

UNIVERSAL COMBAT COLLECTORS' EDITION v2.0™

Game Options

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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).

* Requires game restart.

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 GAME_CONFIG.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).

The SYSTEM section contains the following options.

SOUNDFX	Toggle. Digitized sound playback.
MUSICFX	Toggle. Musical tracks playback. You can also play your own MP3 tracks by copying them to the AUDIO\MUSIC folder located in the game install folder and the game will automatically play them. Only OGG files are supported.
BACKGROUND COMMS	Toggle. There is usually a lot of background comm traffic from other forces which have nothing
CHATTER	to do with your fleet. These are for ambiance and immersion purposes only and can be turned off.
NPC CRAFT GUN SOUNDS	OFF – Turns off the ability for you to hear gunfire sounds from NPC crafts.
	AT MY CRAFT - This plays gunfire sounds only for hostile crafts firing at your craft and within a 250km range.
	ALL (default) - This plays gunfire sounds for ALL hostile crafts in the immediate vicinity. WARNING: In large space battles, this can be VERY expensive. So, DO NOT USE unless you have a FAST machine and a top of the line PCI or on-board sound card.

SOUNDFX VOLUME	Audio volume control.
MUSICFX VOLUME	Music volume control.
RESOLUTION	<p>Display resolution selection. The higher the resolution, the slower the game will run; especially depending on the other graphics options.</p> <p>WARNING: Changing the screen resolution results in a slight pause while the assets are reloaded. Be patient and wait for the game to complete the operation and return to the main menu.</p>
TEXTURE FILTERING	Improves visual quality of object textures. Higher settings impact performance. To use this setting, ensure that you have your video card's own settings for this option set to "Application Preference".
ANISO HIGH	= Uses the max anisotropy that the video card supports.
ANISO NORMAL	= Uses half the max anisotropy that the video card supports.
TRILINEAR	= Mipmaps are filtered linearly.
BILINER	= Mipmaps are filtered with point sampling.
LIGHTING QUALITY	Improves the quality of the lighting. Higher settings impact performance depending on the speed of the video card.
HIGH	= On pixel shader 2.0 and higher cards, this setting is the same as the MEDIUM setting on these cards.
MEDIUM	= On pixel shader 2.0 and higher cards, this setting is the same as the HIGH setting on these cards.
LOW	= Lowest lighting setting. Difference is noticeable on all cards regardless of shader version.
FULL SCENE ANTI-ALIAS	Improves visual quality of objects and helps reduce jaggies. Higher settings impact performance. To use this setting, ensure that you have your video card's own settings for this option set to "Application Preference". Turn OFF for an increase in game performance.
HYPERSPACE TRANSITION FX	Toggle. Controls hyperspace effects for those of you who are likely to get motion sickness from watching it!
HDR LIGHTING	Advanced high dynamic range lighting technique which also incorporates tone mapping and bloom effects.
EXTERNAL PLANET CLOUD MAP	Toggle. Disables the clouds seen moving over the planet when in space.

TERRAIN VISIBILITY	Sets the draw distance for the planetary terrain. The larger the range, the farther the draw distance and the slower the performance. MAX = 20.0km, HIGH = 16.0km, MED = 12.8km LOW = 9.6km
TERRAIN LIGHTING QUALITY	Improves the quality of the terrain lighting. Higher settings SEVERELY impact performance.
PLANETARY CLOUDS	Toggle. Disables the cloud layer when within a planet's atmosphere.
PLANETARY CLOUD QUALITY	Improves the quality of the volumetric Clouds rendering. Higher settings SEVERELY impact performance.
WATER QUALITY	Improves the quality of the water rendering. Higher settings SEVERELY impact performance.
WATER REFLECTION	Enables reflections on water. At higher Settings the clouds as well as objects are reflected on water. Higher settings SEVERELY impact performance.
WEATHER FX QUALITY	Improves the quality of the rain and snow Weather effects. Higher settings SEVERELY impact performance. The KEYS section contains the following options.
CONTROLLER	Controller selection. Note, if you select mouse, you can still use both the mouse and keyboard to steer the craft.
DEFAULT KEYBOARD - ROLL/YAW	Select action of the roll/yaw axis of keyboard controller.
INVERT MOUSE Y AXIS	Invert mouse controller mode.
THROTTLE	Toggle. Use to enable/disable joystick throttle.
PRIMARY HAT MODE	Toggle. Use joystick hat for target or view selection.
SWAP ROLL/YAW AXIS	Toggle. Use to swap the behavior of the joystick when you push the stick left/right.

BUTTON CONFIGURATION

To map a joystick or game pad button to any of the nine actions, first **LEFT-CLICK** on the choice, then press the desired button on the controller. To abort and reset the configuration, press **ESC**.