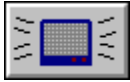
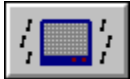


## Game Options Panel

This panel provides control over the messages that are displayed throughout the game, the speed of time passage and whether sound is on. Notice that the buttons will change appearance to reflect the on/off status of that option. Also, when the status is changed, a notification message will display for a couple of second, confirming the change in status. The notification message can be dismissed immediately by a single **LMB** click on the message.



The left topmost large button toggles **sound** effects on and off.



The next left side button, toggles **music** on and off.



The last large button on the left, toggles the display of the **names** of the stars and planets on the Operations Map.



The right topmost large button toggles the display of **Battle Reports** during space combat operations between opposing taskforces.



Next right side large button toggles the display of taskforce **Arrival** reports which are issued when a taskforce arrives at it's destination. These reports will display for a couple of seconds and dismiss on their own, or will dismiss immediately with a single **LMB** click on the report.




The last right side large button toggles the display of unit **Construction** completion reports which are issued when a unit is completed. These reports will display for a couple of seconds and dismiss on their own, or will dismiss immediately with a single **LMB** click on the report.


The group of buttons, called **Stardate Rate**, located in the left center of the panel, control the delay during the passage of time.

The group of buttons, called **Message Delay**, located at the right center of the panel, control the delay used when displaying messages.

The small buttons at the bottom of the panel are:

OK button  approves the current settings, and allows them to apply to the game.

HELP information button  displays this information.

CANCEL changes button  will cancel any changes made to the settings.



