

Manual for single player config v1.0

With "rea_single_player.lua" file you can change some settings for single player mode. Copy the file to somewhere, then open the new one with notepad.

reaPlayConversionEffects: Can be 0 or 1. If 0, it means the script won't play conversion effects.

reaPlayConversionSounds: Can be 0 or 1. If 0, it means the script won't play conversion sounds.

reaTownConvertedNote: Can be 0 or 1. If 0, it means you won't get any message after a successful town conversion.

reaTownConversionAvailableNote: Can be 0 or 1. If 0, it means you won't get any message when a town conversion becomes available.

reaSinglePlayerConfigLoaded: Script requires this param. DO NOT CHANGE IT!

Save and close the file, pack it with some zip packer, then change the extension of the packed file from zip to h5u. Copy the packed file to your game's "userMODs" folder.