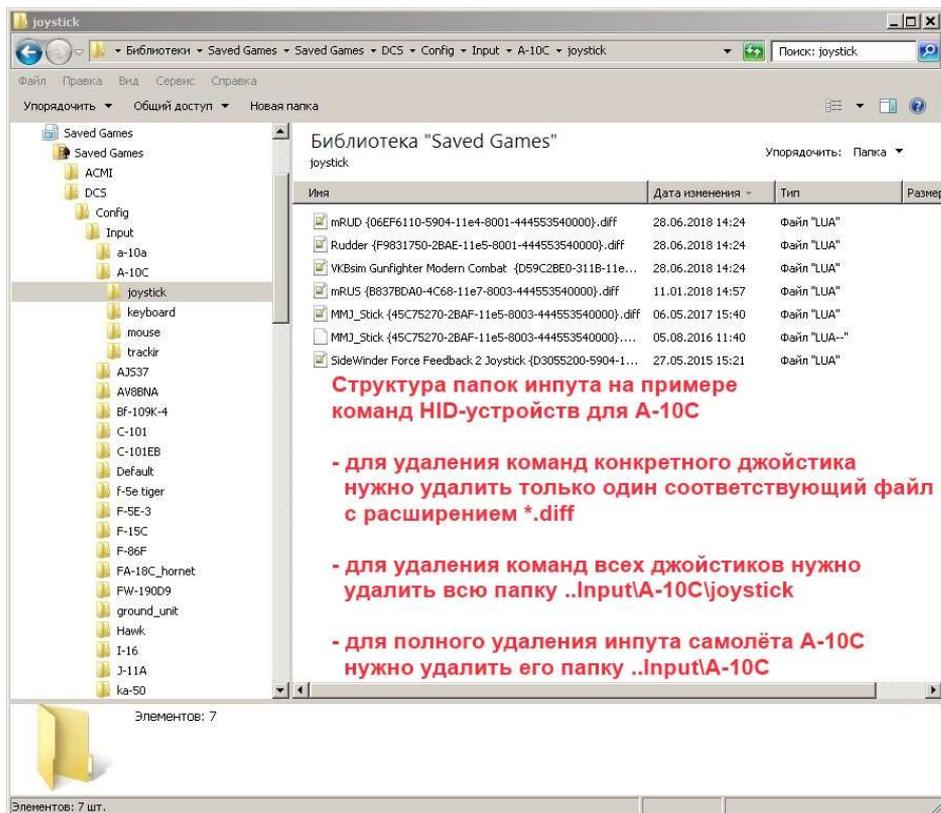# The user directory:

Is located in

Saved Games \ DCS - release version
Saved Games \ DCS.openbeta - Open Beta

When a game is deleted, the user directory remains on the disk.

Saved Games \ DCS \ Config \ Input - a directory of settings for input devices (hereinafter I will not write the beginning of the Saved Games \ DCS directory each time)

Each controlled aircraft has its own settings, and separate settings are also used for ground equipment. In order to delete user settings and return to default settings, you just need to delete the corresponding folder of the desired nesting level or a separate file (see screenshot).

User input files contain the difference between default and user settings (files have the extension * .diff.lua). Storing files in the 'diff' format made it possible to do input updates without reassigning all the commands.

If there are several HID devices in the system (for example, joysticks), the input subsystem automatically assigns the most "running" functions to their axis - roll / pitch, rudder, traction. This is how "dual assignments" are obtained, so in such cases it is necessary to carefully check the input settings and remove unnecessary (duplicated) ones.

.. \ Config \ options.lua - game options. Settings for graphics, sounds, complexity and specific settings for modules.
.. \ Config \ network.cfg - network settings
.. \ Config \ network.vault - encrypted, this is the user login data on the master server
.. \ Config \ authdata.bin - authentication data, used when logging in without the Internet and when offline mode is turned on
.. \ Config \ View \ SnapViews.lua - a file is created or modified when you use the quick view preservation in any mission. If you have problems with the review, this file can be deleted and DCS will return to the default angles.
.. \ Config \ MonitorSetup \ - You need to create this folder manually and put your lua-files of monitor settings in it. Custom monitor settings will be added to the default ones.

.. \ Logs \ - directory of logs. This is what we usually ask for when problems arise.
dcs.log - log of the actual simulator (flown mission or track)

Logs with the extension .old are the logs of the previous session, as a rule, they are not of interest, although sometimes they are useful

.. \ Liveries \ Cockpit_ <NAME> - custom liveries (example of folder structure: Liveries \ Cockpit_Su-25 \ DPRK Air Force 10128 \ <. Dds liveries plus description.lua>)

.. \ MissionEditor - mission editor. Here are the user's pendants (..UnitPayloads \), the pilot's flight book (logbook.lua) with the progress of the campaigns partially or fully played, user templates and some temporary files

.. \ Missions and .. \ Missions \ Campaigns are the user's missions and campaigns, respectively, these directories are visible in the mission editor and file open / save dialogs.

... \ Mods - folder of user mods. Mods (terrains, planes, equipment, whatever) should be here and only here. The folder structure repeats the analogue in the installed simulator

.. \ Moves, .. \ Screenshots - respectively, the default directories for saving videos and screenshots of the game.

.. \ Tracks and .. \ Tracks \ Multiplayer - tracks of single and multiplayer departures. The location for saving a single mission track can be set in debriefing, network flight tracks are written here automatically. The name of the network track includes an indication of the server or client, as well as a time stamp (e.g., I-16-20180403-151612.trk - client track, recorded on April 3, 2018).

The emergency departure track is also stored in the temporary Windows directory: AppData \ Local \ Temp \ DCS \
Note. I hope those who transfer temporary file directories to another location will figure out where to look for these files (thanks to the -Shai- virpil for clarification).

.. \ metashaders2 \ - the shader folder. If there are problems with the graphics (in particular, sometimes they may occur after the update), it is recommended to delete this folder completely, DCS will generate fresh shaders at the first start.

.. \ StaticTemplate - custom static templates generated by the mission editor

Any of the user's files or directories can be deleted without much damage, and only the local (i.e., user) part of the data will be lost.

The autoupdate_log.txt updater log, as well as the autoupdate.cfg updater configuration, are in the root directory of the installed simulator (for example, c: \ Eagle DNA \ DCS World \). The updater configurator autoupdate.cfg cannot be deleted.