

GAME CONFIGURATION OPTIONS

These options control various aspects of the game. Unless you know what you are doing, you are advised to not tamper with the default settings. If you do make changes and you wish to revert to original default values, quit the game completely. Then delete the UCCONFIG.INI file located in the game install folder. When you restart the game a new one with default settings will be created.

When you have finished making your selection, press the SAVE button and EXIT to quit back to the main menu or to the game (if you had a game in progress).

Any option marked with an asterisk (*) requires you to quit the game completely to the OS desktop and then restart the game. So, after saving the new settings and returning to the main menu, you should quit and restart the game.

OPTIONS

SOUNDFX	Toggle. Digitized sound playback.
MUSICFX	Toggle. Musical tracks playback.
SOUNDFX VOLUME	Volume control.
MUSICFX VOLUME	Volume control.
COMMS CHATTER	Toggle. Command craft crew chatter.
DISPLAY RESOLUTION	Display resolution selection.
OBJECT SPECULAR LIGHTING	Toggle object specular lighting. Turn off for some performance increase.
DXT COMPRESSED TEXTURES *	Toggle. Gives texture memory savings. You want to use texture compression whenever possible so that more textures can be uploaded to the video card
	NOTE: if using PRELOAD 3D MODELS you must have DXT compression turned on, otherwise only models will be preloaded and not their textures. This is due to the amount of memory (almost 1GB) which will be loaded during model preloading and which will cause an initial memory spike as the uncompressed textures are loaded.
	If running a server, this option should be turned ON.

OPTIMIZED MODELS *	Toggle. Gives memory savings at a cost of Slightly increased game load times. Optimized models will also cause a slight delay when a model is destroyed.
PRELOAD 3D MODELS *	Toggle. Controls the preloading of all 3D model assets during game start, resume etc. This increases loading times as well as memory but the tradeoff is smoother gameplay when a scene with lots of models is rendered. See note above about using DXT compressed textures. NOTE: If running a server, this option should be turned ON.
SPACE BACKGROUND QUALITY	32 bit skyboxes give better image quality at the cost of slight performance decrease.
SPACE BACKGROUND STARS	Toggle. Controls the dynamic stars seen in space. Turn OFF for an increase in game performance.
DAMAGE PARTICLES FX	Toggle. Controls particles fx (sparks and smoke) seen on objects which are badly damaged. Turn OFF for an increase in game performance.
EXPLODING PARTICLES FX	Toggle. Controls particle fx (sparks) which are attached to exploding object parts. Turn OFF for an increase in game performance.
EXPLOSION FRAGMENTS	Toggle. Controls the generation of fragments when objects explode. Turn OFF for an increase in game performance.
OBJECT FLIGHT PATH TRAILS	Toggle. Controls visual representation of the current target's flight path. Turn OFF for an increase in game performance.
OBJECT CONTRAILS TYPE	Toggle. Controls the type of controls used on crafts. Particle based contrails are quite expensive in some instances.
EXTERNAL PLANET DETAIL MAP	Toggle. Improves visual quality when very close to a planet while in space.

PLANET TERRAIN GRASS *	Toggle. Controls generation of Vertex Shader grass. There is no collision detect on grass, so only turn this OFF if you notice a performance increase by doing so.
PLANET TERRAIN TREES *	Toggle. Controls generation of tree billboards. Due to the size of planets and the sheer amount of trees, there is no collision detect for trees. Turn this OFF if you notice a performance increase by doing so.
PLANET WILDLIFE FLOCKS *	Toggle. Controls generation of wildlife. These entities are just there as environment props and there is no collision detect for them Turn this OFF if they are distracting or if you notice a performance increase by doing so.
PLANET GROUND DETAIL MESH *	Toggle. Controls the visual quality of the ground when very close. Turn this OFF for an increase in game performance.
PLANET GROUND DETAIL TEXTURE *	Toggle. Same as above. You should have both either ON or OFF
PLANET OCEAN DETAIL MESH *	Toggle. Controls the visual quality of the oceans when very close. Turn this OFF for an increase in game performance.
PLANET OCEAN DETAIL TEXTURE *	Toggle. Same as above. You should have both either ON or OFF
PLANET CLOUD PLANE *	Toggle. Controls the clouds for planets with a cloud layer. Turn this OFF for an increase in game performance.
PLANET NO CLOUD SHADER *	Toggle. Controls the rendering method used. If your video card has a Pixel Shader but you don't want to use it for rendering the clouds (e.g. if there is a bug in the drivers which makes the PS version look wrong), set this to ON. NOTE: The shader version may be faster, since it is handled by the GPU.

PLANET NO OCEAN SHADER *

Toggle. Controls the rendering method used. If your video card has a Pixel Shader but you don't want to use it for rendering the oceans (e.g. if there is a bug in the drivers which makes the PS version look wrong), set this to ON.

NOTE: The shader version may be faster, since it is handled by the GPU.

CONTROLS

FLIGHT CONTROLLER

Flight controller selection. Only works for crafts and not vehicles.

INVERT MOUSE Y AXIS

Invert mouse mode.

DEFAULT KEYBOARD ROLL/YAW

Select action of the roll/yaw axis when keyboard is used.

THROTTLE

Toggle. Use of joystick throttle.

PRIMARY HAT MODE

Toggle. Use of joystick hat for target or view selection.

OTHER JOYSTICK BUTTON CONFIGS

To map a joystick button to any of the nine (9) actions, first LEFT-CLICK on the choice, then press the button on the joystick.