

Display:Performance

Label:Name	Choices	Command	Value	Notes:
Performance Profile:	Extreme Quality	r_performance	0.0	
	Very High Quality	r_performance	1.0	
	High Quality	r_performance	2.0	
	Balanced	r_performance	3.0	
	High Performance	r_performance	4.0	
	Very High Performance	r_performance	5.0	
	Extreme Performance	r_performance	6.0	
	Custom	r_performance	7.0	
Graphics Resolution:	Slider(Min-Max)	r_frame_buffer_scale	(0.500) - (1.000)	
Lighting Resolution:	Slider(Min-Max)	r_light_buffer_scale	(0.500) - (1.000)	
Rendering Distance:	Slider(Min-Max)	o_max_farplane	(120.0) - (1000.0)	
Complex Shader Distance:	Slider(Min-Max)	r_fast_layer_min_distance	(-1.0) - (300.0)	

Display:Texture Resolution

Label:Name	Choices	Command	Value	Notes:
Texture Resolution:	High	cl_textureshrink	0.0	
	Medium	cl_textureshrink	1.0	
	Low	cl_textureshrink	2.0	
	Minimum	cl_textureshrink	3.0	
Character Resolution:	Maximum	cl_charactertextureshrink	0.0	
	High	cl_charactertextureshrink	1.0	
	Medium	cl_charactertextureshrink	2.0	
	Low	cl_charactertextureshrink	3.0	
	Minimum	cl_charactertextureshrink	4.0	
Character LOD Texture Resolution:	Maximum	r_texture_lodding_shrink	0.0	
	High	r_texture_lodding_shrink	1.0	
	Medium	r_texture_lodding_shrink	2.0	
	Low	r_texture_lodding_shrink	3.0	
	Minimum	r_texture_lodding_shrink	4.0	

Display:Atmospheric Effects

Label:Name	Choices	Command	Value	Notes:
Enable Bloom Effect:	Checked	r_bloom	true	
	Un_Checked	r_bloom	false	
Atmospheric Bloom:	Checked	r_bloom_atmospheric	true	
	Un-Checked	r_bloom_atmospheric	false	
Heat Shimmer:	Checked	r_heatshimmer	true	
	Un-Checked	r_heatshimmer	false	

Display:Water

Label:Name	Choices	Command	Value	Notes:
Underwater Distortion:	Checked	r_underwaterdistortion	true	
	Un-Checked	r_underwaterdistortion	false	
Water Interaction:	Off	r_splashes	0.0	
	On(Foam+Reflections+Refract)	r_splashes	1.0	
Splash Particles:	Checked	splash_particles_enabled	true	
	Un-Checked	splash_particles_enabled	false	
Animate Procedural Textures:	Checked	r_update_procedural_textures	true	
	Un_Checked	r_update_procedural_textures	false	
Ocean:	Maximum	r_drawocean_quality	0.0	
	High	r_drawocean_quality	1.0	
	Med	r_drawocean_quality	2.0	
	Low	r_drawocean_quality	3.0	
Environmental Cube Map Updates:	Maximum(Every Frame)	r_envcube_updates	0.0	
	Fast(Periodic)	r_envcube_updates	1.0	
	Fastest(One Time)	r_envcube_updates	2.0	
Reflections:	Cube Map(Good Quality)	r_reflections	0.0	
	Mirror + Cube Map(Best)	r_reflections	1.0	
Reflections Inside House:	Cube Map(Good Quality)	r_reflectionsinsidehouse	0.0	
	Mirror + Cube Map(Best)	r_reflectionsinsidehouse	1.0	

Display:Particle Effects

Label:Name	Choices	Command	Value	Notes:
Particle Quality:	Minimal	r_particle_priority	0.0	
	Average	r_particle_priority	1.0	
	High	r_particle_priority	2.0	
	Very High	r_particle_priority	3.0	
Max Spell Results per Character:	Slider(Min-Max)	num_active_spell_results	(0.0) - (8.0)	
Show Particles In Reflections:	Checked	r_particlesinreflections	true	
	Un-Checked	r_particlesinreflections	false	
Show Particles In Reflections Inside:	Checked	r_particlesinreflectionsinhouse	true	
	Un-Checked	r_particlesinreflectionsinhouse	false	
Particle Level of Detail Bias:	Slider LowRes-HighRes	r_particle_lod_scale	(3.000) - (0.100)	
Maximum Particle Size:	Slider (Min-Max)	r_point_particle_max_size	(0.000) - (0.500)	
Spell Particles Close To Me:	Slider (Min-Max)	r_point_particle_near_plane	(-3.0) - (0.0)	

Display:Lighting

Label:Name	Choices	Command	Value	Notes:
Light Quality:	Minimal	r_light_priority	0.0	
	Average	r_light_priority	1.0	
	High	r_light_priority	2.0	
	VeryHigh	r_light_priority	3.0	
Max Player Torches:	Slider (Min-Max)	r_max_torches	(0.0) - (30.0)	
Max Torch Intensity:	Slider (None-Full)	r_torch_intensity	(0.000) - (1.000)	
Max Lights:	Slider (Min-Max)	r_max_lights	(1.0) - (30.0)	
Specular Lighting:	Checked	r_light_spec	true	
	Un-Checked	r_light_spec	false	
Additional Specular While Raining:	Checked	r_rain_spec	true	
	Un-Checked	r_rain_spec	false	
Max Spec Lights:	Slider (Min-Max)	r_max_spec_lights	(1.0) - (10.0)	
Max Bumpy Point Distance:	Slider (Min-Max)	r_light_bump_max_distance	(-1.0) - (3.0)	
Minimum Ambient Light:	Slider (Min-Max)	r_min_dir_ambient_intensity	(0.000) - (0.500)	

Display:Shadows

Label:Name	Choices	Command	Value	Notes:
Shadow Quality:	Minimal	r_shadow_priority	0.0	
	Average	r_shadow_priority	1.0	
	High	r_shadow_priority	2.0	
	Very High	r_shadow_priority	3.0	
Shadows:	Checked	r_shadows	true	
	Un-Checked	r_shadows	false	
Torch Shadows:	Checked	r_shadows_torch	true	
	Un-Checked	r_shadows_torch	false	
Character Shadows:	Checked	r_shadows_characters	true	
	Un-Checked	r_shadows_characters	false	
Environmental Shadows:	Checked	r_shadows_on_flora	true	
	UnChecked	r_shadows_on_flora	false	
Shadows From Off-Screen:	Checked	r_shadows_other	true	
	Un-Checked	r_shadows_other	false	
Shadow Specular:	Checked	r_shadows_spec	true	
	Un-Checked	r_shadows_spec	false	

Display:Model Detail

Label:Name	Choices	Command	Value	Notes:
Level of Detail Bias:	Slider (Low-High)	cl_lod_scale	(3.0) - (0.0)	
Maximum Triangle Density:	Slider(LowRes-HighRes)	cl_lod_tridensity	(4000.0) - (100000.0)	
High Detail Characters:	Slider (None-Maximum)	r_ec_maxlod0	(0.0) - (10.0)	
Low Detail Characters:	Slider (Minimum-Maximum)	r_ec_maxlod1	(10.0) - (100.0)	

Display:Animation

Label:Name	Choices	Command	Value	Notes:
Minimum Animation Rate:	Slider (Low-High)	r_min_anim_update_rate	(2.0) - (0.01)	
Fast Animation Rate:	Slider (Low-High)	r_anim_update_start	(0.050) - (0.010)	
Animation Weighting Quality:	Slider (Low-High)	r_initial_point_weight	(0.500) - (0.950)	
Cloth Simulation:	Checked	r_particle_cloth	true	
	Un-Checked	r_particle_cloth	false	

Display:Flora

Label:Name	Choices	Command	Value	Notes:
Flora:	Checked	r_flora	true	
	Un-Checked	r_flora	false	
Flora Displacement:	Checked	r_flora_displacement	true	
	Un-Checked	r_flora_displacement	false	
Flora Radius:	Slider (Close-Far)	r_flora_radius_scale	(0.01) - (1.0)	
Flora Density:	Slider (Sparse-Dense)	r_flora_density_scale	(0.01) - (1.0)	