Torekor

Cross-Platform Game Launcher made as my Maturita Project.

- Introduction
- Configuring launch options

Introduction

Configuring launch options

All launch configurations are saved in `config` named as `<id>-game.json`.

Launchers

Steam

```
{
    "launcher": "steam",
    "version": 1,
    "data": {
        // Game ID (can be found https://steamdb.info)
        "id": "00000"
    }
}
```

Native

```
{
    "launcher": "native",
    "version": 1,
    "data": {
        // Program to run (use \ on windows and / on linux)
        "path": "C:/Program Files/Example Game/game.exe",
        // Working directory
        "dir": "C:/Program Files/Example Game/"
    }
}
```