

UNIVERSAL COMBAT – THE LYRIUS CONFLICT™

Game Cheats

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COMMAND LINE PARAMETERS

If you have the Steam version, this is how to add these options:

- Right-click on the game in Steam client library
- Go to GENERAL/SET LAUNCH OPTIONS
- Add the desired command, then click OK

/a	disable NPC planetary building avoidance
/d[1-6]	debug info written to .log files. Optional 1-6 determines level of logging. Higher value means more debug info logged
/h	enable high level combat tactics for NPC air/space craft
/i	makes you invincible to damage and weapons fire
/n	bypass the intro animation
/w	run game in a window. ALT+TAB will usually work as long as window is not covered by another window. With a large monitor, you could run the game in a 1280x720 window and a PDF viewer (for the docs) in another window (which should NOT cover the game window)
/x	run the software audio mixer instead of hardware. Helps with some laptop audio, and buggy audio drivers
/opt_cheats_on	adds CHEATS menu in HUD and enables various options below

CHEAT CAPABILITIES

(01) Increased speed (press **9**, then hold down **W** to exceed your craft's dynamics).

In a capital ship, go to LOGISTIX and set your engine power to 10 as this increases the max thrust that the craft can achieve.

(02) **SHIFT+9** allows you to leave planet at any altitude.

(03) Use the transporter to warp to any location on the current planet.

In TACOPS (i) click **transporter** (ii) select a position using **setpos** (iii) press + hold **CTRL** key, then click **deploy** (even if it's not highlighted) to warp to the new position.

(04) Increased O2 levels when swimming under water.

(05) Increased jetpack speed and power.

(06) Fleet C&C control, allowing you to order most NPC units as if they were part of your fleet.

(07) Gives Hyperion Subspace Device artifact. Left-Click on the LOCATION hotspot and warp to any space region without actually flying there.

(08) Gives extended radar ranges e.g. in first person mode. The DIE radar is limited to 25km without this cheat

(09) Commander can enter and control any asset found on planets (e.g. vehicles, fighters) without any career based restrictions

(10) Use the RANDOM weapon to destroy entire planets with no repercussions (i.e. violations, court-martial etc)

CHEAT HOTKEYS

CTRL+F1

Accelerate time. When on the planet, this can also be used to see the day/night transitions (e.g. progressive dusk to dawn). Earth has various climate/weather transitions. To monitor the current climate, time, weather, check the NID/NIR mode.

CTRL+F2

Return to your last used asset from any location. When in first person mode only.

CTRL+F3

Target a jump anomaly (e.g. jump gate) in the NID, then jump to the target region without having to fly to and enter the jump anomaly.

CTRL+ALT+F3

Target a ship in the TRS, then order it to flee the region.

CTRL+F4

Target an object in the TRS, then destroy it. WARNING: If there is no target selected & visible in the VDD, you will destroy yourself!!

CTRL+ALT+F4

Target an object in the TRS, then damage it. WARNING: If there is no target selected & visible in the VDD, you will damage yourself!

CTRL+F5 | CTRL+ALT+F5

Create a wing of random friendly (TER/MIL) or enemy fighters around your craft.

CTRL+F6 | CTRL+ALT+F6

Create a random friendly (TER/MIL) or enemy cruiser around your craft.

CTRL+F7 | CTRL+ALT+F7

Create a random friendly (TER/MIL) or enemy carrier around your craft.

CTRL+F8 | CTRL+ALT+F8

Create a random cloaked friendly (TER/MIL) or enemy carrier around your craft.

CTRL+F9

Allows you to cloak/decloak while in a ship, vehicle or first person

ALT+F1

Skip the current ACM mission if the `acm_skip_enable` command is set in the script.

ALT+F2 | ALT+F3

Cycle next/previous weather types.