

EverQuest II Display Options: Pre-Configured Performance Profiles

Display Property	Command	Values							
		Extreme Quality	Very High Quality	High Quality	Balanced	High Perform.	VHigh Perform.	Extreme Perform.	
Graphics Resolution	r_frame_buffer_scale	1.000	1.000	1.000	1.000	1.000	1.000	1.000	
Lighting Resolution	r_light_buffer_scale	1.000	1.000	1.000	1.000	1.000	1.000	1.000	
Rendering Distance	o_max_farplane	1000.0	900.0	800.0	650.0	500.0	400.0	300.0	
Complex Shader Distance	r_fast_layer_min_distance	150.0	75.0	50.0	25.0	25.0	25.0	-1.0	
Texture Resolution	cl_textureshrink	0.0	0.0	1.0	1.0	2.0	2.0	3.0	
Character Resolution	cl_charactertextureshrink	0.0	0.0	1.0	1.0	2.0	2.0	3.0	
Character LOD Texture Resolution	r_texture_lodding_shrink	0.0	0.0	1.0	1.0	2.0	3.0	4.0	
Enable Bloom Effect	r_bloom	true	true	true	false	false	false	false	
Atmospheric Bloom	r_bloom_atmospheric	false	false	false	false	false	false	false	
Heat Shimmer	r_heatshimmer	true	true	true	false	false	false	false	
Underwater Distortion	r_underwaterdistortion	true	true	true	false	false	false	false	
Water Interaction	r_splashes	3.0	2.0	1.0	0.0	0.0	0.0	0.0	
Splash Particles	splash_particles_enabled	true	true	true	false	false	false	false	
Animate Procedural Textures	r_update_procedural_textures	true	true	true	true	true	false	false	
Ocean	r_drawocean_quality	0.0	1.0	2.0	3.0	3.0	3.0	3.0	
Environmental Cube Map Updates	r_envcube_updates	1.0	1.0	1.0	1.0	1.0	1.0	2.0	
Reflections	r_reflections	1.0	1.0	1.0	0.0	0.0	0.0	0.0	
Reflections Inside House	r_reflectionsinsidehouse	false	false	false	false	false	false	false	
Particle Quality	r_particle_priority	3.0	3.0	2.0	2.0	1.0	1.0	1.0	
Max Spell Results per Character	num_active_spell_results	6.0	5.0	4.0	3.0	2.0	1.0	0.0	
Show Particles In Reflections	r_particlesinreflections	true	true	true	true	true	true	true	
Show Particles In Reflections Inside	r_particlesinreflectionsinsidehouse	false	false	false	false	false	false	false	
Particle Level of Detail Bias	r_particle_lod_scale	1.000	1.125	1.250	1.375	1.500	2.000	3.000	
Maximum Particle Size	r_point_particle_max_size	0.500	0.500	0.500	0.500	0.500	0.500	0.500	
Spell Particle Close To Me	r_point_particle_near_plane	0.0	-0.5	-1.0	-1.5	-2.0	-2.5	-3.0	
Light Quality	r_light_priority	3.0	2.0	2.0	1.0	1.0	0.0	0.0	
Max Player Torches	r_max_torches	5.0	4.0	4.0	3.0	2.0	2.0	1.0	
Max Torch Intensity	r_torch_intensity	1.0	1.0	1.0	1.0	1.0	1.0	1.0	
Max Lights	r_max_lights	10.0	8.0	6.0	5.0	4.0	3.0	2.0	
Specular Lighting	r_light_spec	true	true	true	true	false	false	false	
Additional Specular While Raining	r_rain_spec	true	true	true	false	false	false	false	
Max Spec Lights	r_max_spec_lights	5.0	4.0	3.0	2.0	1.0	1.0	1.0	
Max Bumpy Point Distance	r_light_bump_max_distance	50.0	25.0	20.0	10.0	5.0	1.0	-1.0	
Minimum Ambient Light	r_min_dir_ambient_intensity	0.300	0.300	0.300	0.300	0.300	0.300	0.300	
Shadow Quality	r_shadow_priority	2.0	1.0	1.0	1.0	0.0	0.0	0.0	
Shadows	r_shadows	true	true	true	true	false	false	false	
Torch Shadows	r_shadows_torch	true	true	true	false	false	false	false	
Character Shadows	r_shadows_characters	true	true	true	true	false	false	false	
Environmental Shadows	r_shadows_on_flora	true	true	true	true	true	true	true	
Shadows From Off-Screen	r_shadows_other	true	false	false	false	false	false	false	
Shadow Specular	r_shadows_spec	true	false	false	false	false	false	false	
Level Of Detail Bias	cl_lod_scale	1.0	1.0	1.0	1.0	1.5	2.0	3.0	
Maximum Triangle Density	cl_lod_tridensity	100000.0	90000.0	85000.0	80000.0	75000.0	50000.0	30000.0	
High Detail Characters	r_ec_max_lod0	9.0	7.0	6.0	5.0	4.0	3.0	1.0	
Low Detail Characters	r_ec_max_lod1	100.0	60.0	30.0	25.0	20.0	15.0	10.0	
Minimum Animation Rate	r_min_anim_update_rate	0.010	0.050	0.100	0.100	0.100	0.300	0.600	
Fast Animation Rate	r_anim_update_start	0.010	0.010	0.020	0.030	0.050	0.050	0.050	
Animation Weighting Quality	r_initial_point_weight	0.950	0.950	0.900	0.850	0.800	0.650	0.500	
Cloth Simulation	r_particle_cloth	true	true	true	false	false	false	false	
Flora	r_flora	true	true	true	true	false	false	false	
Flora Displacement	r_flora_displacement	true	true	true	true	true	true	true	
Flora Radius	r_flora_radius_scale	1.0	1.0	1.0	1.0	1.0	1.0	1.0	
Flora Density	r_flora_density_scale	1.0	1.0	1.0	1.0	1.0	1.0	1.0	

 <-- Grey boxes indicate estimated values. All other values are recorded from the eq2.recent.ini file.

** Use the blank columns to record the values for any custom settings you use.