

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/"
  }
}
```

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