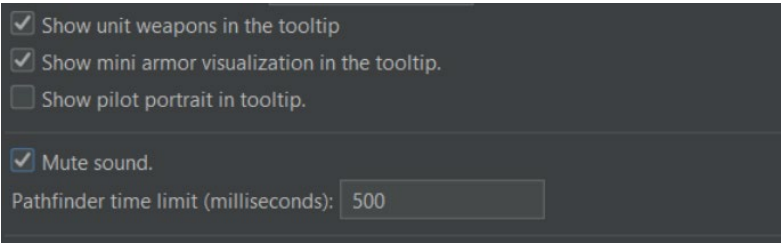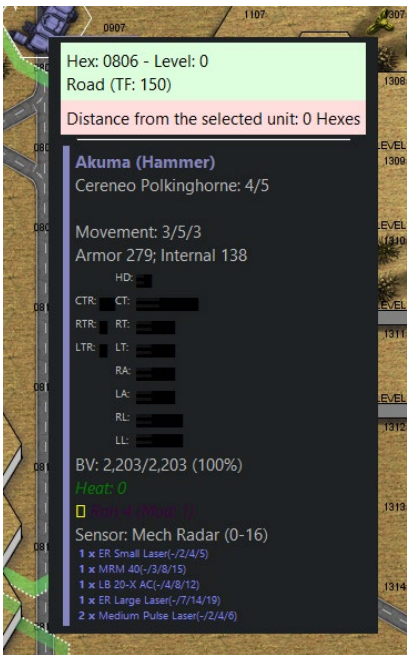Megamek Client Settings.

These are accessible from the main screen under View.
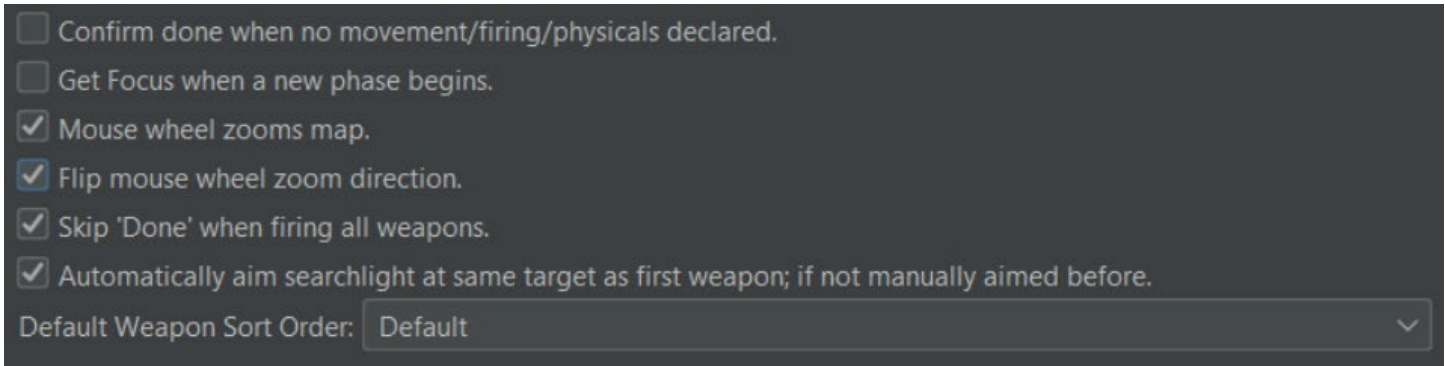

We have a few recommendations to improve the experience. Check off Mute Sounds to get rid of our annoying "Ding"
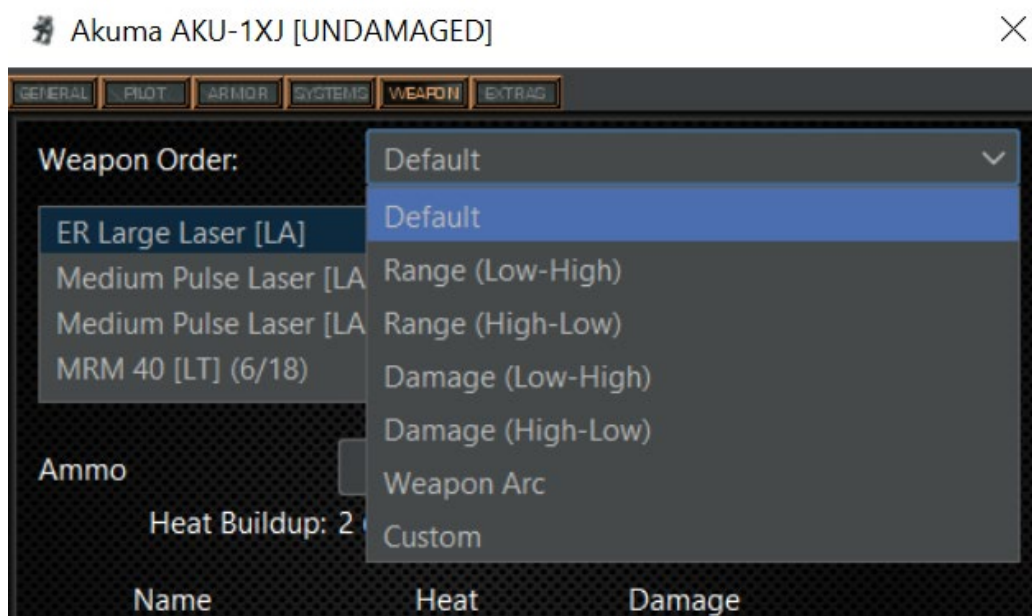

The Tooltips allow quick access to information on your unit if enabled. The screen shot below on the left is with the two tool tips unselected. The right with them.
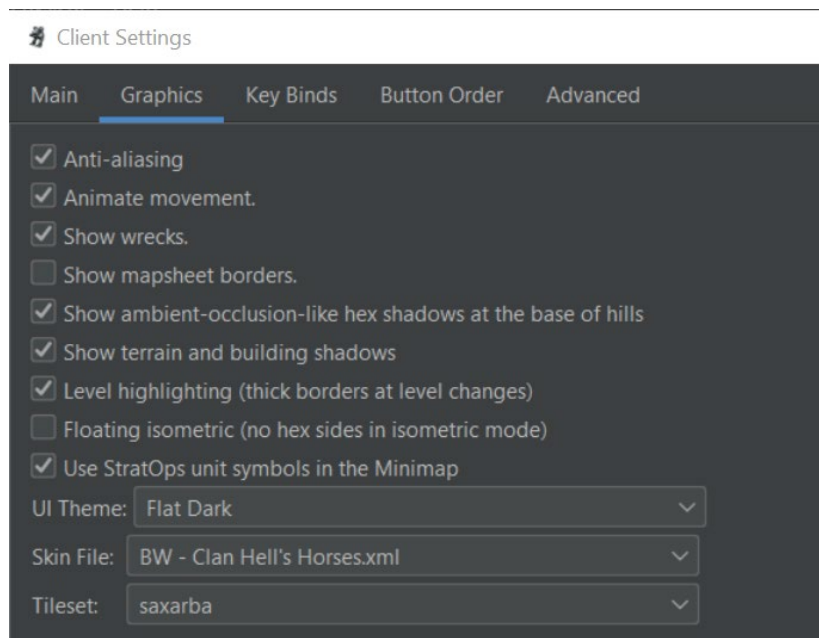
Further down we have a couple of option around the mouse. The Default weapon order lets you set the default way you want your weapons sorted.

Here is an example of the various sort orders (shown in game)

Under the Graphics Tab most of the Dev's run these settings to improve the general look of the game.
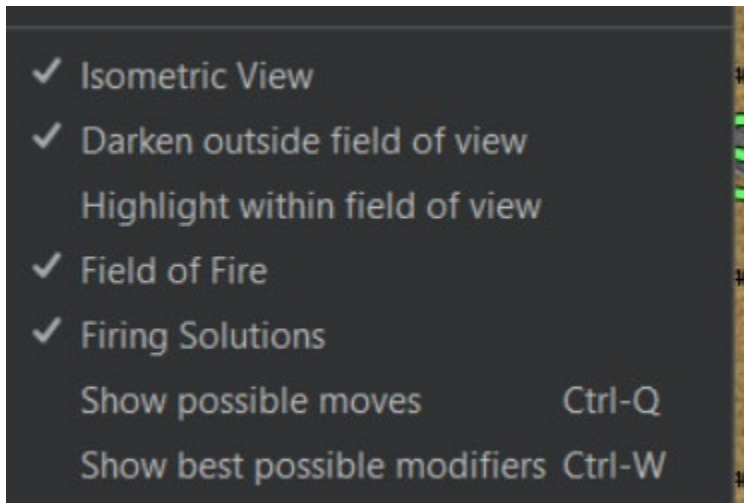

A note on Dark Mode it is only available in the 47.6 Dev Mode.

The 46.1 Stable still uses the old Atmospheric Tileset.

But 47.6 uses Saxarba which is the new default going forward.

Skin's lets you add your favorite faction to the top of the screen. Has no impact on play.

When **in Game** under the **View menu** we have different Tools that different "helpers"

Isometric shows terrain heights on the map in a semi-3d View

Field of View – Hover over the text for a description

Field of Fire shows the Range Brackets of the selected weapon.

Firing Solutions – Hover over text for notes

Show Possible Moves – will show all the possible areas accessible via Walk or Run only.

Show best possible modifiers – Show what hex would get you the best move mod.

Units have a Control Panel with Unit Display. Make sure to check out the various tabs. The Systems tab lets you manage equipment that have modes.

The extra tabs let you change sensors, turn of heat sinks, and some other data.

Also right click on unit will bring up options, and on the button ribbon "more" will bring up more uncommon things available.