



Skyrim Configurator

Preview System Guide

The Preview system of the Skyrim Configurator is very simple to use.

The Basic 4 steps to create a preview for the Skyrim Configurator are:

1. Take one or more screenshots with the different settings applied
2. Re-size/crop the images to a size of 400 x 225
3. Save the images into the “/previews” folder
4. Add an entry in “previews.xml”

The “previews.xml” has the following structure:

```
<previews>
  <preview element="sldAA" split="0">
    <images value="0">
      <img type="0">msaa_0.jpg</img>
    </images>
    <images value="1">
      <img type="0">msaa_2.jpg</img>
    </images>
    ...
  </preview>
  <preview element="sldAF" split="1">
    <images value="0">
      <img type="0">af_0a.jpg</img>
      <img type="1">af_0b.jpg</img>
    </images>
    <images value="1">
      <img type="0">af_2a.jpg</img>
      <img type="1">af_2b.jpg</img>
    </images>
    ...
  </preview>
  ...
</previews>
```

All previews are defined within a “<previews>” block.

Every “<preview>” needs 2 attributes: “element” and “split”.

The attribute “element” specifies the option which should show this preview and “split” defines if the preview should be a dual-preview.

In this block the preview images are defined with a “<images>” block in which the image paths are in a “” block.

The “<images>” block has one attribute: “value”, this defines at which value the images should be shown as preview, to define value ranges use “value_min” and “value_max”.

The “” block has one attribute and contains the image path (“/previews/” will automatically be prepended). The Attribute “type” selects the side(left/right).

The following element names are available:

element	type	Range
sldAA	integer	0 - 3
	description:	Multi-Sample Anti-Aliasing
	default	true
	Previews available:	
ckbTransAA	bool	0 - 1
	description:	Transparency Multi-Sampling
	default	true
	Previews available:	
ckbFXAA	bool	0 - 1
	description:	FXAA
	default	false
	Previews available:	
ckbDOF	bool	0 - 1
	description:	Depth-of-Field
	default	true
	Previews available:	
ckbVSync	bool	0 - 1
	description:	Vertical Synchronisation
	default	true
	Previews available:	
sldFOV	integer	20 - 140
	description:	Field of view
	default	false
	Previews available:	
sldGamma	float	0 - 2
	description:	Gamma
	default	false
	Previews available:	
cmbRadBlurLev	integer	0 - 3
	description:	Radial blur level
	default	false
	Previews available:	
sldTexFilter	integer	0 - 4
	description:	Texture filtering
	default	true
	Previews available:	

element	type	Range
cmbTexQual	integer	0 - 4
description:		Texture quality
default		true
Previews available:		
sldMaxParticles	integer	0 - 10000
description:		Maximum particle count to be rendered
default		false
Previews available:		
sldMaxDecals	integer	0 - 255
description:		Maximum decal count
default		false
Previews available:		
sldMaxDecalsModels	integer	0 - 255
description:		Maximum decal count on models
default		false
Previews available:		
sldMaxDecalsModelsPA	integer	0 - 255
description:		Maximum decal count on models per actor
default		false
Previews available:		
spnDecalDrawDistance	float	0 - 10000
description:		Decal draw distance
default		false
Previews available:		
ckbDrawDecals	bool	0 - 1
description:		Draw decals
default		false
Previews available:		
ckbDrawDecalsModels	bool	0 - 1
description:		Draw decals on models
default		false
Previews available:		
sldActDist	integer	0 - 20
description:		Actor render distance
default		false
Previews available:		

element	type	Range
sldItmDist	integer	0 - 15
description:		Item render distance
default		
Previews available:		false
sldObjDist	integer	0 - 15
description:		Object render distance
default		
Previews available:		false
spnModelDrawDistance	float	0 - 10000
description:		Model draw distance
default		
Previews available:		false
sldGrids	integer	2 - 6
description:		Grid loading(uGridsToLoad)
default		
Previews available:		true
sldGrassDensi	integer	0 - 100
description:		Grass density
default		
Previews available:		true
sldGrassDrawDistance	float	0 - 50000
description:		Grass render distance
default		
Previews available:		false
ckbEnhancedGrass	bool	0 - 1
description:		Grass shaders
default		
Previews available:		false
spnTreeDrawDistance	float	0 - 10000
description:		Tree render distance
default		
Previews available:		false
spnTreeLoadDistance	float	0 - 250000
description:		Tree load distance
default		
Previews available:		true

element	type	Range
ckbSkinnedTrees	bool	0 - 1
description:		Animated trees
default		
Previews available:		false
sldAniTrees	integer	0 - 255
description:		Count of animated trees
default		
Previews available:		false
spnLightFadeDist	float	0 - 10000
description:		Light render distance
default		
Previews available:		false
spnSpecFadeDistance	float	0 - 10000
description:		Specular highlight render distance
default		
Previews available:		false
ckbSunBeams	bool	0 - 1
description:		Sun beams
default		
Previews available:		false
ckbSimpleLight	bool	0 - 1
description:		Simple lighting
default		
Previews available:		false
sldShadowMaskQuarter	integer	0 - 10
description:		Shadow mask quarter
default		
Previews available:		true
spnShadowDistExt	float	0 - 10000
description:		Shadow render distance(exterior)
default		
Previews available:		true
spnShadowDistInt	float	0 - 10000
description:		Shadow render distance(interior)
default		
Previews available:		false

element	type	Range
spnShadowDistFade	float	0 - 10000
description:		Shadow fade distance
default		
Previews available:		false
cmbShadowBias	float	0 - 1000
description:		Shadow bias
default		
Previews available:		true
cmbShadowRes	integer	0 - 5
description:		Shadow resolution
default		
Previews available:		true
cmbShadowFilter	integer	0 - 3
description:		Shadow filtering
default		
Previews available:		false
sldShadowBlur	integer	0 - 10
description:		Shadow blur
default		
Previews available:		true
sldShadowSplitC	integer	0 - 3
description:		Shadow split count
default		
Previews available:		false
ckbDrawShadows	bool	0 - 1
description:		Render shadows
default		
Previews available:		false
cmbShadowMode	integer	0 - 2
description:		Shadow mode
default		
Previews available:		false
ckbTreeShadows	bool	0 - 1
description:		Draw shadows on trees
default		
Previews available:		true

element	type	Range
ckbPlrSelfShad	bool	0 - 1
description:		Draw shadows on player
default		
Previews available:		false
ckbLandShadows	bool	0 - 1
description:		Draw shadows on terrain
default		
Previews available:		true
ckbTorchShadow	bool	0 - 1
description:		Torches cast shadows
default		
Previews available:		false
cmbShadowQuality_simple	integer	0 - 5
description:		Simplified shadow option
default		
Previews available:		true
cmbWaterRes	integer	0 - 5
description:		Water reflection resolution
default		
Previews available:		true
ckbWaterShader	bool	0 - 1
description:		Water shader
default		
Previews available:		false
ckbRefract	bool	0 - 1
description:		Water refraction
default		
Previews available:		false
ckbDisplace	bool	0 - 1
description:		Water displacement
default		
Previews available:		false
ckbDepth	bool	0 - 1
description:		Water depth rendering
default		
Previews available:		false

element	type	Range
ckbWaterLOD	bool	0 - 1
description:		Water Level-of-Details
default Previews available:		false
ckbForceHD	bool	0 - 1
description:		Force water to be HD
default Previews available:		false
grpReflect	bool	0 - 1
description:		Water reflection
default Previews available:		false
sldReflectBlur	integer	0 - 10
description:		Water reflection blur
default Previews available:		false
sldWaterMS	integer	0 - 4
description:		Water multi-sampling
default Previews available:		false
ckbCompass	bool	0 - 1
description:		HUD compass
default Previews available:		false
ckbQuestMarkersFloat	bool	0 - 1
description:		HUD floating quest markers
default Previews available:		false
ckbQuestMarkers	bool	0 - 1
description:		HUD compass quest markers
default Previews available:		false
ckbSubtitles	bool	0 - 1
description:		HUD subtitles
default Previews available:		false

element	type	Range
ckbSubtitlesDialogue	bool	0 - 1
description:		HUD dialogue subtitles
default Previews available:		false