

UHC Configuration File

Summary

The UHC Configuration file is a file that is read before the game starts up and that allows modders to extend or change hardcoded properties that can't be generalized just by pure coding, like farming animations, proper market behaviour, 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 changing the value of the offset `0x008AA0B0` in the `age3y.exe` after applying the patch.

File Structure

The UHC Configuration file should follow the following structure:

```
Property1: Value1 Value2 ...  
Property2: Value1 Value2 ...  
...
```

Where `PropertyX` is the name of a property and `Value*` are values associated with that property. The type and the meaning of those values and their amount will depend on the property.

Supported Properties

As for this version, the following properties are supported:

- **FarmAnim:** 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.
- **ExtraPop:** Defines the maximum extra population capacity. This property will be ignored if the Unlimited Population patch is applied.