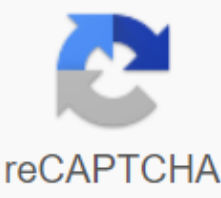I'm not robot

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Skyrim ini files

Td May 22, 2012 5:01 pm So I looked it online to know exactly where my skyrim ini is located and so far there have been a few references to documents/games/skyrim When I open this tab some games appear in the list, but Skyrim is nowhere to be found. I can find skyrimprefs and it's just fine, but another one, I have no idea. Paul Platek Posts: 3489Joined: Sat May 26, 2007 2:08pm W 22 May, 2012 8:07pm Steam'steamapps'common'Skyrim Siidney Messages: 3378Joined: Fri March 23, 2007 11:54pm W 22 May 2012 12:14pm Couple steamapps common 'SkyrimNothing can only be found, only ini that seems to be Available to me there in these steam applications skyrim folder Prefs Ini Matthew Warren Messages: 3463Joined: Fri October 19, 2007 11:37pm W 22 May 2012 7:09pm Nvm, found it. opened the wrong game documents. Yung Prince Messages: 3373Joined: Thu 11 October 2007 10:45 pm W 22 May 2012 6:43pm I'm going to track that back, only found two files there next to my save files that Skyprerimfs and ... SkyrimBoth are Ini files and although I thought any of them should be it didn't seem to have the desired ini for my settings. Tiffany Holmes Posts: 3351 Present: Sun September 10, 2006 2:28am May 23, 2012 3:26am I wouldn't touch the files in Steam'SteamApps'common'skyrim'skyrimAs as far as I know they are used as default filesIf you want to make changes, they are in my documentsMy gamesSky'Sky You mean that do not see the expansion ini? This is probably the reason you have hide extensions for known file types. These are the files of the Oni. (You can change this in tools/folder options/viewing/extended settings - Hide extensions for known file types unhindered). It shouldn't be done though. Skyrimprefs and Skyrim files really ini files in my documents My gamesSkyrim Timara White messages: 3464Joined: Mon 27 August 2007 7:39 am Return to V - Skyrim Instantly share code, notes and snippets. You can't do this at this time. You've signed up with another tab or window. Reboot to update the session. You subscribe to another tab or window. Reboot to update the session. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. Where's my Skyrim Special Edition ini? Hello, I just switched to Skyrim SE and I'm now in the process of building my order load. One of the authors of the fashion recommends - in order to make the mod work as intended - manipulate the file .ini by adding /changing a few lines (after backup, of course). But which one? In Aldrim, it was Skyrim. Skyrim.ini; All I can find in my Skyrim Special Edition game folder are the following files .ini:low.inimedium.inihigh.iniSkyrimPrefs.iniSkyrim_Default.iniSo... Which one is the right one? Thanks for not having the time to read this. Greetings Last edited by Aureia; April 16, 2017 - 1:53pm Note: This is only to be used to send spam, advertising and distressed (harassment, brawling or rude) messages. От STEP Моддинг Вики Руководство по редактированию параметров конфигурации Skyrim внутри файлов INI для мастерить пользователь GUIDE FORUM THREAD INI TWEAKING REFERENCE FORUM SUPPORT FORUM Уведомление: Это вспомогательное руководство для официального руководства STEP, созданного для уменьшения длины этого руководства. Users reading this are more likely to tinker with the type or are interested in more detail around the Skyrim setting in order to improve quality or performance, but this guide is not an important component of a successful STEP installation. Recommended first reading: Skyrim Installation Guide, Skyrim Launcher Sphere Guide This guide is designed to be a general guide to customizing the configuration for Senior Scrolls V: Skyrim Games as installed through INI files, including Skyrim.ini, SkyrimPrefs.ini, Plugin INIs, and Mod Organizer (MO) INI Tweaks. Its purpose is to see how they will affect the game, not to be a comprehensive resource. You can see the best-way Skyrim INI and SkyrimPrefs INI guides for an extended and comprehensive overview of the configuration settings. The Next Item item is used in this guide and must be understood before it starts. INI specific following terms are used to describe the format of the INI file. FILE INI: A configuration file consisting of sections, settings, and values. Section: The name of the set of parameters enclosed in brackets (i) Setting: Property configuration with a soft code. Value: What happens after an equal sign to set up. Comment: A note that is included in the INI file, which has no effect but to tell the editor what there is something for, and is marked by a vocolon (;). Below is a diagram of the structure of in files. that is the value used when the setting is not set in the INI files. For settings used only by SkyrimLauncher.exe (i.e. sD3DDevice, uLastAspectRatio, bShowAllResolutions and bEnableFileSelection), a value originally accepted by SkyrimLauncher.exe. Launcher INI Pre-installations: Settings used to select low, medium, high, or ultra buttons in the Skyrim launcher. Starting sets settings predetermined within themselves by both Skyrim.ini and SkyrimPrefs.ini selectively (and incorrectly for some settings) on top of the settings in for Skyrim.ini and SkyrimPrefs.ney for SkyrimPrefs.ini. Values for some parameters are pulled from the low.ini, medium.ini, high.ini and VeryHigh.ini catalog inside the main Skyrim catalog in the process, but they are not superimposed as the aforementioned files. Plugin INIs: INIs downloaded with similar plugins (just like BSAs). The presence should be indicated by a paper clip on the plug-in in the plug-in list (right panel) in Mod Organizer (MO). Mod Organizer specific following terms are used to describe INI files because they relate specifically to the Mod Organizer mod management tool. IND Profile: IIS is a mod organizer located in a profile folder. MO INI Tweaks: Mod-specific INIs that exist inside the INI Tweaks folder on the top level of the fashion folder for use with Mod Organizer. They can be turned on or off. MO INI Tweaks Composite: Temporary combined MO INI Tweaks generated by Mod Organizer from combining included MO INI Tweaks in the initweaks.ini file inside the profile folder during execution. Under the hood of Skyrim.ini Skyrim.ini (located at %USERPROFILE%-Documents My GamesSkyrim by default, although Mod Organizer keeps it in its own profile folder) is the Master INI file. It can change all the settings used in the game. However, it cannot change the settings typical of The Skyrim Launch (namely sD3DDevice, uLastAspectRatio, bShowAllResolutions, bEnableFileSelection) because Skyrim Launcher only reads these settings from SkyrimPrefs.ini. SkyrimCustom.ini SkyrimCustom.ini can change all settings used in the game, just like Skyrim.ini. Any settings in Skyrim.ini that are duplicated in SkyrimCustom.ini will be re-recorded in SkyrimCustom.ini. SkyrimPrefs.ini SkyrimPrefs.ini (located at %USERPROFILE%-Documents My Games Skyrim by default, although Mod Organizer keeps it in its own profile folder) can only change a few settings, most notably those modified in Skyrim Launcher and in the game settings menu. Under the hood in SkyrimPrefs.ini, only certain settings that are tagged and hard-coded in the game can be changed. These settings are fully documented in the extended SkyrimPrefs INI guide. Any values for settings in Skyrim.ini or SkyrimCustom.ini that are duplicated in SkyrimPrefs.ini will be overwritten in SkyrimPrefs.ini if and only if they are on SkyrimPrefs.ini.com. The INIs Plugin INIs can only change settings that are not on SkyrimPrefs.ini's list. This means that it can change all settings in Skyrim.ini minus those modified in SkyrimPrefs.ini. All the values set in the settings in the game and in the Skyrim Launcher GUI do not change by INIs plugins (per bReflectLODLand, bReflectLODObjects, bReflectLODTrees and bReflectSky). Any values for settings in Skyrim.ini Skyrim.ini duplicated in the INI plugin will be re-recorded in the INI plugin unless and only if they are not on the list of parameters valid in SkyrimPrefs.ini. MO INI Settings Mod Organizer (MO) INI Tweaks can change all settings. It re-charges all the meanings for all settings duplicated in any other INI file. If it doesn't seem to work anywhere else, try the MO INI Tweak. INI INI Syntax Files follow this basic format: Section setting'value There are some rules about this structure that should be observed in general and in particular. The general rules of Space are ignored before and after sections, settings, values, equal marks (me) and square brackets (me) and . This means that the installation value will do the same thing as setting the value. Comments don't exist, but they exist because they don't exist. In fact, a comment reads like a parameter that simply doesn't exist, and therefore doesn't affect anything, allowing it to exist. Comments should only be placed on a line that doesn't include an setting so it doesn't take over the value of the setting. The rules of the section (section) names are insensitive. This means that the Display and the Display will be read the same way. There can only be one section. Sections will not be used in any case. If there is more than one section, only the first section will be used. This means that if Grass exists at the top of the INI and there is another Grass at the bottom of the INI, only the top part will be used, even if the second section contains settings not listed in the top section. Setting rules for setting names is insensitive. This means that iPresentInterval and ipresentinterval will be read as the same. There can only be one option. In any case, the duplicates of the parameters will not be used. If there are several parameters, only the first will be used. This means that if iPresentInterval exists at the top of the Display and there is another iPresentInterval at the bottom of display, only the top setting will be used, even if the first setting is empty. The parameter name is defined as all symbols between the beginning of a line and an equal sign (I) under Section. Prefixes Each setting has (usually a lower) console and a name. The name determines what changes the setting. The set-top box determines what value the setting can take. b-prefix settings take boolean value 1 (true) or 0 (false). f-prefix settings take a floating point value (any rational number, positive or negative, with or without decimal, such as 5, 0 or -38.0003). Some defaults for these parameters can only be estimated with a decimal digit (think that to). Floating dot values use exponential (e) notation. In exponential notation, the number to e is multiplied by 10 to the power of the integrator after e (e.g. 1e7 equals with 7 zeros after it, i.e. 1,000,000 and 1e-7 equals 1 with 7 zeros to decimal point, i.e. . i-prefix settings take a whole value (any whole number, positive or negative, without decimal point, such as 5, -38 or 0). Integrators are limited between -2147483648 and 2147483648 (2 x 1024 x 1024 x 1024). r-prefix (including some s-prefix settings) takes color value in RGB format (e.g. 93 216 234) or perhaps even RGBA (e.g. 93 216 234.1). s-prefix (also str) settings take the value of the line (usually text, but can contain numbers, punctuation - anything really). u-prefix settings (also ui) take unsigned whole values (any whole number, only positive or 0, without decimal point, such as 5, 38 or 0). Unsigned integrators are generally limited between 0 and 2147483648 (2 x 1024 x 1024 x 1024), but some may incorrectly recognize negative values. The value of the Value rules is defined as all symbols between the equal sign (I) and the end of the line within 255 characters until the first character that the installation will not accept. The setting will accept any value, but will stop accepting this value if it goes beyond the range that this option can accept, defined by the type of setting defined as its prefix (e.g., iPresentInterval-1;disable reads like iPresentInterval-1 and sIntroSequence-BGS_LOGO. BIK;disable reads like sIntroSequence-BGS_LOGO. BIK; The setting cannot accept the value on the new line. This means that the following value will not be used: The setting value if the setting has an empty value in INI, the default will be used instead of the empty value, except for the line settings (with s-prefix), where installing it blank will result in the line value also being empty. Changing settings in the game Settings Many values in the settings can be changed with the settings menu in the game and console. You can get the settings menu in the game by clicking the Escape (Esc) key and clicking the settings. Gameplay Menu Top Gameplay Menu Lower Gameplay submenu changes the parameters associated with management, difficulty and autosaves. Invert Y determines if the mouse is inverted over the y-axis (up and down motion). It changes bInvertYValues in SkyrimPrefs.ini. The sensitivity of the lock determines the sensitivity of the lock. It changes fMouseHeadingSensitivity in SkyrimPrefs.ini. Vibration switches the controller's buzz. He changes bGamePadRumble to SkyrimPrefs.ini. The 360 Controller switches the use of the controller. This changes bGamepadEnable in SkyrimPrefs.ini. Complexity sets the complexity of the game. This changes iDifficulty in SkyrimPrefs.ini. Show floating markers switches floating quest markers. He changes bShowFloating-KestMarkers to SkyrimPrefs.ini. Save to rest switches When you sleep. He changes bSaveOnRest to SkyrimPrefs.ini. Save on waiting switches autosaves while waiting. It changes bSaveOnWait's in Savings on travel switches auto-write when traveling to different places. He changes bSaveOnTravel to SkyrimPrefs.ini. Save on the character menu sets the time between autosaves, made on a timer for a few minutes, or disables them. It changes bSaveOnPause and fAutosaveEveryXMins into SkyrimPrefs.ini. Showing the Top Display Menu Bottom Menu The Display submenu changes the settings associated with HUD and appearance. The brightness sets the gamma brightness. He changes fGamma in SkyrimPrefs.ini. HUD's opacity establishes hud opacity. This changes fHUDOpacity in SkyrimPrefs.ini. Actor Fade sets the actor's disappearing distance. It changes fLODFadeOutMultActors in SkyrimPrefs.ini. The Fade element sets the distance of the element fading. It changes fLODFadeOutMultItems in SkyrimPrefs.ini. The Fade object sets the distance of the object fading. It changes fLODFadeOutMultObjects in SkyrimPrefs.ini. Grass Fade sets the distance the grass will begin to fade. This changes the fGrassStartFadeDistance in SkyrimPrefs.ini. Light Fade sets the distance when the light begins to disappear. It changes fLightLODStartFade to SkyrimPrefs.ini. Specularity Fade can set the distance visibility begins to fade. Unfortunately, this does not seem to have any effect. It changes fSpecularLODStartFade in SkyrimPrefs.ini. The crosshairs switch the crosshairs. It changes bCrosshairEnabled in SkyrimPrefs.ini. The subtitle dialogue switches subtitles for an important dialogue. It changes bDialogueSubtitles in SkyrimPrefs.ini. General subtitles switch subtitles for all conversations. It changes bGeneralSubtitles in SkyrimPrefs.ini. Audio menu Audio submenu changes the volume of different types of sounds. Some fashions, such as Audio Overhaul for Skyrim, are changing the kinds of default sounds listed here. The master sets the master's volume level. He changes fAudioMasterVolume to SkyrimPrefs.ini. Effects set the volume level of the effects. He changes fVal in SkyrimPrefs.ini. Steps set the volume level of steps. He changes fVal in SkyrimPrefs.ini. The voice sets the volume level. He changes fVal in SkyrimPrefs.ini. Music sets the volume level of the music. He changes fVal in SkyrimPrefs.ini. The console provides a number of commands that are useful for setting UP INI settings. Setini changes values in settings during the game. Some settings will change immediately in the game, while others will not. These settings will NOT be stored in INI files unless the saveini command is used (don't use the saveini command to change INI files!). Click tilde to access the console. Type setini installation value:section. Click type. Current settings values can be obtained with the getini command. Floating dot values do not appear outside the two decimal places. Click tilde to access the console. getini installation:section. Click type. You can also update the values of some settings from INI files if they have changed since Skyrim started by entering commands in the console. Click tilde to access the console. Type refreshini. Click type. The saveini console team is not recommended for use, except for research purposes, as some of the parameters that the team prints are only accurate for four decimals and are unequal to the respective default values. It should be noted, however, that the saveini team prints out all the settings recognized by the game on the default SkyrimPref.ini file and the INI file with the name of the last plug-in uploaded to the data folder. Both must be removed after use for the game to function properly. Click tilde to access the console. Type saveini. Click type. Recommended changes This guide assumes that the user has either followed the current STEP manual or jumped to that guide, following the basic guidance. Please note that this guide includes all INI settings

recommended by STEP, including the STEP guide. The following instructions await the indescribable default IIS created in step's 1.B section of the manual! If INI files have been changed in any way by default, please remove them from the %USERPROFILE profiles. Once they are removed, the default version can be regenerated by launching Skyrim Launcher again, as described in section 1.B of the STEP guide. Users with MO have already installed and are set to have to run Launcher through MO to reset the default profile. Warning: Changing settings in the Skyrim launcher can undo user-configured INI settings. It is also known that Steam updates IIS under certain conditions. This does not apply to MO users, except when Skyrim Launcher or Steam from MO is running. To avoid unapproved changes in the default configuration files, you can install INI files as soon as you read after all the settings are in place. Don't set a MO profile only for reading, as this will cause problems. Some settings are only relevant to the STEP Recommended system. For settings that affect game performance, a potential impact on performance is indicated. Copy the following settings to the correct INI file inside your respective sections. If the option already exists, change the value to the one below. If the option doesn't exist, type it on the new line at the end of its section. If there is no section to create it on a new line below one of the options. Carefully check to make sure not: duplicate (sections) duplicate spelling settings (avoid this by copying and pasting from the manual or using MO's Configurator) invalid symbols (each setting can only have characters taken by type specified by its prefix) USERS Using Tools (Configurator) tool prevents any editing errors. Open the tool, click Basic to get advanced options, and select select section of combobox. Then find the appropriate settings and change as outlined below. Click Save after each change and close the conversation to complete it. Skyrim INI - Skyrim INI Guide (Archive) Set INI-loaded BSAs to their correct values If the user somehow bypasses using Skyrim Launcher when creating their INI files, the game will miss Esburn's voice and will cause TES5Edit and other programs not to read all of Skyrim vanilla BSAs. To fix this, the following must be present in the Skyrim.ini file in the Archive section. sResourceArhivList Skyrim - Misc.bsa, Skyrim - Shaders.bsa, Skyrim - Textures.bsa, Skyrim - Interface.bsa, Skyrim - Animations.bsa, Skyrim - Meshes.bsa, Skyrim - Sounds.bsa sResourceArchiveList2-Skyrim - Voices.bsa, Skyrim - VoicesExtra.bsa, Skyrim (Camera) MouseWheelowrSpeed-10 Fight A more accurate sighting with bows and crossbows f1PArrowTiltUpAngle sets the angle of tilt upwards of the arrow in the third-person view. It is recommended to change this so that the arrows are more accurately hit where the crosshairs indicate, although some arching is natural. f1PArrowTiltUpAngle-0.7 f3PArrowTiltUpAngle sets the angle of tilt upwards of the arrow in the third-person view. It is recommended to change this so that the arrows are more accurately hit where the crosshairs indicate, although some arching is natural. f3PArrowTiltUpAngle-0.7 f1PBoltTiltUpAngle sets the angle of tilt upwards of crossbow bolts in first-person view. Unfortunately, there are no similar parameters for a third-person view. It's a good idea to change this so that the bolts get to the point where the crosshairs are. f1PBoltTiltUpAngle-0.7 (Display) Disable Skyrim in buggy screenshots bAllowScreenShot switches the ability to create screenshots in BMP format by clicking the PrintScreen key. Once more than three megabytes in size, the files seem to become corrupt. The functionality of the ENBoost screenshot effectively replaces it. bAllowScreenShot-0 Smooth Solar Shadow transitions fSunShadowUpdateTime sets the speed of solar shadow transitions in seconds. It is recommended that you adjust to minimize transitions. The value here increases the transition speed from one second to a quarter of a second. fSunUpdateThreshold sets the time between the transitions of the sun's shadow. 0.05 is 1 second, so 1 is 20 seconds. Increasing this also increases the distance that shadows will move during the transition. It is recommended that you adjust to minimize transitions. The setting here increases the time between transitions from 10 to 30 seconds, causing the transition to move the shadows three times further. fSunUpdateThreshold-1.5 Turn or Switch off iPresentInterval switches vertical synchronization between frame rendering and screen update speed, removing screen break. Despite the erroneous place in SkyrimPrefs.ini on Skyrim Launcher and basically all the other guide settings around, this setup will have no effect if placed in Skyrim.ini. It's a good idea to leave it at level 1 (included), which is its default. Installing it on 0 will disable it, which can be useful if you use another form of vertical synchronization or frame rate limiter. iPresentInterval-1 (General) Unplug the intro video sIntroSequence installs intro video in front of the main menu. It's a good idea to set it empty for a faster start. sIntroSequence-" Preventing The Lighting to Pop's Raising fFlickeringLightDistance is believed to prevent pop's lighting. fFlickeringLightDistance-8192 (Grass) Adjust the grass disappear range fGrassFadeRange sets out how far the grass will fade from the beginning of the disappearing distance (fGrassStartFadeDistance, which is The Grass Fade in the Game Settings and Display Menu). It's a good idea to set up fGrassFadeRange, rather than increase fGrassStartFadeDistance to remove the pop indade effect and performance benefits on the latter. fGrassFadeRange-0 fGrassFadeRange-2500 fGrassFadeRange-5000 fGrassFadeRange-18000 fGrassFadeRange-10000 Increase in the diversity of grass iMaxGrassPerTexture (sic) sets maximum views of grass on texture. Increasing this will create more diverse types of grass, especially with grass mods such as Skyrim Flora overhaul at low productivity costs. Without herb mods, changing this setting gives little effect. Negative values turn off the grass. It's a good idea to increase this from the default, 2, to 3. For STEP, which uses Skyrim Flora Overhaul, set this up to 7. iMaxTypeGrasssPerTexture-7 Adjust the density of iMinGrassSize grass sets grass density. Lower values produce higher density, but values between 1 and 40 look almost the same. Value 0 removes all grass. Negative values (e.g. -1, -10, etc.) look almost identical to 1 to 40, but can cause CTD, so don't use them. High values starting around 50 and above significantly reduce grass density with a slight increase in performance. Grass mods such as grass on steroids and Verdant take advantage of this and can create high density grass at high iMinGrassSize values. Installing iMinGrassSize is too high (for example, 1000) to remove all the grass. STEP recommends increasing this to 40. iMinGrassSize-0 iMinGrassSize-1 iMinGrassSize-10 iMinGrassSize-20 (default) iMinGrassSize-40 (recommended) iMinGrassSize iMinGrassSize-60 iMinGrassSize-80 iMinGrassSize-100 The interface disable pop-ups in the game bShowTutorials switches pop-ups in the game. It is recommended to turn them off (set to 0) after you are used to the game. bShowTutorials-0 (MapMenu) Increasing the range of rotation of the map fMapWorldYawRange sets the range to scour the scour The map menu camera can rotate when you press the right mouse button. Installing this up to 400 allows the user to rotate a full circle once. Increasing this by 400 allows the user to rotate more than a full circle. Obsessively high values (e.g. 3600) cause accidents. fMapWorldYawRange-400 Increase the range of the angle menu map fMapWorldMinPitch and fMapWorldMaxPitch sets the box that the user can change the angle of the card up and down when the right mouse button is held. Increasing it to the values below will allow the range user looking straight down at the map before looking perpendicular across the map. fMapWorldMinPitch-0 fMapWorldMaxPitch-90 (Water) Include LOD Water Reflection These settings will allow LOD reflection of objects, trees and land in the water. Water Reflections Disabled Water Reflection included bReflectLODLand-1 bReflectLODObjects-1 bReflectLODTrees-1 - SkyrimPrefs INI Guide (Display) Unplugging or incorporating accurate bPoint lightingFloatRenderTarget switches the ability of lighting to be rendered using floating point (decimal) values, not just values. This improves the accuracy of the lighting. It comes with an average performance impact. To install STEP, set it at 0. If you use pre-installed ENBSeries, this must be enabled. bFloatPointRenderTarget-0 Include deferred shadow bDeferredShadows switches deferred shadow visualization. This is necessary for bDrawLandShadows and bShadowsOnGrass for work. This is included for STEP. If you use pre-installed ENBSeries, this must be enabled. bDeferredShadows-1 Turn on or disable shadows on the ground bDrawLandShadows switches the ability of ground objects such as rocks and mountains to cast shadows. It can be disabled (set up to 0) for a small performance boost. Turn this on for STEP. If you use pre-installed ENBSeries, this must be enabled. bDrawLandShadows-0 (default) bDrawLandShadows-1 bDrawLandShadows-1 Turn on or off the shadows on the grass bShadowsOnGrass switches the ability of objects to cast shadows on the grass. The grass itself does not cast shadows. This can be disabled for a minor performance boost. Turn this on for STEP. If you use pre-installed ENBSeries, this must be enabled. bShadowsOnGrass-1 bShadowsOnGrass-0 bShadowsOnGrass-1 Turn or disable shadows on bTreesReceiveShadows trees switches the ability of trees to cast shadows on themselves. It can be disabled for a slight performance boost. Turn this on for STEP. If you use pre-installed ENBSeries, this must be enabled. bTreesReceiveShadows-0 (default) bTreesReceiveShadows-1 bTreesReceiveShadows-1 Include shadow filter switches the shadow filter on and off. If the value is set between 0 and 4, the shadow filter is on. If you set on any other value, whether it's below 0 or above 4, the shadow filter is off, which causes the buggy shadows that cause the cause It is recommended to leave on its default 3, since all values between 0 and 4 seem to produce the same result. iShadowFilter-3 Unplug Prepass on the shadows of bShadowMaskPrepass is believed to switch Perpass on a shadow mask. The inclusion of Prepass tells the game not to visualize certain objects to try to improve performance. In testing, no difference was noticed, but it can mean nothing, given the nature of the setting. It is recommended to leave it to be a good reason Bethesda turned it off. bShadowMask-0 Remove the tree popping This almost completely removes the tree popping, due to the fact that the trees are at a sufficient distance to make the skinning process almost invisible. To do this, you need to raise uiMaxSkinnedTreesToRender, as shown below in this guide. For more information, visit the Tree Settings guide. fMeshLODLevel1FadeTreeDistance-6144 fMeshLODLevel2FadeTreeDistance-4096 fTreesMidLODSwitchDist-8192 Disable anisotropic filtering iMaxAnisotropy sets the level of anisotropic filtering (AF). This improves the texture of distant objects. It is recommended to set it at 0 and force it into the graphics driver, which is explained in section 1.E of the STEP guide. iMaxAnisotropy-0 iMaxAnisotropy-4 iMaxAnisotropy-16 iMaxAnisotropy-0 Increase the number of permitted decals iMaxDecalsPerFrame-250 iMaxSkinDecalsPerFrame-100 Adjust the iMultiSample anti-alcohol setting level of anti-lyde applied to the edges to make them smoother and less jagged. This can be disabled (set at 0) to add another form of antialization, such as SMAA, FXAA, or other implementations in SweetFX or ENBSeries. If you use pre-installed ENBSeries, it should be disabled. 4 is a recommended value for all users not using different forms or antialiasing. The difference between 4 and 8 is barely noticeable compared to the performance compromise. iMultiSample-0 iMultiSample-2 iMultiSample-4 iMultiSample-8 iMultiSample-4 Launcher Include file selection in Skyrim Launcher bEnableFileSelection switches the ability of the Skyrim launcher to have data gray and non-personal or active and accessed. Installing it in one will allow you to access the data in Launcher. It doesn't switch in the launcher, so you need to add a line manually. It was checked that it is not used by the game itself, only the launcher. If this is not enabled, the Skyrim Launch can remove any existing load order. bEnableFileSelection-1 Trees Increase the maximum number of skins of trees uiMaxSkinnedTreesToRender sets the maximum number of skins of trees, can be provided. Increasing this will help remove the tree popping. For more information, visit the skyrim Tree Settings guide. uiMaxSkinnedTreesToRender-20 (value assigned by all presets) uiMaxSkinnedTreesToRender-200 uiMaxSkinnedTreesToRender-200 (Water) No, no, no, no, iWaterReflectHeight water resolution increase and iWaterReflectWidth establish water reflection resolution. Increase them to 1024 to install STEP. Please note that the noise of the water has been turned off in the below comparison images easier to see the difference. iWaterReflectHeight-512iWaterReflectWidth-512 (default) iWaterRefectionHeight-1024iWaterReflectWidth-1024 iWaterReflectHeight-20 While the following INI settings may not be recommended, they can be useful in different ways. Skyrim INI (Camera) Improves the view of the first-person camera while on horseback Places the camera just above the head of the character in the third person view, and adjusts the camera angle in the third person view while on horseback (the third person horse camera). fOverShoulderPos'18.0 fOverShoulderPosX-0.0 fOverShoulderCombatAddY-0.0 fOverShoulderCombatPos 24.0 fOverShoulderatCombsX 50.0 fOverShoulderHorsePosX-35.0 Controls Set mouse, to be in only one place to manipulate ENB in the game configuration bBackgroundMouse switches the ability of the mouse to move independently inside Skyrim (by default, where bBackgroundMouse is disabled) or depends on where the cursor is actually in the system (bBackgroundMouse is included). It can be enabled to prevent the mouse from being uncomfortable during certain activities (for example, the mouse is in two different places when working with ENB settings in the game). However, it should probably be disabled during the actual gameplay if some bugs get fixed (namely, problems when used in window and multi-monitor installations, as well as causing the cursor to appear near the edges of the screen). bBackgroundMouse-0 Decals include or include the decals of bDecals switches decals (which are effects such as flame burn effects and blood on the ground). They can be disabled (set at 0) for a minor performance boost, but it's recommended to leave them on (set to 1), as some decals are actually needed to solve quests (such as the Blood on Ice quest). bDecals-1 Display Include the paradise mode of the modder bShowMarkers switches markers for objects and their boundaries, as seen from the creation set. bShowMarkers-1 Default View Change (FOV) Skyrim default FOV settings 65 optimized for the 16:10 aspect of the ratio of monitors. Since most users will have 16:9 monitors, it's recommended to increase this to 70.59. If you're using a 4:3 diet monitor, use 55.93. fDefault1stPersonFOV-70.59 fDefaultFOV-70.59 fDefaultWorldFOV-70.59 Light Setting disappears range fLOLightDRange sets out how far light will be from the beginning disappear the distance (fLightLODStartFade, which is the light fade in the game Settings and display menu). It is recommended to set it up to 500. fLightLODRange-500 (default) fLightLODRange-50000 (Recommended) fLightLODRange-50000 Center window Skyrim on the screen when iLocation X launches sets the horizontal position to the left of the Skyrim window in window mode in pixels (for example, installing this up to 200 will move the 200 pixel window to the right). To center it horizontally on the screen, take the resolution width of the screen minus iSize W in Skyrim.ini and divide it into 2. iLocation X's (screen width - iSize W)/2 iLocation Y sets upright position from the top of the Skyrim window in window mode in pixels (for example, installing this up to 200 will move the 200 pixel window down). To center it vertically on the screen, take the resolution height of the screen minus iSize H in Skyrim.ini and divide it into 2. iLocation Y' (Screen Height - iSize H)/2 General Force Skyrim remains active when out-of-focus bAlwaysActive makes the game's ability to stay active when it is out of focus (for example, in window settings, if one clicks outside the Skyrim window with this enabled, the game will not pause). bAlwaysActive-1 Increase the time between the subsequent you carry too much to be able to run the messages fEncumberedReminderTimer sets the time interval between the subsequent you carry too much to be able to run messages when the player's inventory has exceeded their weight limit. fEncumberedReminderTimer-3600 Set the number of streams the Skyrim processor can use iNumHWThreads sets the maximum amount of hardware streams a game can use. Set this to the number of cores of your CPU, doubling that number if it is hyper-accurate. The number is 4, which is ideal for quad-core processors without hypertecoring. iNumHWThreads-Number of CPU cores multiplied by 2 if hypertector Grass disable or turn on the grass bDrawShaderGrass switches grass toaster. Turning on allows the grass, while disabling it will disable the grass. It's a good idea to turn it on. bDrawShaderGrass-1 (default) bDrawShaderGrass-0 bDrawShaderGrass-0 disables the movement of windy grass Removes wind speed on grass to make them remain static for potential performance enhancement. fGrassWindMagnitudeMax-0 fGrassWindMagnitudeMin'0 Interface Open Books faster accelerates the opening of the animation book. fBookOpenTime-200.0 Move HUD closer to the screen boundaries Moving HUD items closer to the screen boundaries. fSafe-zoneX-10 fSafe'oneY'10 fSafe'onexWide-10 fSafe'oneyWide-10 (LightingShader) Reduce the sticker disappear fDecalLODFadeStart and fDecalLODFadeEnd set the beginning and ending disappear for the decals. It is recommended to increase. The values below were the maximum values that the difference was noticeable on the Skyrim vanilla. Using the high values below can seriously performance, and it's a good idea to adjust somewhere between very low defaults and high values here. fDecalLODFadeStart-0.050000007fDecalLODDEndEnd.0.059999987 (default) default) fDecalLODFadeStart-1.1 fDecalLODFadeEnd-1.1 (MapMenu) Delete the menu of the blur map The following settings will completely remove the blur in the map menu. By default, the blurred menu menu map menu blur removed bWorldMapNoSkyDepthBlur'1 fWorldMapDepthBlur'0 Increase of the menu map of the object in detail uLockedObjectMapLOD sets the level of detail of objects in the map menu. Reducing this leads to more detailed information about objects, especially river falls, but will result in the map being downloaded a little slower. It was noted to sometimes cause endless download screens when downloading saves where it was of higher value. It is recommended to set this up to 8. uLockedObjectMapLOD-16 (default) uLockedObjectMapLOD-8 uLockedObjectMapLOD-8 (SaveGame) Increase the iAutoSaveCount auto-shooting limit sets the maximum number of auto parts allowed before the oldest car intake is removed. iAutoSaveCount'5 Trees disables or allows dynamic fbEnableTrees trees to switch dynamic tree visualizations. When disconnected, all trees will be peeled and inanimate, using a static tree rendering option that also removes the tree popping. This seems to do the same as bEnableTreeAnimations. For more information, visit the skyrim Tree Settings guide. bEnableTrees-0 Disable or turn on the tree animation fUpdateBudget seems to control the amount of resources allocated to tree animation. If set to 0, the tree animation will be effectively disabled without causing all the trees to be skinned. This can improve performance. For more information, visit the skyrim Tree Settings guide. fUpdateBudget-0 (VATS) Increase in killcam bVATSMultipleCombatants 1 bVATSForceRanged-1 fVATSRangedPercentMin-100 fVATSRang ogedPercentipleCombatants-1 bVATSForceRanged-1 fVATSRangedPercentTargetNoThreat-100 Enable or disable bVATSDisable toggles toggles killcams. It's a good idea to stay on. It can be disabled on weak systems to reduce the drop in performance from the activation of killcam. bVATSDisable-1 Water to turn on or off the reflection of the water of the sky in the water. Sometimes a buggy may appear when the camera is moving, so it's a good idea to be turned off. bReflectSky-0 (default) bReflectSky-1 bReflectSky-0 (Weather) disable or turn on precipitation Precipitation switches precipitation. Installing it to 0 will turn off all rain and snow. bPrecipitation-1 (default) bPrecipitation-0 bPrecipitation-1 Sun size change fSunBaseSize sets the base size of the sun. Installing it to 0 will not turn off the solar glare. bRenderSkinnedTrees tree skins switches the skin of trees. They can be disabled to improve performance when lowering the popping tree. For more information, visit the skyrim Tree Settings guide. bRenderSkinnedTrees'1 (default) bRenderSkinnedTrees'0 bRenderSkinnedTrees'0 Following INI settings are known to be harmful under certain circumstances, causing strange graphic anomalies at least or causing CTDs at worst. Skyrim INI Display bAutoViewDistance bAutoViewDistance switches the method of automatic determination of how far you can see. Unfortunately, the setting is bugged, and causes distant landscapes to flash if included. bAutoViewDistance-1 bForcePow2Textures bForcePow2Textures was probably a workaround for graphics cards that can't use textures that weren't powers 2, forcing all textures to become powers 2. However, the setup simply causes the game to drop when it is downloaded. bForcePow2Textures-1 bImageSpaceEffects bImageSpaceEffects switches the image space effects that are obviously needed because disabling them causes CTD. bImageSpaceEffects-0 bMTRendering bMTRendering when enabled does something for rendering in order to - make the game freeze and do nothing! bMTRendering-1 bUse Shaders bUse Shaders switches the game's ability to use shaders. The shutdown leads to an error message: The renderer could not be initiated. ShaderModel3 is required but not supported by your graphics card. BUse Shaders'0 bSimpleLighting bSimpleLighting is a broken setting that causes graphical problems when turned on. bSimpleLighting-0 (default) bSimpleLighting-1 bSimpleLighting-1 iAdapter iAdapter installs which will display Skyrim in a multi-monitor installation. If it is installed incorrectly, it will cause an error by saying: Failed to initiate the renderer. No bad name for the adapter or adapter has been found. iAdapter is something other than the uExterior Cell Buffer 'General' number. uExterior Cell Buffer-1 or lower uGridsToLoad Negative values cause CTD. uGridsToLoad values between saved games can lead to CTD. It's a good idea to know the default to 5. Higher values are likely to tug out of the game over time. uGridsToLoad-1 or lower uInterior Cell Buffer Negative values cause CTD. uInterior Cellular Buffer-1 or below (grass) (grass) iGrassCellRadius sets a radial number of cells that the grass turns around the player. This should be set (uGridsToLoad - 1)/2. If set above, the grass will bug quickly and remove all the grass when walking only for a short distance. If set below, the grass will pop into view unreal. Negative values turn off the grass. iGrassCellRadius-Anything, except (uGridsToLoad - 1)/2 iMinGrassSize iMinGrassSize, if you set on obsessively high negative values causes CTDs. Using negative values does not do any good, so just don't do it! iMinGrassSize-80 or similarly obsessively high negative values (MapMenu) fMapWorldYawRange fMapWorldYawRange sets the range to scour what the card menu camera can rotate at the touch of the right mouse button. Installing this up to 400 allows the user to rotate a full circle once. Increasing this by 400 allows the user to rotate more than a full circle. Obsessively high values (e.g. 3600) cause accidents. fMapWorldYawRange-3600 or similarly obsessively high values SaveGame bUsePagedBuffers bUsePagedBuffers has been added to the official 1.4 patch. Since 1.4 changelog says it has fixed a rare accident with the download of saved games, this supplement is most likely a fix for this problem. Therefore, it is recommended to stay on. bUsePagedBuffers-0 ScreenSplatter bBloodSplatterEnabled bBloodSplatterEnabled switches blood screen sprays. Unfortunately, disabling also results in a CTD map menu. bBloodSplatterEnabled'0 Water bUseWater bUseWater switches the visibility of water. Turning this off will remove all the water from view, but it can still be swam. It can also cause CTD. bUseWater-0 SkyrimPrefs INI (Display) bMain'Prepass bMain-Proppass switches Prepass. The inclusion of Prepass supposedly tells the game not to visualize a particular object to try to improve performance. It's an extremely buggy in Skyrim, causing strange flashes on objects, so it needs to be left off. bMain'Prepass-0 (default) bMain'Toprepass-1 bMain'Prepass-1 iShadowFilter iShadowFilter switches the shadow filter on and off. If the value is set between 0 and 4, the shadow filter is on. If you set any other value, whether it's below 0 or above 4, the shadow filter is off, causing the shadow buggy that cause ctDs. It is recommended to leave the default value, since all values between 0 and 4 seem to give the same result. iShadowFilter-0, 1, 2, 3 or 4iShadowFilter-0, 1, 2, 3 or 4 iShadowFilter-Any value, except 0, 1, 2, 2, or 4 shadow bugs produced by turning the shadow filter. Buggy shadows produced by turning the shadow filter off. iShadowFilter-Any number except 0, 1, 2, or 4 Water iWaterReflectHeight iWaterReflectHeight must be set to resolution texture (256, 512, 1024, 2048,...) value to avoid errors. Values below 1 induce CTDs. iWaterReflectHeight-0 iWaterReflectWidth iWaterReflectWidth should be set on on Resolution (256, 512, 1024, 2048,...) value to avoid mistakes. Values below 1 induce CTDs. iWaterReflectWidth-0 External Resource skyrim ini files location. skyrim ini files missing. skyrim ini files download. skyrim ini files not working. ultimate skyrim ini files. how to edit skyrim ini files. how to make skyrim ini files. skyrim se ini files