

Options:Display:Performance

Label:Name	Choices	Command	Value	Default	Notes:
Performance Profile:	Extreme Quality	r_performance	0.0		Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences. These 'default' values are the 'High Performance' profile setting. These default values are NOT the default state of the variable. See the Profile Matrix for that information.
	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		
Full Screen:	Checked	cl_fullscreen	true	◀	
	Un-Checked	cl_fullscreen	false		
Full Screen UI Resolution: (Client Monitor Dependent)	Full Screen Width:	cl_screenwidth	(1024) - (1600)		
	Full Screen Height:	cl_screenheight	(768) - (1200)		
	Full Screen Refresh Rate:	cl_screenrefresh	(60) - (85)		
Synchronize Refresh:	Checked	cl_refresh_sync	true		
	Un-Checked	cl_refresh_sync	false	◀	
Triple Buffer:	Checked	cl_triple_buffer	true		
	Un-Checked	cl_tripple_buffer	false	◀	
Graphics Resolution:	Slider(Min-Max)	r_frame_buffer_scale	(0.500) - (1.000)	1.000	
Lighting Resolution:	Slider(Min-Max)	r_light_buffer_scale	(0.500) - (1.000)	1.000	
Rendering Distance:	Slider(Min-Max)	o_max_farplane	(120.0) - (1000.0)	500.0	
Complex Shader Distance:	Slider(Min-Max)	r_fast_layer_min_distance	(-1.0) - (300.0)	25.0	

Options:Display:WideScreen Letterbox

Label:Name	Choices	Command	Value	Default	Notes:
Black letterbox border size	Slider(Min-Max)		(0.000) - (0.250)	0.150	Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences.
Show gold edge along edge of letterbox border	Checked Un-Checked	letterbox_frame_visible letterbox_frame_visible	◀		
					These 'default' values are the 'High Performance' profile setting.
					These default values are NOT the default state of the variable. See the Profile Matrix for that information.

Options:Display:Texture Resolution

Label:Name	Choices	Command	Value	Default	Notes:
Texture Resolution:	Maximum	cl_texture shrink	0.0		Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences. These 'default' values are the 'High Performance' profile setting. These default values are NOT the default state of the variable. See the Profile Matrix for that information.
	High	cl_texture shrink	1.0		
	Medium	cl_texture shrink	2.0	◀	
	Low	cl_texture shrink	3.0		
	Minimum	cl_texture shrink	4.0		
Character Resolution:	Maximum	cl_character texture shrink	0.0		
	High	cl_character texture shrink	1.0		
	Medium	cl_character texture shrink	2.0	◀	

Options:Display:Atmospheric Effects

Label:Name	Choices	Command	Value	Default	Notes:
Enable Bloom Effect:	Checked	r_bloom	true		Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences.
	Un_Checked	r_bloom	false	◀	
Atmospheric Bloom:	Checked	r_bloom_atmospheric	true		These 'default' values are the 'High Performance' profile setting.
	Un-Checked	r_bloom_atmospheric	false	◀	
Heat Shimmer:	Checked	r_heatshimmer	true		These default values are NOT the default state of the variable. See the Profile Matrix for that information.
	Un-Checked	r_heatshimmer	false	◀	

Options:Display:Water

Label:Name	Choices	Command	Value	Default	Notes:
Underwater Distortion:	Checked	r_underwaterdistortion	true		
	Un-Checked	r_underwaterdistortion	false	◀	
Water Interaction:	Off	r_splashes	0.0	◀	BUG: Only two options are in the dropdownbox. Selecting On(Foam+Reflections+Refract) Only gives you r_splashes=1.0
	On(Foam)	r_splashes	1.0		
	On(Foame+Reflections)	r_splashes	2.0		
	On(Foam+Reflections+Refract)	r_splashes	3.0		
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	◀	

Options:Display:Particle Effects

Label:Name	Choices	Command	Value	Default	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)	2.0	
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	◀	Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences.
Particle Level of Detail Bias:	Slider LowRes-HighRes	r_particle_lod_scale	(3.000) - (0.100)	1.500	These 'default' values are the 'High Performance' profile setting.
Maximum Particle Size:	Slider (Min-Max)	r_point_particle_max_size	(0.000) - (0.500)	0.500	These default values are NOT the default state of the variable. See the Profile Matrix for that information.
Spell Particles Close To Me:	Slider (Min-Max)	r_point_particle_near_plane	(-3.0) - (0.0)	-2.0	

Options:Display:Lighting

Label:Name	Choices	Command	Value	Default	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)	2.0	
Max Torch Intensity:	Slider (None-Full)	r_torch_intensity	(0.000) - (1.000)	1.0	
Max Lights:	Slider (Min-Max)	r_max_lights	(1.0) - (30.0)	4.0	
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	◀	Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences.
Max Spec Lights:	Slider (Min-Max)	r_max_spec_lights	(1.0) - (10.0)	1.0	These 'default' values are the 'High Performance' profile setting.
Max Bumpy Point Distance:	Slider (Min-Max)	r_light_bump_max_distance	(-1.0) - (3.0)	5.0	These default values are NOT the default state of the variable. See the Profile Matrix for that information.
Minimum Ambient Light:	Slider (Min-Max)	r_min_dir_ambient_intensity	(0.000) - (0.500)	0.300	

Options:Display:Shadows

Label:Name	Choices	Command	Value	Default	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	◀	Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences.
Shadows From Off-Screen:	Checked	r_shadows_other	true		These 'default' values are the 'High Performance' profile setting.
	Un-Checked	r_shadows_other	false	◀	These default values are NOT the default state of the variable. See the Profile Matrix for that information.
Shadow Specular:	Checked	r_shadows_spec	true		
	Un-Checked	r_shadows_spec	false	◀	

Options:Display:Model Detail

Label:Name	Choices	Command	Value	Default	Notes:
Level of Detail Bias:	Slider (Low-High)	cl_lod_scale	(3.0) - (0.0)	2.0	Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences. These 'default' values are the 'High Performance' profile setting. These default values are NOT the default state of the variable. See the Profile Matrix for that information.
Maximum Triangle Density:	Slider(LowRes-HighRes)	cl_lod_tridensity	(4000.0) - (100000.0)	50000.0	
High Detail Characters:	Slider (None-Maximum)	r_ec_maxlod0	(0.0) - (10.0)	3.0	
Low Detail Characters:	Slider (Minimum-Maximum)	r_ec_maxlod1	(10.0) - (100.0)	15.0	

Options:Display:Animation

Label:Name	Choices	Command	Value	Default	Notes:
Minimum Animation Rate:	Slider (Low-High)	r_min_anim_update_rate	(2.0) - (0.01)	0.300	Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences. These 'default' values are the 'High Performance' profile setting.
Fast Animation Rate:	Slider (Low-High)	r_anim_update_start	(0.050) - (0.010)	0.050	
Animation Weighting Quality:	Slider (Low-High)	r_initial_point_weight	(0.500) - (0.950)	0.650	
Cloth Simulation:	Checked	r_particle_cloth	true		These default values are NOT the default state of the variable. See the Profile Matrix for that information.
	Un-Checked	r_particle_cloth	false	◀	

Options:Display:Flora

Label:Name	Choices	Command	Value	Default	Notes:
Flora:	Checked	r_flora	true		
	Un-Checked	r_flora	false	◀	Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences.
Flora Displacement:	Checked	r_flora_displacement	true	◀	
	Un-Checked	r_flora_displacement	false		These 'default' values are the 'High Performance' profile setting.
Flora Radius:	Slider (Close-Far)	r_flora_radius_scale	(0.01) – (1.0)	1.0	These default values are NOT the default state of the variable. See the Profile Matrix for that information.
Flora Density:	Slider (Sparse-Dense)	r_flora_density_scale	(0.01) – (1.0)	1.0	

Display:Color Correction

Label:Name	Choices	Command	Value	Default	Notes:
Overall Gamma:	Slider (Min-Max)	r_gamma	(0.5) - (2.0)	1.000	Default Values for the display variables, are based on the values you get when you hit the 'DEFAULT' button on your display preferences. These 'default' values are the 'High Performance' profile setting. These default values are NOT the default state of the variable. See the Profile Matrix for that information.
Contrast:	Slider (Min-Max)	r_contrast	(0.5) - (2.0)	1.100	
Brightness:	Slider (Min-Max)	r_brightness	(0.5) - (2.0)	0.000	
Red Gamma:	Slider (Min-Max)	r_red_gamma	(0.5) - (2.0)	1.000	
Green Gamma:	Slider (Min-Max)	r_green_gamma	(0.5) - (2.0)	1.000	
Blue Gamma:	Slider (Min-Max)	r_blue_gamma	(0.5) - (2.0)	1.000	

Options:Controls:View Options

Label:Name	Choices	Command	Value	Default	Notes:
Enabe Combat Auto Face	Checked	ics_combatautoface	true	◀	
	Un-Checked	ics_combatautoface	false		
Enable Active 1st-Person Combat Camera	Checked	r_active_first_person_camera	true	◀	
	Un-Checked	r_active_first_person_camera	false		
Render Player in 1st-Person Combat	Checked	r_active_first_person_camera_render_player	true	◀	
	Un-Checked	r_active_first_person_camera_redner_player	false		
Pitching toward target with Active 1st-Person Combat Camera	Checked	r_active_first_person_camera_pitch	true	◀	
	Un-Checked	r_active_first_person_camera_pitch	false		
Adjust 3rd person view to see beyond character when looking down	Slider (Off-Max)	ics_adjustviewwithpitch	(0.0) - (1.0)	1.0	

Options:Controls:Mouse Settings

Label:Name	Choices	Command	Value	Default	Notes:
Invert Mouse Look	Checked	r_invertmouse	true		
	Un-Checked	r_invertmouse	false	◀	
Mouse Look Sensitivity	Slider (Slow-Fast)	mouselook_sensitivity	(0.0500) - (0.500)	0.250	

Options:Controls:Keyboard Settings

Label:Name	Choices	Command	Value	Default	Notes:
Allow numpad for text input	Checked	r_ui_usekeypad	true		
	Un-Checked	r_ui_usekeypad	false	◀	
Keyboard Turn Sensitivity	Slider (Normal-Fast)	ics_keyboardheadingrotationspeed	(6.0) - (12.0)	6.0	Max range not limited.

Options:Controls:Movement Keys

Label:Name	Choices	Command	Value	Default	Notes:
Move Forward					
Move Forward(additional)					
MoveBackward					
MoveBackward(additional)					
Move Left					
Move Left(additional)					
Move Right					
Move Right(additional)					
Turn Left					

Options:Controls:View Keys

Label:Name	Choices	Command	Value	Default	Notes:
Recenter		camera_recenter	N/A		
Look Up					
Look Down					
Look Left					
Look Right					
Mouselook Toggle					
Zoom In					
Zoom Out					

XXXXX:XXXXX

Label:Name	Choices	Command	Value	Default	Notes:
Bank 1					
Bank 2					
Bank 3					
Bank 4					
Bank 5					
Bank 6					
Bank 7					
Bank 8					
Bank 9					
Bank 10					
Hotbutton 1					
Hotbutton 2					
Hotbutton 3					
Hotbutton 4					
Hotbutton 5					
Hotbutton 6					
Hotbutton 7					
Hotbutton 8					
Hotbutton 9					
Hotbutton 10					
Hotbutton 11					
Hotbutton12					
Secondary Hotbutton 1					
Secondary Hotbutton 2					
Secondary Hotbutton 3					
Secondary Hotbutton 4					
Secondary Hotbutton 5					
Secondary Hotbutton 6					
Secondary Hotbutton 7					
Secondary Hotbutton 8					
Secondary Hotbutton 9					
Secondary Hotbutton 10					
Secondary Hotbutton 11					
Secondary Hotbutton 12					
Tertiary Hotbutton 1					
Tertiary Hotbutton 2					
Tertiary Hotbutton 3					
Tertiary Hotbutton 4					
Tertiary Hotbutton 5					
Tertiary Hotbutton 6					
Tertiary Hotbutton 7					
Tertiary Hotbutton 8					
Tertiary Hotbutton 9					
Tertiary Hotbutton 10					
Tertiary Hotbutton 11					
Tertiary Hotbutton 12					

Options:Controls:Command Keys

Label:Name	Choices	Command	Value	Default	Notes:
ScreenShot					
Paperdoll ScreenShot					
Trigger Default Action					
Consider					
Auto Attack					
Assist					
Hail					
Invite Target					
Disband Target					
Next UI Mode					

Options:Controls:Chat Keys

Label:Name	Choices	Command	Value	Default	Notes:
Begin Chat					
Begin Command					
Chat Tell					
Chat Reply					
Chat Say					
Chat Group Say					
Chat Emote					
Chat Page Up					
Chat Page Down					

Options:Controls:Windows Keys

Label:Name	Choices	Command	Value	Default	Notes:
Close top window					
Chat Window					
Community Wnidow					
Compass Window					
Experience Window					
Game Menu Window					
Group Window					
Raid Window					
Guild Window					
Hotkey Window					
Implied Target Window					
Inventory Window					
Knowledge Window					
Maintained Spells Window					
Map Window					
Options Window					
Persona Window					
Pet Window					
Player Window					
Player Effects Window					
Quest Helper Window					
Quest Journal Window					
Quest Journal Window					
Recipie Book Window					
Skills Window					
Socials Window					
Target Window					
Waypoint Window					
Open/Close All Bags					

Options:Controls:Targeting Keys

Label:Name	Choices	Command	Value	Default	Notes:
Select Self					
Select Pet					
Select PC					
Select Nearest NPC					
Select Next NPC					
Select Previous NPC					
Select Group Member 1					
Select Group Member 2					
Select Group Member 3					
Select Group Member 4					
Select Group Member 5					
Select Group Pet 1					
Select Group Pet 2					
Select Group Pet 3					
Select Group Pet 4					
Select Group Pet 5					

Options:Sound:Volume

Label:Name	Choices	Command	Value	Default	Notes:
Master Volume	Slider (Min-Max)	master_volume	(0.0) - (1.0)	1.0	UI Slider Does Not Update Continuously
Music Volume	Slider (Min-Max)	music_volume	(0.0) - (1.0)	0.5	UI Slider Does Not Update Continuously
Combat Music Volume	Slider (Min-Max)	combat_music_volume	(0.0) - (1.0)	0.5	UI Slider Does Not Update Continuously
Voice Volume	Slider (Min-Max)	voice_volume	(0.0) - (1.0)	0.7	UI Slider Does Not Update Continuously
3D Sound Effect Volume	Slider (Min-Max)	sfx_volume	(0.0) - (1.0)	0.9	UI Slider Does Not Update Continuously
Ambient Volume	Slider (Min-Max)	ambient_volume	(0.0) - (1.0)	0.9	UI Slider Does Not Update Continuously
Interface Sound Volume	Slider (Min-Max)	resident_sound_volume	(0.0) - (1.0)	0.75	UI Slider Does Not Update Continuously

Options:Sound:General

Label:Name	Choices	Command	Value	Default	Notes:
Use Avatar as Sound Listener	Checked	use_control_actor_for_listener	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		
Forced Looped Music	Checked	forced_looped_music	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		
Only Hear Voice over Once	Checked	use_voice_cache	true		UI CheckBox Does Not Update Continuously
	Un-Checked		false	◀	
Enable Pitch Shifting	Checked	enable_pitch_shifting	true		UI CheckBox Does Not Update Continuously
	Un-Checked		false	◀	
Sound Variations	Slider (Low-Hi)	allowed_sound_variations	(0.0) , (1.0) , (2.0)	2.0	UI Slider Does Not Update Continuously
Max Simultaneous Sounds	Slider (Min-Max)	max_active_sounds	(0.0) - (64.0)	16.0	Slider Range is (8.0) - (64.0)
Max Footstep Distance	Slider (Min-Max)	max_footstep_dist	(0.0) - (25.0)	20.0	UI Slider Does Not Update Continuously

Options:User Interface:Game Windows

Label:Name	Choices	Command	Value	Default	Notes:
Confirm Item Destroy	Checked	cl_confirm_item_destroy	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		
Allow Double Click To Buy, Sell or Repair	Checked	ics_allowdblclicktobuysellrepair	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		
Obscenity Filter	Checked	cl_filter_client_text	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		
Popup Message Speed	Slider (Slow-Fast)	onscreen_msg_speed_scale	(0.4) - (1.6)	1.0	UI Slider Does Not Update Continuously
Tooltip Delay	Slider (Short-Long)	cl_tooltip_delay	(0.0) - (100.0)	0.0	UI Slider Does Not Update Continuously
Window Fade Rate	Slider (Quickly-Slowly)	window_fade_secs	(0.10) - (2.0)	0.25	UI Slider Does Not Update Continuously
Window Normal Opacity	Slider (Trasnparent-Opaque)	ws_foregroundNo	(0.0) - (1.0)		UI Slider Does Not Update Continuously
Window MouseOver Opactiy	Slider (Trasnparent-Opaque)	ws_foregroundMoo	(0.0) - (1.0)		UI Slider Does Not Update Continuously
Frame Normal Opacity	Slider (Trasnparent-Opaque)	ws_frameNo	(0.0) - (1.0)		UI Slider Does Not Update Continuously
Frame MouseOver Opacity	Slider (Trasnparent-Opaque)	ws_frameMoo	(0.1) - (1.0)		UI Slider Does Not Update Continuously
Background Normal Opacity	Slider (Trasnparent-Opaque)	ws_backdropNo	(0.0) - (1.0)		UI Slider Does Not Update Continuously
Background MouseOver Opacity	Slider (Trasnparent-Opaque)	ws_backdropMoo	(0.0) - (1.0)		UI Slider Does Not Update Continuously
Reset Opacity for all windows	[Reset Button]	window_reset_all	N/A		
Unlock all windows	[Unlock Button]	window_unlock_all	N/A		
Lock all windows	[Lock Button]	window_lock_all	N/A		
Allows Windows Off screen	Checked	window_allow_offscreen	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		
Hide window frames in letterbox area	Checked	only_show_fg_in_letterbox_area	true		UI CheckBox Does Not Update Continuously
	Un-Checked		false	◀	
Window snap to grid	Checked	window_snap_to_grid	true		UI CheckBox Does Not Update Continuously
	Un-Checked		false	◀	
Snap to grid size	Slider (5 pixels - 100 pixels)	window_snap_to_grid_size	(5.0) - (100.0)	20.0	UI Slider Does Not Update Continuously
Windows snap to alignment	Slider (2 pixels - 100 pixels)	window_sticky_size	(2.0) - (100.0)	20.0	UI Slider Does Not Update Continuously
Reset location for all windows	[Reset Button]	window_reset_rect	N/A		

Options:User Interface:Picking

Label:Name	Choices	Command	Value	Default	Notes:
Allow picking self in third person	Checked	r_allow_player_picking	true		UI CheckBox Does Not Update Continuously
	Un-Checked		false	◀	

Options:User Interface:Target Arrow

Label:Name	Choices	Command	Value	Default	Notes:
Target Arrow	Checked	r_target_arrow	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		
Target Encounter Arrows	Checked	r_target_encounter_arrow	true		UI CheckBox Does Not Update Continuously
	Un-Checked		false	◀	
Target Arrow Opacity	Slider (None-Full)	r_target_arrow_alpha	(0.0) - (1.0)		UI Slider Does Not Update Continuously
Target Arrow Size	Slider (Minimum-Maximum)	r_arrow_effect_scale	(0.25) - (2.0)		UI Slider Does Not Update Continuously
Implied Target Arrow	Checked	r_implied_target_arrow	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		

Options:User Interface:Target Ring

Label:Name	Choices	Command	Value	Default	Notes:
Show Target Ring	Checked	r_target_ring	true	◀	UI CheckBox Does Not Update Continuously
	Un-Checked		false		
Target Ring:con color opacity	Slider (None-Full)	r_target_effect_alpha	(0.0) - (1.0)	0.5	UI Slider Does Not Update Continuously
Target Ring:select ring opacity	Slider (None-Full)	r_target_effect_ring_alpha	(0.0) - (1.0)	1.0	UI Slider Does Not Update Continuously

Options:User Interface:Target Highlight

Label:Name	Choices	Command	Value	Default	Notes:
Highlight Type	Glow	r_highlight_type	0.0		
	Outline		1.0		
Target Glow	Slider (None-Full)				
Target Encounter Glow	Slider (None-Full)				
Implied Target Glow	Slider (None-Full)	r_implied_target_glow			
Widget Mouse Over Glow	Slider (None-Full)	r_widget_mouse_over_glow			
Character Mouse Over Glow	Slider (None-Full)				

Options:User Interface:Name And Chat Bubble

Label:Name	Choices	Command	Value	Default	Notes:
NPC Evaluation	Detailed(Arrows)	con_version			
	Simple(Frames)				
Target Name Border	Checked				
	Un-Checked				
Target Encounter Name Border	Checked				
	Un-Checked				
Target Name Border Opacity	Slider (None-Full)				
Chat Bubbles	Slider (None-Many)				
Bubble Fade	Slider (Fast-Slow)				
Show titles	Never				
	Horizontal				
	Vertical				
Show guild names	Checked				
	Un-Checked				
Show name for self	Never				
	Mouseover Only				
	Target Only				
	Target or Mouseover				
	Always				
Show health & power for self	Never				
	Mouseover Only				
	Target Only				
	Target or Mouseover				
	Always				
Show name for other players	Never				
	Mouseover Only				
	Target Only				
	Target or Mouseover				
	Always				
Show health & power for other players	Never				
	Mouseover Only				
	Target Only				
	Target or Mouseover				
	Always				
Always show groupmember names	Checked				
	Un-Checked				
Always show groupmember health & power	Checked				
	Un-Checked				
Show names for NPCs	Never				
	Mouseover Only				
	Target Only				
	Target or Mouseover				
	Always				
Show health & power for NPCs	Never				
	Mouseover Only				
	Target Only				
	Target or Mouseover				
	Always				
Always show encounter NPC names	Checked				
	Un-Checked				
Always show encounter NPC health & power	Checked				
	Un-Checked				
Only show healthy & power when not full (override)	Checked				
	Un-Checked				
Healthbar color mode	Always Red				
	Ranges				
	Smooth				

Options:User Interface:Popup Messages

Label:Name	Choices	Command	Value	Default	Notes:
Popup Message Speed	Slider (Slow-Fast)	onscreen_msg_speed_scale			
Show level up messages	Checked	onscreen_msg_enable_levelgained	true		
	Un-Checked		false		
Show skill gained messages	Checked	onscreen_msg_enable_spellgained	true		
	Un-Checked		false		
Show general messages	Checked	onscreen_msg_enabled_generic	true		
	Un-Checked		false		
Show quest messages	Checked	onscreen_msg_enable_quest			
	Un-Checked				
Show encounter broken	Checked	onscreen_msg_enable_encounterbroken	true		
	Un-Checked		false		
Show location entered messages	Checked	onscreen_msg_enable_locationentered			
	Un-Checked		true		
Show harvest messages	Checked		false		
	Un-Checked				
Show rare harvest messages	Checked				
	Un-Checked				
Show tradeskill messages	Checked	onscreen_msg_skillup	true		
	Un-Checked		false		
Show mail messages	Checked				
	Un-Checked				
Show general messages	Checked				
	Un-Checked				

Options:User Interface:TradeSkills

Label:Name	Choices	Command	Value	Default	Notes:
Show examine window after product created	Checked Un-Checked				
Show level up messages	Checked Un-Checked				

Options:User Interface:Screen Shot

Label:Name	Choices	Command	Value	Default	Notes:
JPEG Screen shot format	Checked	cl_screenshot_jpeg	true		
	Un-Checked		false		
JPEG Quality	Slider (Low-High)	cl_screenshot_jpeg_quality			

Options:User Interface:Chat Window

Label:Name	Choices	Command	Value	Default	Notes:
Auto escape chat with unshifted directional key repeat	Never Always Only during auto run	ics_autoescapechat	0.0 1.0 2.0		
Auto escape chat delay(ms)	Slider (Small-Large)	ics_autoescapechatdelay			
Allow clicking through chat window	Checked Un-Checked	chat_clickthrough	true false		
Font size	Slider (Small-Large)	chat_fontsize			
Log chat text	Checked Un-Checked	cl_logchat	true false		
Show Chat category Names	Checked Un-Checked	chat_show_category	true false		

Options:User Interface:Chat Colors

Label:Name	Chat Color	Link Color	Echo Color	Notes: This section to be completed later.
Default Chat				
Error Text				
Status Text				
Message of the Day				
Say				
Shout				
Emote				
Yell for help				
Non-player Say				
Narrative				
Group Chat				
Raid Chat				
Guild Chat				
Guild Leader Chat				
Guild MOTD				
Non-Player Tell				
Private Tell				
Tell from Customer Service				
Out of Character Chat				
Auction Channel				
Chat Channel 1				
Chat Channel 2				
Chat Channel 3				
Chat Channel 4				
Chat Channel 5				
Chat Channel 6				
Chat Channel 7				
Chat Channel 8				
Chat Channel 9				
Chat Channel 10				
Reward Message				
Death Message				
Pet Chat				
Skill				
Spell				
Spell Worn Off				
Spell Other				
Spell Fail				
Spell Friendly Cast				
Spell Friendly Fail				
Spell Other Cast				
Spell Other Fail				
Spell Hostile Cast				
Spell Hostile Fail				
Heal				
Heal Group				
Heal Hostile				
Heal Other				
Combat				
Heroic Opportunity				
Damage				
Damage Shield				
Melee Critical				
Melee Warning				
Melee You Hit				
Melee You Miss				
Melee Attacker Hits				
Melee Attacker Misses				
Melee Other Hits				
Melee Other Miss				
Moneysplit Message				
Loot Message				
System Broadcast				
Who Results				
Command Results				
Merchant Buy/Sell				

Options:User Interface:Game Colors

Label:Name	Default Color				Notes: This section to be completed later.
Spell Failure					
Spell Fizzle					
Spell Interrupted					
Spell No Power					
Spell No Health					
Spell No Concentration					
Spell No Reagent					
Spell Beneficial					
Spell Harmful					
Stats Normal					
Stats Buffed					
Stats Debuffed					
Name Self					
Name Leader					
Weight Normal					
Weight Encumbered					
Healthy Always Red					
Healthy 75-100					
Health 50-74					
Health 0-24					
Unconscious					
Tooltip Header					
Tooltip Primary Text					
Tooltip Secondary Text					
Con Too Easy					
Con Easy					
Con Mild Challenge					
Con Even					
Con Trough					
Con Very Tough					
Con Extremely Tough					
Con Target Too Easy					
Con Target Easy					
Con Target Mild Challenge					
Con Target Even					
Con Target Tough					
Con Target Very Tough					
Con Target Extermely Tough					
Group Name					
Group Target					
Character Name					
Character Target					
Corpse Name					
Corpse Target					
Map Name Normal					
Map Name Highlight					
Queued Ability Indicator					

Options:Group Options

Label:Name	Choices	Command	Value	Default	Notes:
Change current group settings	[Current Group Button]	groupoptions			
Default Loot Method	Leader Only	server_eLootMethod	0.0		
	Free For All		1.0		
	Lottery		2.0		
Default Auto Split	Checked	server_bAutosplitCoin	0.0		
	Un-Checked		1.0		
Default Group Yell Method	Leader Only	server_eYellMethod	0.0		
	Anyone		1.0		

Options:Alarms:Session Duration

Label:Name	Choices	Command	Value	Default	Notes:
Hours	Slider (0 - 12)	r_alm_sess_dur_hrs			
Minutes	Slider (0 - 59)	r_alm_sess_dur_minutes			
Repeat	Checked	r_alm_sess_dur_repeat	true		
	Un-Checked		false		
Restart Session Duration Alarm	[Restart Button]	alarm_restart_sess_dur_alarm			

Options:Alarms:Absolute Time

Label:Name	Choices	Command	Value	Default	Notes:
Hours	Slider (0 - 12)	r_alm_abs_time_hr			
Minutes	Slider (0 - 59)	r_alarm_abs_time_minute			

Options:Alarms:Parental Control Limit Warnings

Label:Name	Choices	Command	Value	Default	Notes:
Time Left(minutes)	Slider (0 - 59)	r_alm_pc_time_left			
Repeat(minutes)	Slider (0 - 59)	r_alarm_pc_time_repeat			