

in: [Fallout and Fallout 2 file formats, Translated TeamX documents](#)

CFG File Format (video)

CFG files are ***indexed text-configuration*** files. They are used for placing fade-in and fade-out effects for videos, and can be found in "master.dat\art\cuts".

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Structure

The names of CFG files correspond to the name of the MVE file video in which the effects are placed. In the file are text entries like this:

```
;
; comments are indicated by semi-colons
;

[info]                ; declares basic info about the effects in the video (word "info" in brackets)
total_effects=2        ; declare the total number of fade effects
effect_frames=0,250    ; initializes the start frames for the fade effects, separated by comma(s)

;      <----- random semi-colons
;

[0]                    ; effect number 1 (distinguished by start frame number, in brackets)
fade_type=in           ; only two possible values for this: in or out
fade_color=0,0,0       ; red - green - blue values for fade-in or fade-out. Can range from 0 - 63,
separated by commas
fade_steps=30          ; The number of frames the fade will take place on. Normal movie Frames Per Second
(FPS) is 15

[250]                  ; effect number 2 (distinguished by start frame number, in brackets)
fade_type=out          ; only two possible values for this: in or out
fade_color=0,0,0       ; red - green - blue values for fade-in or fade-out. Can range from 0 - 63,
separated by commas
fade_steps=30          ; The number of frames the fade will take place on. Normal movie Frames Per Second
(FPS) is 15
```

Notes

- So far, *all* fade effects have been to black (RGB values 0,0,0), and the number of steps is always 30. It might not be possible to change those values (not verified).

Example

Taken from `afailed.cfg` - the effect file for `afailed.mve`, Hakunin's last spiritual contact with the Chosen One.

```
;
; movie.cfg
;

[info]
total_effects=2        ; Total number of fading effects.
effect_frames=0,130    ; The frame number each effect will start on.

;
;
```

```
[0]                ; Frame number this effect starts on.
fade_type=in       ; Fade in or out?
fade_color=0,0,0   ; r,g,b value to fade from/to (range is 0-63).
fade_steps=30      ; number of steps (frames) this fade takes.

[130]             ; Frame number this effect starts on.
fade_type=out      ; Fade in or out?
fade_color=0,0,0   ; r,g,b value to fade from/to (range is 0-63).
fade_steps=30      ; number of steps (frames) this fade takes.
```

Open with

.CFG files can be opened with any simple text-editing programs, like Notepad or WordPad.

TeamX document



[Original document](#) at teamx.ru (in Russian)

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