Environment Options

Table Of Contents

- 1 Information
- 2 Overview
- 3 Metropolis Dawn Expansion
- 4 Notes

The article about the Environment (ENV) functions and parameters for game launch options.

(This article is currently under construction!)

1 Information

Environment ('ENV') functions are a set of initialisation instructions and structured data files that are configured to load corresponding sequences and datasets when launching the game.

2 Overview

Environment functions and their configurations are primarily used to assign detailed instructions on what data files to load when launching the game executable. The original game uses the standard ENV folder to achieve this task. The Metropolis Dawn expansion pack executable allows supporting multiple environment options with distinct data files via extra shortcuts.

3 Metropolis Dawn Expansion

Metropolis Dawn version of UA executable implements several new functions to enable support of loading multiple and independent game datasets with unique configuration settings.

The official Metropolis Dawn shortcut files that are created at the desktop after successfully installing the expansion pack use their own environment parameters to load expansion files.

This article will explain this feature in details in the future.

The OpenUA executable supports these functions as well.

4 Notes

- Environment options are functionally similar to the standard Windows launch parameters. The same arguments can be used for both shortcuts and the command line interface.