

EQ2_MainHUD_PerformancePanel v1.1

This User Interface Modification provides EverQuest II players the ability to:

- Create and Save multiple Performance Profiles.
- Quickly switch between 3 of these custom performance profiles during gameplay.
- Provide on screen buttons for Mute On/Off and Music On/Off
- Provide an on-screen button to amplify the flat ambient light. 'Kosmo's NightVision'

Files Included:

eq2ui_custompreset1.xml
eq2ui_custompreset2.xml
eq2ui_custompreset3.xml
eq2ui_custompreset.exe (Provided by Ger)
eq2ui_mainhud_performancepanel.xml
eq2ui_mainhud_startbutton.xml
eq2ui_muteall.xml
eq2ui_mutemusic.xml
eq2ui_nightvision.xml
readme.pdf
NightVisionON.jpg
NightVisionOFF.jpg
readme.txt

Important: In order to run the eq2ui_custompresets.exe you will need both:

Microsoft .NET Framework Version 1.1

<http://www.microsoft.com/downloads/details.aspx?FamilyID=262d25e3-f589-4842-8157-034d1e7cf3a3&displaylang=en>

Microsoft .NET Framework Version 1.1 Service Pack 1

<http://www.microsoft.com/downloads/details.aspx?FamilyID=a8f5654f-088e-40b2-bbdb-a83353618b38&displaylang=en>

How to Install a Custom User Interface Piece. (General)

- Step 1. Download the *.zip file that contains the interface you wish to use.
- Step 2. In your EverQuest II UI folder, create a new folder with any name BUT with no spaces or special characters.
(Example: C:\Program Files\Sony\EverQuest II\UI\Custom)
- Step 3. Unzip the user interface package into your newly created folder.
Please make sure you don't have a folder inside of a folder when you do this.
Example: C:\Program Files\Sony\Everquest II\UI\Custom*.xml (correct)
Example: C:\Program Files\Sony\Everquest II\UI\Custom\Mods*.xml (incorrect)
- Step 4. Open Windows Notepad. From your windows desktop click the windows [StartButton],
Select [Programs], [Accessories], [Notepad]
In the new window that is now open -
Type:
 cd ui_subdir UI/
 cd ui_skinname Custom
Choose [File], [Save As], Navigate to your main EverQuest II directory
Example: C:\Program Files\Sony\Everquest II\
In [File Name] Type: "eq2.ini" (WITH QUOTATION MARKS,
Click [SAVE].
- Step 6. Load up Everquest II and your new interface should be working.
TIP: Some User Interface Pieces will not show up automatically. Check the information for the User Interface.

How to Install and Use EQ2_MainHUD_PerformancePanel: (Specific)

IMPORTANT: If you have a previous version of this mod, delete all files from the previous mod.
You WILL need to re-create your profiles if you were using any custom profiles.

After following the above directions
Your directory structure should look something like this:
Assuming that you have EverQuest II installed on your C:\

C:\Program Files\Sony\EverQuest II/UI/Custom/

eq2ui_custompreset1.xml
eq2ui_custompreset2.xml
eq2ui_custompreset3.xml
eq2ui_custompreset.exe (Provided by Ger)
eq2ui_mainhud_performancepanel.xml
eq2ui_mainhud_startbutton.xml
eq2ui_muteall.xml
eq2ui_mutemusic.xml
eq2ui_nightvision.xml

Step 1. Start EverQuest II, Once you are in game type:

`/show_window MainHUD.PerformancePanel`

This should bring up the new Performance Panel.
The Mod comes with three Profiles already.
They are set to:
#1 Very High Quality
#2 Balanced
#3 Very High Performance

Step 2. Test the buttons,
Make sure the game is switching between the profiles correctly.
Make sure the Mute On/Off, Music On/Off and NightVision Buttons are working properly.
*Note: Users with more RAM will switch between the profiles much faster.
If you have an older system, the changes will take longer.*

Step 3. If all seems fine;
Now is a good time to creat a macro command to show the performance panel.

Create a macro with the following command, or
type the command whenever you want to see the Performance Panel:

`/show_window MainHUD.PerformancePanel` - Shows the Performance Panel
`/hide_window MainHUD.PerformancePanel` - Hides the Performance Panel

Now for the fun part!

Creating Custom Performance Profiles

- Step 1.** In the game click the EQ2 (StartButton), Select [Options], Select [Display].
- Step 2.** Go down the list and set each option of the display configurations to your custom preferences.
- HINT:** You may find it useful to load one of the pre-defined profiles, and then tweak specific settings up or down for your preferences.
- Example:** Load the Pre-Defined Balanced Profile,
Under Display:Shadows: Un-Check [Shadows]
Under Display:Water: Environmental Cub Map Updates:
Choose[Fastest (One Time)].
- Step 3.** Click the [ACCEPT] Button. This is an important step!
Clicking the [ACCEPT] Button updates the "eq2.recent.ini" file.
- Step 4.** Press [ALT+ENTER] to go into Windowed Mode; Minimize the EQII Game Window.
- Step 5.** Navigate to your custom UI EverQuest II directory.
- Example:** If EverQuest II is installed on the C:\ drive;
Double-Click [My Computer], [C:], [Program Files], [Sony],[EverQuest II], [UI], [Custom]
- Step 6.** Double-Click on the program 'eq2ui_custompresets.exe' to run the program.
- Step 7.** Select the button you want this profile to be saved to.
Button #1 is the Top Button.
Button #2 is the Middle Button
Button #3 is the Bottom Button.
- Step 8.** Select 'Kosmos Style' and Click 'GO'.
This will Copy your Display Settings from the 'eq2_recent.ini' file
and create a new .XML file called 'eq2ui_custompreset*.xml'.
The * will be the number associated with the button you have chosen.
- Step 15.** Click [Exit] to close the Custom Preset Parser Window.
- Step 16.** If you wish to create two additional profiles, return to the game window and continue from Step #1.
- Step 17.** Once you have completed the creation of each of your profiles associated with the buttons.
You will need to exit and restart the game.
- The next time you run the game, the new .XML files associated with the buttons will be loaded.
You will now have your 3 custom profiles available to switch between at any time you prefer.

Enjoy!

Kosmos
Lucan D'lere Ranger

Special thanks to Ger for providing the Custom Preset Parser.
Additional thanks to Laffs for testing, encouragement/feedback and fixing those darn frames.
Thanks to all of the others that have had a hand in the development of this mod.
Without the Eq2Interface Forums and Insomniac's post for 'THE /LIST', this little project would have never been possible.

Release Version eq2ui_mainhud_performancepanel.xml v1.1

Update: 3/5/2005

Added Kosmos NigtVision

Files changed:

eq2ui_mainhud_performancepanel.xml

eq2ui_nightvision.xml

eq2ui_custompresets.exe

Ger's changes to the Custom Presets Parser.

- Rewritten in C# to combine the front and back end EXEs into a single EXE

- Improved processing speed

- Changed output window display to real-time it had been on an 0.25 second delay to allow the back end to write the log before the front end tried to read it)

- No more extraneous preset_parser.log file

- Added a filter to add a single decimal place onto integers

- Fixed spelling and default value of r_reflectionsinhouse

- Changed default eq2_recent.ini location to "C:\Program Files\Sony\EverQuest II\eq2_recent.ini

- Combined drive, directory, and file selection boxes into a single open file dialogue (... button)

- Changed profile selector from a drop-down to a radio button set

- Added output style radio button set to select between Kosmos and Laffs style XMLs

- r_splashes set to 3.0 when 1.0 is read from eq2_recent.ini

- o_max_farplanes now rounded up to 120.0 if value detected is less than 120.

Update: 3/9/2005

v1.2 Package:

Added information for .NET Framework requirments for the eq2ui_custompresets.exe parser.

Added an additional .ZIP version that includes a version of the panel that automatically shows up.

File changes for the Auto-Show Version1.0.

eq2ui_mainhud_performancepanel.xml

eq2ui_mainhud_startbutton.xml

eq2ui_nightvision.xml

AutoShowVersion.jpg.