

EF 1 Configuration

Elite Force can be configured to quite some extend and in different fashions. As the game is derived from Quake 3 Arena, it can be configured via config files, in-game menus and console commands.

In-Game Settings

The most convenient however, less detailed means for configuring the game are the in-game [Star Trek: Voyager Elite Force Settings](#). They already allow for a good deal of customization, especially in terms of key bindings for player character control.

Configuration Variables

Configuration variables are a more detailed and also more versatile means of configuring EF. They can be set via the console or via configuration files (e.g. *hmconfig.cfg*). For a comprehensive list of these configuration variables, see [Star Trek: Voyager Elite Force Cvars](#).

For important settings, that might affect your game play, see the [Quake 3 Arena article](#) on the subject, or the [Net Settings](#) article.

[Star Trek: Voyager Elite Force](#)

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