
Subject: 2. [Data File Settings] Discussion
Posted by [Off_Topic](#) on Thu, 24 Oct 2013 11:44:19 GMT
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;  
; These settings tell the game where it should get the data it needs for a few SPECIFIC features.  
.*****  
;  
*****
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;-----  
; Difficulty-based PROF.DAT  
;  
;  
; If FALSE, the game reads its profile data from the file called simply "PROF.DAT".  
; If TRUE, the game reads its profile data from one of four different "PROF.DAT" files that are  
specific to the difficulty  
; level of your current game. This allows using different character profiles depending on difficulty  
level.  
;  
;-----
```

USE_DIFFICULTY_BASED_PROF_DAT = TRUE

```
;  
;-----  
; PROFEX (profile externalization)  
;  
;  
; These settings allow data about character profiles to be read (and written) from XMLs instead of  
PROF.DAT. These XMLs are  
; called "MercProfiles.XML" and "MercOpinions.XML". Unlike PROF.DAT, they can be edited by  
hand.  
; IMPORTANT NOTE: You must have the Profex ACTIVATED to be able to play with the NEW  
TRAIT SYSTEM!  
;  
;-----
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```
; If TRUE, reads "MercProfiles.XML" and "MercOpinions.XML" for profile data.  
; If FALSE, reads profile data from PROF.DAT.  
READ_PROFILE_DATA_FROM_XML = TRUE
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; When TRUE, this setting writes profile data from memory to XML before the game's Main Menu  
is reached.  
; This can be used to write all data from PROF.DAT directly into XML format. Make sure that  
READ_PROFILE_DATA_FROM_XML  
; is set to FALSE before doing this, otherwise you're simply creating a duplicate of an XML you  
already have.  
WRITE_PROFILE_DATA_TO_XML = FALSE
```

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;-----  
; 0 = Use default drop item system for enemies / militia.  
; 1 = Use the new drop item system from XML-Files (EnemyWeaponDrops.xml,
```

EnemyAmmoDrops.xml, EnemyArmourDrops.xml,
; EnemyExplosiveDrops.xml, EnemyMiscDrops.xml) for enemies (and militia).
;
; INFO: This drop system only takes effect, if you have not choosen "Enemies Drop All Items" in
the start new game screen.
;-----

USE_EXTERNALIZED_ENEMY_ITEM_DROPS = 1

;-----
;
; Tells the game to load ja2set.dat.xml (located in the MODs "Data" folder) instead of the old
"BinaryData\ja2.set.dat" file
; Must be TRUE if NUM_P_ITEMS (below) is > 3
; If an xml file doesn't exist, setting the value to true will create one.
; Issues have been reported using big maps with this value set to TRUE
; Valid values = TRUE or FALSE, Default = FALSE
;-----

USE_XML_TILESETS = FALSE

;-----
;
; Change the number of Pltem graphics files used by the game
; Requires using modified xml version of ja2set.dat for values > 3
; This setting is also dependent on the items.xml file graphics tags, and the actual Pltem graphics
files
; Do not change this unless you are modding the game, or it will probably break everything!
; Issues have been reported using big maps with values > 3
; Valid value range = 3-20, default = 3
;-----

NUM_P_ITEMS = 3
