worst case scenario here is an NTFS file system which prevents the game from saving the settings at all. (See also Virtual Store on the matter.) With the binaries of ioEF or Lilium Voyager things look different again. Because here (as it should have been for the original version of Raven) the files are stored in the user directory. This has the advantage that every user can have his own configuration and installed mods, maps, models, etc. and no user needs write access to the game directory. The following list considers the main mod, `baseEF` to be the target of the savings. For other mod names change the `baseEF` part into the name of the folder the mod requires.

OS	EF 1.2 and older	Lilium Voyager	cMod	ioEF
Windows up to Win Vista	Game folder	`%appdata%\Lilium Voyager\baseEF`	Game folder	`%appdata%\STVEF\baseEF`
Windows from Win 7 on	`%UserProfile%\AppData\Local\VirtualStore\<name of your EF game folder>\` (only when stored in folders `Program Files` or `Program files (x86)` of your Windows drive)	`%appdata%\Lilium Voyager\baseEF`	Game folder	`%appdata%\STVEF\baseEF`
Linux	untested (requires Wine)	`~/.local/share/lilium-voyager/baseEF`	Game folder or `~/.stvef/` (if no write access to game folder)	`~/.stvef/baseEF`
MacOS	untested	`~/Library/Application Support/Lilium Voyager/baseEF`	Game folder	`~/Library/Application Support/STVEF/baseEF`

Custom location

On ioQuake derived versions (Lilium Voyager, Tulip Voyager, cMod, ioEF) there is also the possibility to explicitly tell the game, where to look for and place player's data. This is done by setting the variable `fs_homepath` during server or client start. For example

```
./liliumvoyhm.x86_64 +set fs_homepath ~/my_ef_folder
```

makes the game look for data in the folder `my_ef_folder` in the current user's home folder (for Linux systems). This way it is possible, to kind of have multiple EF installations separately, e. g. with different (incompatible) mods active while actually having it installed just once. Files present inside the games installation folder, e. g. `*.pk3` files, are always found as well. So for running different mods with the same installation it is advisable, to strictly separate the configurations and mod files in

different folders, while having only the basic game with only its original files inside the installation folder.

Name of the Configuration Files

EF Variation	Holomatch Config	Singleplayer Config
Vanilla	hmconfig.cfg	efconfig.cfg
ioEF	hmconfig.cfg	-
Lilium Voyager	hmconfig.cfg	-
cMod	cmod.cfg	-

cMod Config File Renamed

cMod tries to behave in a similar fashion as original EF 1.2, meaning, it stores the config and downloaded files in the game folder. It does *not* store the config in the `baseEF` folder and the configuration file is called `cmod.cfg`. So depending on the circumstances, it might also be, that this file is saved in another location, as is described for Standard EF from Win 7 on.

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