

Mouse Control Mode

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The article about the Mouse Control Mode in the game.

(This article is currently under construction!)

1 Information

Mouse Control Mode in [Urban Assault](#) is a core gameplay feature that allows the user to control units directly with mouse movement in the first-person mode.

2 Overview

Microsoft Urban Assault supports completely free mouse cursor movement during the gameplay. This essential function is primarily used to interact with command interface or perform various actions directly on the 3D world screen, which is a crucial feature for appropriately implementing the RTS-style gameplay and functionality in the game.

By default, vehicle controls in the FPS-mode are accomplished via either a keyboard or a joystick (as recommended by the developers). But the player is also granted an option to activate/deactivate the 'Mouse Control Mode' at any time by clicking the right-mouse button on any part of the screen that is not occupied by GUI elements in order to control units with both mouse and keyboard, or mouse and joystick inputs simultaneously in the first-person control mode.

3 Mechanics

The Mouse Control Mode function allows for more precise and reactive FPS controls in vehicles for the player, but sacrifices some (or most) control over the RTS elements as well, since the mouse cursor movements become locked to the first-person view reticule of the vehicle. Therefore, the player should make a prudent decision when to activate/deactivate the mouse control mode based on the situations and tactical/strategic priorities.

The simultaneous device input that becomes possible with the mouse control mode also has an additional benefit, where the players can make turns in their vehicles with higher torques than usual in the first-person mode by applying both Mouse + Keyboard or Mouse + Joystick inputs together simultaneously. Apparently, this is not a bug but an intended feature considering there is an official game document referencing this functionality.

4 Interface

Under Construction.

4.1 Alternative Control Setup

Under Construction.

4.1.1 'WASD Binds'

Under Construction.

5 Trivia

Under Construction.

6 Notes

Under Construction.