Emerald will support multiple games as part of its SDK; this is to allow simultaneous development and testing of multiple games. Each game is separated not in engine-side C# code but is separated in scripts and content.

This mechanism is initialised after Boot0 completes and is implemented in EngineCore.dll.

It is achieved using one file and all the folders inside a set of files; **GlobalSettings.xml** and all of the **.gdxml** files in the **Games** folder. It is recommended that each game place its content files within a subfolder of Games with the game’s name, but this is not mandated in code.

GlobalSettings defines the currently defined game definition; currently this is all it does. Due to the rather low-quality static class serialiser in use, some hacks have been used.

The **\_currentgamedefinitionpath** node inside GlobalSettings.xml defines the current game definition to load.