# UHC Configuration File

The UHC Configuration file is a file that is read before the game starts up and that allows modders to define which UHC Patch features should be loaded and to extend or change hardcoded properties that can't be generalized just by pure coding, like farming animations, proper market behavior, maximum population capacity and so on...

By default, it should be located at *<AoE3 Path>\Startup\uhc.cfg* . The location of the UHC configuration file can be changed by setting a different location while installing the patch or changing the value of the offset *0x00865083* in the age3y.exe after applying the patch.

## File Structure

The UHC Configuration file should follow the following structure:

```
multiValueProperty1 Value1 Value2 ...
multiValueProperty2 Value1 Value2 ...
singleValueProperty=Value3
patchSetting1
patchSetting2
...
```

Where `multiValuePropertyX` is the name of a property that accepts more than one value and `Value*` are values associated with that property, `singleValueProperty` is the name of a property that only accepts a single value and `Value3` is the value assigned to it and `patchSetting1` is a property related to one of the patch settings. The type and the meaning of those values and their amount will depend on the property.

As for UHC Patch v1.5, colons (":") should not be used to denote property names and the name of some properties have been changed. The Patcher should be able to convert a pre-v1.5 configuration file, so it can be read by the latest version of the UHC Patch, but, in case it doesn't, such file will have to be manually converted.

## Supported Properties

**Multi-value properties:**
- **enableFarmAnim**: Defines the (additional) buildings in which settlers would walk through it while gathering a resource from it, like AoE3 Mills and Plantations.
- **rectFarmAnim**: Defines the (additional) buildings which would have a behaviour similar to the rectangular Farms of the TWC civilizations.
- **marketUnits**: Defines which (additional) buildings should support a proper market behaviour.

- **asianCivs**: Defines which civilizations should get export UI, plus support wonder age up.
- **nativeCivs**: Defines which civilizations should get the fire pit UI, plus support council age up

**Single value properties:**
- **basePop**: Defines the maximum base population to be used by the game. If it's not set, the default value is 200
- **extraPop**: Defines the maximum extra population to be used by the game. If it's not set, the default value is 50
- **deckCardCount**: Defines the maximum possible number of cards in a deck. If it's not set, the default value is 25

**Patch settings:**
- **noAILimit**: Removes the hardcoded 14 AI/Civilization limit by making the game read all .personality files in the from the AI directory defined in the .exe (which should be *\AI\3*, by default)
- **customRevolutionBanners**: Allows new revolutions to have banners above the revolutionary's portrait in the Revolution UI.
- **ignoreRegistryPath**: Makes the game read the AoE3 files from the folder in which the AoE3 .exe is located, instead of looking for a working path in the registry
- **enableAllTeams**: Enables team options 3 and 4 for Single Player and Multiplayer games
- **customSyscalls**: Allows the UHC Patch to load and register custom syscalls implemented through plugins
- **customCheats**: Allows the UHC Patch to load and register custom cheats implemented through plugins

## Notes

After enabling the custom Revolution Banners option in the configuration file used by the UnHardcode Patch, the game will load the banner for a Revolution from the path *Art\ui\ingame\politicians\REV_banner_<techname>,* in which *<techname>* would be the name of the technology used by a Revolution, without the "XPRevolution" prefix, but, unlike previous versions of the patch, the original revolutions will retain their original banner paths.

After enabling the option to enable the additional teams in the configuration file, in order to make those teams options show up in Multiplayer lobbies, you'll have to add the following xml entries:

```
<dropdown>$$36143$$Team 3</dropdown>
<dropdown>$$36144$$Team 4</dropdown>
```

To every `<gadget name="mpsetup-playerX-team" ... >` entry in the *data/uiMPGameSetupPage.xml* where "`X`" refers to all player numbers from 1 to 8.

While the new teams work flawlessly in Single Player, in multiplayer, if any player selects any of the new teams, only this player will see what he or she selected correctly, but the game will detect the new team(s) correctly once the game starts. Original teams aren't affected by this bug, and it isn't present in Single Player.