

## Modding instructions

Each of these files will need to be placed in the /uciana/mod folder on the device's external storage. If you need help on how to move files to your device go to:

<https://support.google.com/android/answer/9064445?hl=en>

And look at "Option 2: Move files with a USB cable".

You will have to enable the modding option in the game. This is located on the Options screen near the bottom. Once you enable this option, the Android operating system will ask you to give the game permission to access the device's storage.

Each of the image and sound elements can be changed without having to change all of them. Any item that hasn't been replaced will use the game's default asset.

### Backgrounds:

The background images are 854x512 and are png files. These are placed in the /uciana/mod/Backgrounds/

- Starfield Background:  
File name: Background.png
- Science Lab Background:  
File name: Lab.png

### Empire Images:

The ids for the empires start at 0, here is the list of empires and their ids:

- 0: Tarlish Imperium
- 1: Human Alliance
- 2: Sothren Concordat
- 3: Dargathi Empire
- 4: Bylon Collective
- 5: Ameoli Swarm

Each of the files use this format: Empire id flowed by .png (ex. 4.png) would be for the Bylon

- Ambassador Image:  
The dialog image is a png with a size of 205x256 and is placed on the external storage in the folder:  
/uciana/mod/Ambassadors/  
Example for updating the Human ambassador would be  
"uciana/mod/Ambassadors/0.png"
- Ambassador Icon:  
This image is used in the diplomacy screen and select empire screen. This is a png with a size of 80x100 and is placed in /uciana/mod/AmbassadorIcons/

- Troops:  
This image is a png with a size of 100x100 and is placed in /uciana/mod/Troops/
- Ships:  
This is a sprite sheet with 9 images that are 113x113. This is a png file and with the dimensions of 1017x113.  
From left to right:
  - 1 - 5: Are the hull designs for the combat ships.
  - 6: Scout Ship
  - 7: Colony Ship
  - 8: Outpost Construction Ship
  - 9: Troop Transport Ship
 This sprite sheet is placed in /uciana/mod/Ships/

### Planet Images:

Each of the planet types have either 1 or 3 images depending on how common the planet type is. Each of the planet image dimensions are 250x250. So the planet sprite sheets are either 750x250 or 250x250. These sprite sheets are placed in /uciana/mod/Planets

<b><i>Climate Type</i></b>	<b><i>Number of Sprites</i></b>	<b><i>Dimensions</i></b>	<b><i>File Name</i></b>
Gas Giant	3	750x250	0.png
Molten	3	750x250	1.png
Super Acidic	1	250x250	2.png
Corrosive	3	750x250	3.png
Metallic	1	250x250	4.png
Radiated	3	750x250	5.png
Volcanic	1	250x250	6.png
Barren	3	750x250	7.png
Desert	3	750x250	8.png
Ice	3	750x250	9.png
Methane	1	250x250	10.png
Tundra	3	750x250	11.png

Arid	3	750x250	12.png
Plains	1	250x250	13.png
Aphotic Ocean	1	250x250	14.png
Ocean	3	750x250	15.png
Tropical Ocean	1	250x250	16.png
Bog	1	250x250	17.png
Swamp	3	750x250	18.png
Plague	1	250x250	19.png
Jungle	3	750x250	20.png
Boreal	1	250x250	21.png
Stagnant Terran	1	250x250	22.png
Terran	3	750x250	23.png
Garden	1	250x250	24.png
Gaia	1	250x250	25.png
Sentient	1	250x250	26.png
Broken World	1	250x250	27.png
Red Homeworld	1	250x250	28.png
Green Homeworld	1	250x250	29.png
Blue Homeworld	1	250x250	30.png
Orange Homeworld	1	250x250	31.png
Yellow Homeworld	1	250x250	32.png
Purple Homeworld	1	250x250	33.png
Ring	1	250x250	34.png
Polluted	1	250x250	35.png

**Nebulas:**

This sprite sheet is made up of 6 sprites (3x2). With dimensions of 300x300 for each of them making the sheet 900x600. This is placed in the folder /uciana/mod/Nebula.png

**Music:**

There are two music tracks that the game uses. The main music track that plays and the one for space battles.

- To replace the main track put in Main.mp3 into the mod folder.
- To replace the space battle track put Battle.mp3 into the mod folder.

**Sound Effects:**

Sound effects are mp3s and are placed in the /uciana/mod/ folder.

- Weapons:
  - Beam Weapons:
    - Laser Beam:  
File name: BeamWeapon1.mp3
    - Disruptor Beam:  
File name: BeamWeapon2.mp3
    - Polaron Beam:  
File name: BeamWeapon3.mp3
    - Phasor Beam:  
File name: BeamWeapon4.mp3
  - Torpedoes
    - Torpedo:  
File name: TorpedoWeapon1.mp3
    - Antimatter Torpedo:  
File name: TorpedoWeapon2.mp3
    - Quantum Torpedo:  
File name: TorpedoWeapon3.mp3
    - Transphasic Torpedo:  
File name: TorpedoWeapon4.mp3
  - Charges
    - Spacial Charge:  
File name: ChargeWeapon1.mp3
    - Subspace Charge:  
File name: ChargeWeapon2.mp3
    - Dimensional Charge:  
File name: ChargeWeapon3.mp3
  - Bomb

- Explosion sound effect:  
File name: BombExplosion.mp3
- Shockwave  
File Name: Shockwave.mp3
- Ship Sound Effects:
  - Armor Hit:  
File name: ArmorHit.mp3
  - Shield Hit:  
File name: ShieldHit.mp3
  - Warping away:  
File name: Warp.mp3
  - Moving during battle:  
File name: ShipMoving.mp3
  - Explosion:  
File name: Blast.mp3

### **Default Values related to the Empires:**

The names for the empires, home systems, home worlds, and default ship names can be changed. This is done by setting up a xml file called empireValues.xml, this needs to be placed in the /uciana/mod/ folder.

The ids for the empires start at 0, here is the list of empires and their ids:

- 0: Tarlish Imperium
- 1: Human Alliance
- 2: Sothren Concordat
- 3: Dargathi Empire
- 4: Bylon Collective
- 5: Ameoli Swarm

You do not have to have all of the values filled in. Or have entries for all of the empires. An example of the empireValues.xml for just one empire:

```
<?xml version="1.0"?>
<empires>
  <empire id="0">
    <name>Empire 1</name>
    <description>Empire description</description>
    <home_system_name>Home</home_system_name>
    <home_world_name>Homeworld</home_world_name>
    <home_world_description>Homeworld Description</home_world_description>
    <default_perk_1>0</default_perk_1>
    <default_perk_2>1</default_perk_2>
```

```

        <scout_ship_name>Scout Ship</scout_ship_name>
        <colony_ship_name>Colony Ship</colony_ship_name>
        <construction_ship_name>Construction Ship</construction_ship_name>
        <transport_ship_name>Transport Ship</transport_ship_name>
        <destroyer_ship_name>Destroyer Class</destroyer_ship_name>
        <cruiser_ship_name>Cruiser Class</cruiser_ship_name>
        <battle_ship_name>Battleship Class</battle_ship_name>
        <dreadnought_ship_name>Dreadnought Class</dreadnought_ship_name>
    </empire>
</empires>

```

List of values for the default perks:

- 0 - GOOD\_FARMERS
- 1 - GOOD\_WORKERS
- 2 - GOOD\_SCIENTISTS
- 3 - MILITARISTIC
- 4 - EXPERT\_SOLDIERS
- 5 - POPULATION
- 6 - EXPERT\_TRADERS
- 7 - EXPERT\_TARGETEERS
- 8 - CONTENT
- 9 - DEFENSIVE

**Default Names for the Star Systems:**

The default names for the star systems can be changed. This is done by setting up a xml file called systemValues.xml, this needs to be placed in the /uciana/mod/ folder. There are a max of 60 star systems in the game.

Below is an example of setting the default name of the first star system to be Uciana:

```

<?xml version="1.0"?>
<systems>
    <system id="0">
        <name>Uciana</name>
    </system>
</systems>

```