GS.conf

Adding new maps and dungeons requires editing in this section.

This is the world information for Gaap as an example:

```
#-------------------------------------------------------------------------------
[World_gs01]
index           =     1
tag          =    1
cid          =     0,2,13
base_path       =    x1/
max_sight_range       =    50
max_flight_height    =    330
grid                 =      {125,125,20.5,-1280.5,-1280.5}
local_region       =    {-1024,-1024.0} , {1024.0,1024.0}
limit          =     allow-root;
player_capacity       =    4096

[Terrain_gs01]
szMapPath       = map
nAreaWidth        = 512
nAreaHeight        = 512
nNumAreas        = 4
nNumCols        = 2
nNumRows        = 2
vGridSize        = 2.0f
vHeightMin        = 0.0f
vHeightMax        = 800.0f
#-------------------------------------------------------------------------------
```

Index, Tag and Base_Path are the key identicators to link it to Gaap files.
Base_path = x1 directory folder in configs.

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