Daggerfall Unity
Manual
v0.2.9 [Unity 5.2.4f1] | 09/04/2016

Devblog	dfworkshop.net
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Daggerfall Unity Manual

Welcome

Welcome to Daggerfall Unity! This project is an open source recreation of *The Elder Scrolls II: Daggerfall* using the *Unity3D* game engine.

This release is an early build and not all gameplay features are implemented. Please see links in the header area for up-to-date information on project status. Frequent small updates are posted to Twitter @gav_clayton and #DaggerfallUnity.

Setting Up

To play this build of Daggerfall Unity please follow the below steps. To report bugs and other problems, refer to Feedback section at the end of this document.

1. Obtain a working install of Daggerfall, patched to .213. DaggerfallSetup and GoG versions are preferred, but all current downloadable versions should work. There is also a universal copy of the game files on the Daggerfall Unity download page for all platforms.
   Note: For the Bethesda download, you will need to copy video files into Arena2 folder. See Troubleshooting below.

2. Download the latest Daggerfall Unity version for your platform and unzip to its own separate folder (do not unzip into Daggerfall folder).

3. Run the **Daggerfall Unity** application. Linux users may need to set file as executable first. On first run a setup helper will guide you through setting your Daggerfall path, resolution, and other settings. This video shows the setup process in detail although is subject to change with newer versions of Daggerfall Unity.

System Requirements

Daggerfall Unity has the following minimum system specifications.

- Windows 7 or greater, Linux (tested on Ubuntu 14, but should work on similar distros).
- A modestly capable CPU (Intel i3 or equivalent).
- A DirectX11 capable (or OpenGL 3 capable) graphics card with 1GB video RAM and up-to-date drivers.
- 2GB system RAM.

Recommended specifications are.

- Intel i5 (or equivalent) and higher.
- GTX660 (or equivalent) and higher with 2GB of RAM.

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- 4GB system RAM.

Note: Even though Daggerfall is a 1996 game, Daggerfall Unity has a truly modern 3D engine under the hood, with full support for Physically Based Shading and Deferred Rendering. This means a more capable gaming PC is required to play Daggerfall Unity than is required to play the DOS version of Daggerfall.

Default Controls

General

- **Mouse** to look.
- **W**, **S**, **A**, **D** to move.
- **C** to toggle crouch.
- **SHIFT** (hold) to run.
- **SPACE** to jump.
- **LEFT-CLICK** mouse to activate doors, switches, etc.
- **ESC** for pause menu or to go back to previous window.
- **F5** to open Character Sheet.
- **F6** to open Inventory.
- **M** to open interior automap (indoors only).
- **V** to open travel map (outdoors only).
- **`** (backquote) to open console. Enter *help* to list commands.

Weapons

- **Z** to sheathe/unsheathe weapon.
- **H** to switch equipped hands.
- **RIGHT-CLICK** (hold) and drag mouse to attack.

Save/Load

- **F9** to quick save.
- **F12** to quick load.

Binding Keys

You can bind your action keys in Daggerfall Unity. To do this open the **KeyBinds.txt** file in your persistent data path (see below).

To change a binding, set the key code next to any action. For example, to change your weapon equip from Z to F, change the Z to an F in the below line. Do not change other formatting.

```
"Z": "ReadyWeapon",
```

It's possible to bind multiple keys to the same action but be careful not to cross-assign keys.

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Valid key codes must match the Unity3D KeyCodes enumeration. For a complete list, refer to the following link.

http://docs.unity3d.com/ScriptReference/KeyCode.html

A full key binding UI will be implemented in a future release.

Data Path

Daggerfall Unity stores your persistent settings, keybinds, and save games to the following data path by platform:

Windows
C:\Users\Username\AppData\LocalLow\Daggerfall Workshop\Daggerfall Unity

Linux
/home/username/.config/unity3d/Daggerfall Workshop/Daggerfall Unity

Mac
/Users/Username/Library/Application Support/Daggerfall Workshop/Daggerfall Unity

Game Console

A game console is available by default. This allows you to perform operations like enabling god mode, setting run speed, opening doors, killing enemies, and teleporting around the world.

Open and close the game console with the ` (backquote) key. Enter **help** to get started.

Troubleshooting

Following are common problems and possible solutions. Please refer to *Feedback* section when reporting ongoing issues.

I just have a black screen and a mouse cursor, and possibly a path error. My game does not start.

Check your Daggerfall installation path is set correctly to **MyDaggerfallPath** in the INI file. Do not enclose the path in quotes "". Try deleted your settings.ini file from data path and running the setup helper again.

The game starts to open but crashes before splash video is played.

CD-based versions of Daggerfall, which includes the Bethesda download, do not deploy video files to Arena2 folder. To work around this issue, copy the 17 *.VID files from your installation source to the Arena2 folder of your Daggerfall install.

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Lights are overbright, ground is black, textures missing, etc.

Your GPU may not support Shader Model 3.0, or may have poor support for certain advanced shader features. Most cards supporting Direct3D 11 and OpenGL 3 should work OK.

The wrong tilemap textures are shown on the ground in cities and in the world.

Your GPU may not be sampling the tilemap correctly. Ensure you meet the minimum specifications and try updating graphics drivers.

Some textures are squashed or skewed.

There are still some known issues with parsing UV coordinates from the game files. Daggerfall also defines some UV coordinates incorrectly (which are also visible in-game). These problems will be fixed over time.

My classic Daggerfall save games are missing, or I loaded a classic save game and something went wrong.

Importing classic saves is a work in progress. Not all saves can be read cleanly and not all data can be restored. Importing classic saves will be improved over time to be as complete as possible. If your classic saves do not appear at all, please see the *Feedback* section below and send me all your save games for analysis.

I loaded a classic save and appeared inside a building, outside a dungeon, or stuck inside the building I was standing on.

At this time, loading classic save inside dungeons and buildings is not supported. You will be placed roughly in the correct position for building saves and teleported to the map pixel outside for dungeon saves.

Daggerfall Unity and classic Daggerfall have very different vertical scales (Daggerfall is very flat, whereas Daggerfall Unity has rolling hills). This means fine vertical coordinates like standing on top of a building or tower cannot be easily imported. At this time, your character will just be positioned on the ground and may get stuck inside geometry.

To have the best experience importing classic saves into Daggerfall Unity, please ensure your Daggerfall save has been created with the character outside standing on the ground in an open area.

I can only make a single quick save?

This is a temporary limitation of the test build. Full save and load UIs are in progress for the first true release. These will be separate from the classic save game screen, which will only be used for importing classic saves.

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INI File

Follow are descriptions of key settings in the INI file.

MyDaggerfallPath sets the path to your local Daggerfall install folder (i.e. the path containing your arena2 and SAVE0 through SAVE5 folders). This must be a complete Daggerfall install patched to version .213. This path will be different in Windows and Linux. For example:

On Windows, your path may look like: *MyDaggerfallPath=C:\Games\Daggerfall*

On Linux, your path may look like: *MyDaggerfallPath=/home/me/Games/Daggerfall*

If you delete your saved Daggerfall path, Daggerfall Unity will start from the setup helper again.

ReslolutionWidth, **ResolutionHeight** were set during the setup helper resolution selection. You can change these here, but be careful to set a valid resolution.

VSync enables or disables vertical sync.

FieldOfView sets the camera field of view. Valid range is 60-80. Note: A high field of view may cause motion sickness from classic sky background moving at different speeds to world.

MainFilterMode changes the texture filter mode. 0=Point (default), 1=Bilinear, 2=Trilinear.

NoPlayerNudity toggles player character sheet nudity. This is true by default and does not affect other possible pixel nudity in the game.

Crosshair toggles the first-person crosshair.

SwapHealthAndFatigueColors exchanges green and red for health and fatigue, which are the opposite way around for Daggerfall than later Elder Scrolls titles.

DimAlphaStrength is the strength of the letterbox or pillarbox dim around classic fullscreen UI elements. Set this to 0 for fully transparent and 1 for fully opaque. Default is 0.5.

InvertMouseVertical inverts mouse-look vertical axis.

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MouseLookSmoothing toggles mouse smoothing.

MouseLookSensitivity sets the mouse-look sensitivity. Valid range is 0.1 through 4.0.

Handedness affects how weapons are managed. Currently this supports a value of 0 (default) or 1 (renders weapon in left-hand instead of right hand). Future versions may expand handedness options.

WeaponSwingThreshold controls how sensitive the weapon "swing triggers" are. Valid range is 0.1 through 1.0.

WeaponSwingTriggerCount controls how many "swing triggers" must be encountered in a row before a swing fires. Lower this value to make weapon attacks fire with less mouse travel, increase this value to make weapon attacks fire with more mouse travel.

LypyL_GameConsole enables the game console. Open and close the console using the ` (backquote) key. Enter *help* to see a list of available commands.

LypyL_EnhancedSky enables the enhanced skybox from Lypl with dynamic day/night cycle, stars, and even phases of the moon!

Nystul_IncreasedTerrainDistance enables incredible draw distances and improved terrain generation. *Note*: Due to differences in how terrain is generated, loading a save game after enabling/disabling increased terrain distance will require player to be repositioned within their current map cell.

Nystul_RealtimeReflections enables real-time reflections in water and select surfaces. Note: this setting required a powerful GPU.

UncannyValley_RealGrass enables tall, animated grass in the world.

UncannyValley_BirdsInDaggerfall enables flying birds in the skies above you.

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Feedback

If you experience a bug or other problem, please report it to the forums. You may be asked to provide further information to assist with troubleshooting. If you are asked to provide further information, please refer to the below on where to find that information and send to interkarma@dfworkshop.net.

Following are the commonly requested items to assist with problem diagnosis.

Output Log

Your output log can be found in the following locations.

Windows

Your **output_log.txt** file will be in the **Daggerall Unity_Data** folder of your unzipped Daggerfall Unity game.

Linux

Your **Player.log** file will be in your persistent data path folder.

For example: */home/username/.config/unity3d/Daggerfall Workshop/Daggerfall Unity/Player.log*

Mac

Your **Player.log** file will be in the following path.

/Users/Username/Library/Logs/Unity/Player.log

Classic Save Games

Your classic save games are in your local Daggerfall installation folder. If you are asked to send all saves, please zip folders **SAVE0** through **SAVE5** before sending. Otherwise, just zip and send the problem save.

Daggerfall Unity Save Games

These are saved to your local data path in the **Saves** folder. At this time, there is only a single QuickSave.txt file. A full save/load UI is under development and will be available in a future release.