

UPC

(Ultim4t3 P3rf0rm4nce C0nfigur4ti0n5)

- (!) - {Default} > min\left\{Var\}; \left\{Var\} = maxPerf, \right\{Var\} = minPerf
- (?) - you have to try different {Var}, there's no \left and \right
- (!) - \left\{Var\} = minPerf, \right\{Var\} = maxPerf

SS - Screen Settings, LOD - Level of Details, DOL - Distance of Load

```
//CATEGORY          [C_Var]          {Default}{Var}
||API                | (?) | [gxApi] .....{d3d11}{ }*      >>
|-----|
||SS/Win-res         | (!) | [gxResolution] .....{0000}{720x576..?}
||SS/Win-ref         |      | [gxRefresh] .....{0060}{60,75,120}      >>
||SS/Win-mode        |      | [gxWindow] .....{0000}{0,1}          >>
||SS/Win-scale       |      | [gxMaximize] .....{0001}{1,0}          >>
|-----|
||SS/ColorBits1     | (!) | [gxColorBits] .....{0024}{16,24,30}      >>
||SS/ColorBits2     | (!) | [gxDepthBits] .....{0024}{16,24,30}      >>
|-----|
||SS/FPS-Ar          | (!) | [maxFPS] .....{0100}{1..200,0}      >>
||SS/FPS-Br          |      | [maxFPSBk] .....{0030}{1..200,0}      >>
||SS/FPS/VSync       |      | [gxVSync] .....{0000}{0,1}          >>
||SS/FPS/MSAA        |      | [gxMultisample] .....{0001}{1,2,4,8}
||SS/FPS/MSAAr       |      | [gxMultisampleQuality] .....{0000}{0..?}
||SS/FPS/Buffer      |      | [gxTripleBuffer] .....{0000}{0,1}
|-----|
||FX/SSAO            |      | [SSAO] .....{0000}{0,2,1}          >>
||FX/SSAOBlur        | (!) | [SSAOBlur] .....{0002}{0,2,1}
||FX/Glow            | (!) | [ffxGlow] .....{0001}{0,1}          >>
||FX/Death           | (!) | [ffxDeath] .....{0001}{0,1}          >>
||FX/Special         | (!) | [ffxSpecial] .....{0001}{0,1}
||FX/Rectangle       | (!) | [ffxRectangle] .....{0001}{0,1}
||FX/Nether          | (!) | [ffxNetherWorld] .....{0001}{0,1}
|-----|
||M2/SpeedUp         | (!) | [M2Faster] .....{0001}{0,1,2,3}**      >>
||M2/Filtering       |      | [M2UseZFill] .....{0001}{1,0}
||M2/DOL             |      | [M2UseClipPlanes] .....{0001}{1,0}
||M2/Batch           |      | [M2BatchDoodads] .....{0001}{1,0}
||M2/Thr             |      | [M2UseThreads] .....{0001}{1,0}
|-----|
||SYS/Thr            | (!) | [processAffinityMask] .....{0000}{0,1,2,3,4}      >>
||SYS/Thr/Anim       | (!) | [maxAnimThreads] .....{00-1}{0,1..?}
||SYS/Cache/bsp      | (!) | [bspcache] .....{0000}{1,0}
||SYS/Cache/tex      | (!) | [gxTextureCacheSize] .....{0000}{..}
||SYS/Cache/char     | (!) | [componentTexCacheSize] .....{0020}{256..1024}
||SYS/Timing         | (!) | [timingMethod] .....{0000}{1,0,2}          >>
||VideoOption        |      | [videoOptionsVersion] .....{0000}{0,1,2,3,4,5}
||HardwareDetect     |      | [hwPCF] .....{0001}{1,0}
||Mouse              |      | [gxFixLag] .....{0000}{0,1}          >>
                                     *{d3d9,D3D11_LEGACY,OpenGL,d3d9,d3d11,d3d12,direct3D}
                                     **{1} for Dual-core CPU, {2} for Tri-Core, {3} for Quad-Core+
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CATEGORY		[C_Var]	{Default}	{Var}	
ABS/LOD	(!)	[baseMip]	{0000}	{1,0}	
ABS/LOD/World	(!)	[worldBaseMip]	{0000}	{2,1,0}	>>
ABS/LOD/Worldm		[worldMaxMipLevel]	{0012}	{?}	
ABS/LOD/Ground	(!)	[terrainMipLevel]	{0000}	{1,0}	>>

LOD/Char?		[textureFilteringMode]	{0001}	{0,1,2,3,4,5}	
LOD/Char		[componentTextureLevel]	{0001}	{1,0}	>>
LOD/World	(!)	[environmentDetail]	{0100}	{50..150}	
LOD/Spells	(!)	[particleDensity]	{0100}	{10..100}	>>
LOD/Ground	(!)	[terrainTextureLod]	{0000}	{1~0}	
LOL/Ground	(!)	[terrainLodDist]	{0400}	{200..800}	
LOD/Grass		[groundEffectDensity]	{0016}	{16,32,64,128,256}	
LOL/Grass	(!)	[groundEffectDist]	{0070}	{32..600}	>>
LOL/Grass-fx	(!)	[groundEffectFade]	{0070}	{1..1277,0}	
LOD/Water		[waterDetail]	{0000}	{0,1,2}	>>
LOD/Water-fx	(!)	[rippleDetail]	{0002}	{0,1,2,3}	>>
LOD/Water-fx	(!)	[reflectionMode]	{0003}	{0,1,2,3}	>>
LOD/Weather	(!)	[WeatherDensity]	{0002}	{0,1,2,3}	>>
LOD/Weather-fx	(!)	[useWeatherShaders]	{0001}	{0,1}	
LOD/Clouds		[SkyCloudLOD]	{0000}	{0,1,2,3}	>>
LOD/Shadows		[shadowMode]	{0000}	{0,1,2,3}	>>
LOD/Shadows-fx	(!)	[shadowInstancing]	{0001}	{0,1}	>>
LOD/Shadows-fx		[shadowTextureSize]	{1024}	{1024,2048}	>>
LOD/Shadows-fx		[shadowCull]	{0001}	{?}	
LOD/Shadows-fx		[shadowScissor]	{0001}	{?}	
LOD/Light-fx		[sunShafts]	{0000}	{0,1}	
LOL/Creatures	(!)	[wmoLodDist]	{0650}	{200..1500}	
LOS-max	(!)	[farclip]	{0350}	{200..1300}	>>
LOS-min	(!)	[nearClip]	{00.2}	{0.01..0.33}	
LOS/horizon		[horizonFarClipScale]	{0004}	{0,1,2,3,4,5,6}	
LOD/Anim-skip	(!)	[animFrameSkipLOD]	{0000}	{1,0}	
LOD/Footprints	(!)	[showfootprintparticles]	...{0001}	{0,1}	>>
LOD/GroundAOE		[projectedTextures]	{0000}	{0,1}	
LOD/Blood	(!)	[violenceLevel]	{0002}	{0,1,2,3,4,5}	
LoadScreenTips	(~)	[showGameTips]	{0001}	{0,1}	
ErrorSpeech	(~)	[Sound_EnableErrorSpeech]	{0001}	{0,1}	

for [gxApi] it's better to change it directly in game folder/WTF/config.wtf because in the case of black screen client wouldn't be able to execute core.lua file(which requires character to log in) to change it back.