```
1
2    [Audio]
3    allowHardwareStreams=1                              ; try to use hardware streams if available
4    devMicrophoneAPI=1                                  ; 0 = None, 1 = DirectSound
5    devSPCCAPI=1                                         ; 0 = None, 1 = DirectSound
6    devSpeakerAPI=1                                      ; 0 = None, 1 = DirectSound
7    devVoiceChatAPI=1                                    ; 0 = None, 1 = DirectSound
8    dimensions=2                                         ; 1 = mono, 2 = stereo, 3 = surround
9    loudnessAmbient=-17.100000                           ; Volume adjustment for ambient noise in dB
10   loudnessCrash=-8.300000                              ; Volume adjustment for scrapes and crashes
     in dB
11   loudnessEngine=-9.000000                             ; Volume adjustment for engines in dB
12   loudnessReplay=0.000000                              ; Volume adjustment for overall replay
     volume versus driving volume in dB
13   loudnessSPCC=-40.000000                              ; Volume adjustment for spotter noise in dB
14   loudnessTires=-9.000000                              ; Volume adjustment for tires in dB
15   loudnessVoiceChat=-15.000000                         ; Volume adjustment for voice chat noise in
     dB
16   loudnessWind=-5.400000                               ; Volume adjustment for wind in dB
17   masterVolumedB=0.000000                              ; Master volume adjustment in dB, range is
     -120 dB to 0 dB
18   micAlwaysActive=1                                    ; Set this to 0 if your graphics stutter
     when a microphone is configured, but doing so may cause worse stutters while recording
     for voice chat
19   mute_WhenFocusLost=0                                 ; set this to 0 to hear sim sounds when
     another program has the keyboard focus
20   numSoundStreams=-1                                   ; Maximum number of audible sounds
21   overrideSpccRate=0                                   ; If set to 1, the spotter sounds will be
     resampled to play back at the general sample rate.  This is a compatibility fix for
     sound cards with limited playback rates and is not recommended for general use.
22   overrideVoiceChatRate=0                              ; If set to 1, void chat will be resampled
     to play back at the general sample rate.  This is a compatibility fix for sound cards
     with limited playback rates and is not recommended for general use.
23   rotateWithHeadset=1                                  ; 0 = no, 1 = rotate microphone with VR
     headset movement
24   sampleRate=22050                                     ; sample rate to run sound system at
25   stereoStreamInSurroundBalance=1.000000        ; stereo streams (the engine) in surround
     mode need a system specific adjustment to match volume with surround streams
26   voiceChatEnabled=1                                   ; Enable or Disable Voice Chat.
27   voiceChatEnabledWhileDriving=1                       ; Enable voice chat while driving.
28   voiceChatMuted=0                                     ; Mute voice chat - overrides
     voiceChatVolume.
29   voiceChatNotificationStyle=2                         ; Voice chat notification style.
30   voiceChatSaveToReplay=2                              ; 0=All channels, 1=All but user-created
     channels, 2=All but user-created and @TEAM, 3=None
31
32   [Autochat Messages]
33   AutoChatStr1=Pitting In$                             ; Auto chat message, use $ at the end to
     auto transmit without hitting enter
34   AutoChatStr10=Shut up, crazy fool!$          ; Auto chat message
35   AutoChatStr11=#lf rf lr rr ws fuel 500g$     ; Auto chat message
36   AutoChatStr12=#rf rr$                        ; Auto chat message
37   AutoChatStr13=#lf rf lr rr$                  ; Auto chat message
38   AutoChatStr14=#fuel 2g$                      ; Auto chat message
39   AutoChatStr15=#fuel 10g$                     ; Auto chat message
40   AutoChatStr2=Pitting Out$                    ; Auto chat message,
41   AutoChatStr3=Pass Left$                      ; Auto chat message
42   AutoChatStr4=Pass Right$                     ; Auto chat message
43   AutoChatStr5=Sorry!$                         ; Auto chat message
44   AutoChatStr6=Thanks!$                        ; Auto chat message
45   AutoChatStr7=You're welcome$                 ; Auto chat message
46   AutoChatStr8=Ok$                             ; Auto chat message
47   AutoChatStr9=Quit yo Jibber-jabber!$         ; Auto chat message
48
49   [CamTool]
50   autoShotSelection=1                                  ; Automatically switch cameras based on
     shot quality
51   camTempEdit=0                                        ; don't save edits to cameras, useful for
     'live' edits
```

```
52    ctrlIncAccel=1                                  ; use acceleration when adjusting cameras
53    ctrlIncScalar=10.000000                         ; scalar to use when selecting fast move mode
54    ctrlIncScalarApply=0                            ; enable fast move mode (10x)
55    ctrlIncVal=1.000000                             ; step size when adjusting cameras
56    focusIncALin=6.000000                           ; adjust linearity of analog focus
      controls, 1 == linear, 6 == very nonlinear
57    focusIncAScalar=10.000000                       ; adjust focus adjustment speed for analog
      controls
58    fovIncALin=4.000000                             ; adjust linearity of analog FOV controls,
      1 == linear, 6 == very nonlinear
59    fovIncAScalar=20.000000                         ; adjust FOV adjustment speed for analog
      controls
60    linearPanBlend=0.000000                         ; 0.0 - pan slows down with increased zoom,
      1.0 - pan remains constant
61    rotIncALin=4.000000                             ; adjust linearity of analog rotation
      (yaw,pitch,roll) controls, 1 == linear, 6 == very nonlinear
62    rotIncAScalar=4.000000                          ; adjust rotation (yaw,pitch,roll)
      adjustment speed for analog controls
63    showCamMode=0                                   ; display cameras in world, 0-Live, 1-Wide,
      2-Front, 3-Side, 4-Top
64    transIncALin=4.000000                           ; adjust linearity of analog translation
      (x,y,z) controls, 1 == linear, 6 == very nonlinear
65    transIncAScalar=4.000000                        ; adjust translation (x,y,z) adjustment
      speed for analog controls
66
67    [Commercial]
68    SkipInvalidResults=0                            ; In looping qualify, skip over results
      display if no valid lap time
69
70    [Drive Screen]
71    blackBox=2                                      ; Which black box to display
72    blackBoxPitStop=0                               ; Which pit stop black box to display
73    resetCanExitCar=1                               ; Does pressing <reset> exit the car while
      in the pit stall?
74    showRadioControls=1                             ; Display the radio channel control while
      driving?
75    showSpeedGearControls=1                         ; Display the Speed / Gear / Pedals / Wheel
      black box?
76    showSystemMeters=1                              ; Display the FPS / Network black box?
77    showVideoTimer=0                                ; Display a clock on the screen that can be
      used to syncronize live video with a replay
78    UIOffsetBottomPct=0                             ; Shift bottom of UI up by specified percent
79
80    [External_Displays]
81    arxDisplayPack=ir_hud                           ; What display to show on the Logitech ARX
      client.
82    colorLEDHotKeysByType=1                         ; Set to 0 to color all hotkey indicators
      the same color
83    enableLEDFlags=1                                ; Set to 0 to turn off the flag animations
84    enableLEDHotKeys=1                              ; Set to 0 to turn off the keyboard hotkey
      indicators
85    enableLEDShiftLights=1                          ; Set to 0 to turn off the rpm shift
      indicator animations
86    enableLogitechARX=1                             ; Enable Logitech ARX client to create a
      digital dash on your smartphone
87    enableLogitechLED=1                             ; Animate the backlights on RGB gaming
      keyboards
88    phoneCanSteer=1                                 ; Allow phone device to act as a steering
      wheel
89
90    [Force Feedback]
91    allowXBoxOneOnWindows10=1                       ; Set to 1 to talk to xbox one game pads on
      windows 10, warning the driver is buggy
92    alwaysRestartFX=0                               ; Always restart force when updating it,
      set to true if wheel goes limp after a while
93    calibUsingRawData=0                             ; Use raw joystick position over windows
      calibration data when detecting new joysticks
94    centerSpringPct=-1                              ; Percent (0-100) of static centering
      spring force to apply, -1 is off.  Not reccomended for use.
```

```
95    damperMode=0                                   ; Set damper effect type 0 = Damper 1 =
      Inertia 2 = Friction
96    damperSaturation=10000                         ; Set damper saturation from 0 to 10000
97    dampingSliderSetsFriction=1                    ; True if damping slider adjust friction
      effect, false to adjust wheels built in damping effect
98    debounceSeq_Ms=80                              ; Add delay in Milliseconds to sequential
      shifter to reduce double shifts
99    disableAutoCenter=1                            ; Turn auto center off on all force
      feedback devices
100   displayLinearInNm=1                            ; Display the force level in peak Nm when
      using the linear mode
101   enableFanatecWheelDisplay=1                    ; Enable the use of Fanatec wheel displays
102   enableG27WheelDisplay=1                        ; Enable use of shift indicators on the G27
      and clones
103   enableHotPlug=1                                ; Set to 0 to turn off usb hot plugging in
      case you have usb disconnect issues
104   enableWheelDisplayBlink=1                      ; Enable the display lights to blink when
      at the rev limit
105   FFBUseSimpleMinForce=0                         ; 0 - Use smoothed min force, 1 - use old
      sharp min force
106   forceNoiseSuppression=0                        ; Remove noisy joystick axis, even if they
      are calibrated by hand
107   forceResetBeforeStartup=0                      ; Force a reset of the whole FFB system
      every time we create or destroy a FFB effect
108   initOnlyNewDevices=1                           ; Set to 0 to force all devices to
      reinitialize when a device change is detected
109   invertFFBForce=0                               ; Reverse the force feedback effects, if
      your wheel is spinning the wrong way
110   reinitFanatecWheelDisplay=0                    ; reinitialize the fanatec wheel display
      when reconnecting devices this may cause issues
111   seperateXBox360Triggers=1                      ; Set to 1 to seperate the XBox 360
      joystick triggers into there own axes
112   steerAverageSteeringTorque=0                   ; True averages 360 Hz data down to 60 Hz,
      false uses last sample
113   steeringBumpStop_Deg=15.000000                 ; degrees into bump stop before max force
114   steeringDampingFactor=0.050000                 ; Damping factor adjust down if damping
      becomes unstable, defautlt to 0.05
115   steeringDampingMaxPercent=0.000000             ; Maximum amount of damping to apply,
      adjust this to set damping level, values between 0.05 and 0.2 are best, overriden by
      damping slider
116   steeringDampingParkedMaxPercent=0.050000       ; Maximum amount of damping to apply when
      parked, adjust this to reduce wheel oscilation when parked, values between 0.05 and
      0.30 are best
117   steeringFFBSmooth=1.000000                     ; Percent of current FFB force to use vs
      average force, 1.0 = no average 0.001 = max average
118   steeringForceParkedPct=0.500000                ; Reduce FFB force by percent when parked,
      to help reduce oscilations
119
120   [Graphics]
121   DriveUIFullScreen=0                            ; Let triple headed driving UI expand to
      fill full display
122   DriveUITransparency=0.720000                   ; Adjust driving UI transparency up or down
123   forceCrowdVisible=0                            ; Force the crowd in the grandstand to show
      up on practice and qualify sessions.
124   forceVisibleWhenMove=0                         ; Force all movable controls to become
      visible when moving UI elements
125   hideCarNum=0                                   ; Hide car numbers and other decals in test
      sessions, so you can paint your own versions.
126   KeepUIHiddenOnFocus=0                          ; If set to 1 then the UI can only be
      enabled with the space bar and not a mouse click
127   maxParticleThreads=6                           ; #workers (0 to 6)
128   NotifyOfDirtRequirements=1                     ; Should the Session screen notify about
      too-low graphics settings?
129   particleThreadPriorityAdjust=0                 ; belowNormal=-1 normal=0 aboveNormal=1
130   reduceFramerate_WhenFocusLost=0                ; set this to 0 to maintain full framerate
      when another program has the keyboard focus
131   serverTransmitMaxCars=27                       ; Limit number of cars transmitted to
      client (values from 10 to 64)
132   SessionUIFullScreen=0                          ; Let triple headed session UI expand to
```

```
         fill full display
133  SessionUITransparency=0.720000                    ; Adjust session UI transparency up or down
134
135  [Graphics DX11]
136  border=0                                           ; window border?
137  browserForceWindowedMode=1                         ; force the browser windowed (if sim
     sessions are full-screen)
138  browserIsMaximized=0                               ; browser Window is maximized in windowed
     mode
139  browserWindowedHeight=864                          ; Browser windowed mode height
140  browserWindowedWidth=1536                          ; Browser windowed mode width
141  browserWindowedXPos=192                            ; Browser Window top left corner in
     windowed mode
142  browserWindowedYPos=108                            ; Browser Window top left corner in
     windowed mode
143  deviceIdx=0                                        ; which adapter
144  displayRotateMode=1                                ; 0-auto, 1-landscale, 2-landscape inv,
     3-portrait, 4-portrait inv
145  fullScreen=1                                       ; fullscreen?
146  fullScreenDepth=32                                 ; Color depth
147  fullScreenHeight=1080                              ; full screen Window's height
148  fullScreenWidth=1920                               ; full screen Window's width
149  ModeScaling=0                                      ; 0=unspecified 1=centered 2=stretched
150  pixelRatio=1.000000                                ; Full screen mode - Adjust for displays
     with non-square pixels
151  pixelRatioWindowed=1.000000                        ; Windowed mode - Adjust for displays with
     non-square pixels
152  RefreshRate=143.996002                             ; Refresh Rate
153  UseCoherentUI=0                                    ; Use Coherent UI?
154  windowedAlignment=0                                ; windowed mode alignment: 0 - none, 1 -
     center, 2 - top left
155  windowedHeight=1048                                ; windowed mode height
156  windowedMaximized=0                                ; Window is maximized in windowed mode
157  windowedWidth=1920                                 ; windowed mode width
158  windowedXPos=-7                                    ; Window top left corner in windowed mode
159  windowedYPos=0                                     ; Window top left corner in windowed mode
160
161  [Locale]
162  dateFormat=0                                       ; Ordering of month, day, year
163  systemOfMeasurement=0                              ; System of measurement used
164
165  [Main Screen]
166  blackBox=-1                                        ; Which black box to display
167
168  [Misc]
169  garageAutoApply=1                                  ; automatically hit the apply button after
     five seconds of inactivity.
170  irsdkAutoLogDisk=0                                 ; Automatically log disk telemetry when you
     enter your car, this can fill up your disk!
171  irsdkEnableDisk=1                                  ; enable disk based telemetry
172  irsdkEnableMem=1                                   ; enable memory based telemetry
173  irsdkLog360Hz=0                                    ; Log some telemetry at 360 Hz rather than
     at 60 Hz
174  irsdkLogSetup=1                                    ; Log the current setup to telemetry
175  showIncidentMessagesWhileDriving=1                 ; Show Incident messages while driving
176  showJoinLeave=1                                    ; Show player join/leave messages
177  showSysMessagesWhileDriving=1                      ; Show system messages while driving
178  showUserMessagesWhileDriving=1                     ; Show user chat messages while driving
179
180  [Overlay]
181  EnableTicker=0                                     ; set to 1 to turn on ticker when session
     UI is disabled
182
183  [Pit Service]
184  autoResetFastRepair=1                              ; Automatically request fast repair service
     once your vehicle exits pit road
185  autoResetPitBox=0                                  ; Automatically request full pit service
     once your vehicle exits pit road
186
```

```
187    [Replay]
188    askToSaveOnQuit=1                            ; Ask to save the replay before quitting
       via the [Quit] button??
189    CPUUsageAtWhichToReducePlaybackRate=95       ; Realtime thread CPU usage at/above which
       to reduce play speed (0 disables)
190    CPUVsPlaySpeedCheckPeriod=2                  ; Number of seconds between checks to see
       if play speed is chewing up too much CPU
191    maxFramesToSearchPerUpdate=2048              ; Maximum # of frames to search per update
192    noRpyCtrlsOnNumpad=0                         ; Remove all default replay controls mapped
       to number pad
193    pauseReplayOnExit=0                          ; Pause replay when exiting your car.
194    repeatedSearchDelay=400                      ; Min milliseconds betweeen successful
       long-search completions
195    replayPatchRemoteCars=1                      ; update remote car positions in replay
       based on server data
196    spoolingEnabled=1                            ; enable replay spooling?
197    spoolOnlyIfDiskFreeMB=1024                   ; 0=don't check, otherwise must have this
       many MB free disk or spooling won't enable
198    spoolRecordingToDiry=                        ; If spooling recording, write tmp file
       into this directory
199    spoolTapeSizePct=25                          ; % of allowed memory to use for the spool
       buffer (0=min,100=max)
200    spoolTmpFilesNamed=0                         ; use different file names for each spooled
       .tmp file?
201
202    [SetupAutoLoad]
203    astonmartin_dbr9=0
204    audir8gt3=0
205    bmwz4gt3=0
206    c7vettedp=0
207    dallarair18=0
208    dirtstreetstock=1
209    formularenault20=0
210    fr500s=0
211    mclarenmp4=0
212    mercedesamggt3=0
213    mx5_mx52016=0
214    nissangtpzxt=0
215    porsche911cup=0
216    porsche919=0
217    porsche991rsr=0
218    radical_sr8=0
219    rufrt12r_track=0
220    subaruwrxsti=0
221    trucks_silverado=0
222    v8supercars_ford2014=1
223    v8supercars_holden2014=0
224
225    [SPCC]
226    carLowHiAtStart=0                            ; If true enable car low_high calls as soon
       as green flag is out
227    carLowHiPadding=0.250000                     ; How much clearance, front and back in
       meters, to give a car before reporting it as clear
228    enabled=0                                    ; Is the spotter enabled at all?
229    muteSpotterIfLive=1                          ; Mute your spotter if you have a live
       spotter already spotting for you
230    reduceVerbosityIfLive=1                      ; Reduce the spotters chattiness if you
       have a live spotter already spotting for you
231    reportLapsEnabled=0                          ; Enable spotter calls out lap times
232    reportLapsMinute=1                           ; Call out the minute when calling the time
233    reportLapsMode_n=0                           ; Spotter calls out lap times, 0 - time, 1
       - avg speed
234    reportLapsPrecision=3                        ; How much precision to display lap times
       with
235    text=1                                       ; Does the spotter display text messages?
236    topic_mask=0
237    verbosity=1                                  ; How chatty is the spotter?
238    voice=1                                      ; Does the spotter talk to you?
239    voicePack=                                   ; Voice pack for spotter, leave blank for
```

```
        default spotter
240
241    [spectator]
242    defaultShotMode=3                          ; default target to focus on when spectating
243
244    [SplitsDeltas]
245    comparisonLapFileName=                     ; User specified split delta file used for
       comparison
246    deltaBarDisplayDeltabar=1                  ; Show the delta bar when displaying split
       time or ghost car
247    deltaBarDisplayLaps=0                      ; Reference lap to compare against while
       driving, 0 disables the reference lap.
248    deltaBarDisplayLapsTA=1                    ; Reference lap to compare against while
       driving in Time Attack, 0 disables the reference lap.
249    deltaBarDisplayRefCar=1                    ; If 1 display a reference car on track
       that you can race against. This may not be enabled in all sessions.
250    deltaBarRangeOval=0.500000                 ; delta bar range as +/- N seconds when at
       an oval
251    deltaBarRangeRoad=2.000000                 ; delta bar range as +/- N seconds when at
       a road course
252    disableAtRaceStart=1                       ; If 1 disable the split time at start of
       race, you can manually enable it again later.
253    fadeGhostCarWhenClose=1                    ; If 1 then increase the ghost car
       transparency as you drive near it.
254    ghostCarOffsetSec=0.000000                 ; How many seconds to offset the ghost car
       by.
255    ghostCarTransp=0.350000                    ; Set level of transparency for ghost car
       (reference lap car).
256
257    [TiltDrive]
258    tiltInvertX=0                              ; Invert the tilt steering axis
259    tiltInvertY=0                              ; Invert the tilt gas/brake axis
260    tiltMaxAngleX=90.000000                    ; changes tilt sensitivity for the steering
       axis
261    tiltMaxAngleY=30.000000                    ; changes tilt sensitivity for the
       gas/brake axis
262    tiltSensorEnable=1                         ; Set to false to stop detection of tilt
       sensors
263    useOrientationSensor=1                     ; Choose between the orientation sensor or
       the accelerometer
264
265    [TouchDrive]
266    enableMouseWhileDriving=1                  ; Enable the mouse controls in the driving
       screen
267    touchCenterOnFirstTouchX=0                 ; Center x of control set by first touch
268    touchCenterOnFirstTouchY=1                 ; Center y of control set by first touch
269    touchComboHeight=0.150000                  ; Height, as a percent of screen width, of
       the center combination touch drive input
270    touchComboUseSingleCursor=1                ; use a single cursor on the x/y combo
       control
271    touchComboWidth=0.400000                   ; Width, as a percent of screen width, of
       the center combination touch drive input
272    touchFalloff=0.016000                      ; How fast the touch control will return to
       its neutral setting once released
273    touchLockMouseOnClick=1                    ; click once to activate mouse driving
       control, click again to release it
274    touchSideEdgeOffset=0.020000               ; How close to the edge of the display are
       the left/right touch driving input, when using a horizontal orientation
275    touchSideGasIsVertical=1                   ; Orient the (right) gas/brake input zone
       vertically or horizontally
276    touchSideHeight=0.150000                   ; Height, as a percent of screen width, of
       the left/right touch drive inputs, when using vert orientation
277    touchSideHideOnMouse=1                     ; hide the side controls when touch not
       active
278    touchSideSteeringIsVertical=0              ; Orient the (left) steering input zone
       vertically or horizontally
279    touchSideWidth=0.200000                    ; Width, as a percent of screen width, of
       the left/right touch drive inputs, when using a horizontal orientation
280    touchUseMouseRelativeMode=1                ; If true, then use a relative mouse mode,
```

```
          otherwise use absolute
281
282   [UIOffsetPos]
283   Fulldrv_SysInfo_X=10
284   Fulldrv_SysInfo_Y=-8
285   IDC_CT_GROUP_CAMERA_X=0
286   IDC_CT_GROUP_CAMERA_Y=0
287   IDC_FULLDRIVE_CONTROLS_SPEEDGEAR_X=588
288   IDC_FULLDRIVE_CONTROLS_SPEEDGEAR_Y=-1228
289   IDC_FULLDRV_BLACKBOXES_X=-1030
290   IDC_FULLDRV_BLACKBOXES_Y=-1226
291   IDC_FULLDRV_GRP_RADIO_TUNED_TO_X=587
292   IDC_FULLDRV_GRP_RADIO_TUNED_TO_Y=-1194
293   IDC_FULLDRV_INFO_X=20
294   IDC_FULLDRV_INFO_Y=411
295   IDC_FULLDRV_PITINFO_X=580
296   IDC_FULLDRV_PITINFO_Y=658
297   IDC_FULLDRV_SPLITS_X=-10
298   IDC_FULLDRV_SPLITS_Y=-320
299   IDC_SESSION_GRP_RADIO_TUNED_TO_X=-760
300   IDC_SESSION_GRP_RADIO_TUNED_TO_Y=-8
301   Session_BlackBoxes_X=477
302   Session_BlackBoxes_Y=-917
303   Session_SysInfo_X=-736
304   Session_SysInfo_Y=627
305
306   [Video]
307   screenshotFileFormat=0              ; Screenshot file format, 0 = png, 1 = jpg,
      2 = bmp
308   vidCaptureEnable=0                  ; Set to 0 to disable loading of video
      capture module
309   videoCaptureMic=0                   ; Set to 1 to capture audio from your
      microphone
310   videoFileFrmt=0                     ; Video encoder container, 0 = mp4, 1 =
      wmv, 2 = avi2, 3 = avi
311   videoFramerate=1                    ; Video framerate, 0 = 60 fps, 1 = 30 fps
312   videoImgSize=2                      ; Video max dimensions, 0 = auto,
      1=1920x1080, 2=1280x720, 3=854x480
313
314   [View]
315   cockpitLookAngle=65.000000         ; Angle in degrees to rotate head when
      looking left/right
316   cockpitLookDeadZone=0.050000       ; 0-1 value for deadzone. 0 is no deadzone.
317   cockpitLookDownAngle=20.000000     ; Angle in degrees to tilt head when
      looking down
318   cockpitLookInstant=1               ; does digital look left/right/up/down
      switch instantly, or transition smoothly?
319   cockpitLookSmoothingTime=0.055556  ; Time value (secs) used in joystick
      smoothing
320   cockpitLookUpAngle=15.000000       ; Angle in degrees to tilt head when
      looking up
321   DriverHeadHorizon=0.000000         ; Percent to allow the drivers head to stay
      level with the horizon when the car tilts.
322   DriverHeadNoPitch=0.000000         ; Percent to allow the drivers head to stay
      level with the horizon when the car pitches.
323   DriverHeadWobble=1.000000          ; Percent to allow the drivers head to
      wobble when going over bumps.
324   driverHeightAdj=0.000000           ; Range -0.050m to 0.050m  (approx. +/- 2
      in.)
325   DriverRotateHead=0.000000          ; Percent to rotate drivers head with slip
      angle. 0 to 1 with 1 being 100%
326   drivingCamFOV=111.000000           ; driving camera field of view
327   DrivingVanishY=-0.120000           ; Shift the driving view up/down to make it
      easier to see the dash.
328   virtualMirrorFOV=120.000000        ; virtual mirror field of view
329
330   [XXX Dev Use Only]
331   AutoCPUMeter=1                     ; Force the C meter on if it seems like
      Skew is being induced by an overtaxed BG?
```

```
332    CPUMeter=0                              ; Include the sim-thread's CPU usage in the
       L/Q/S meter group?
333    CPUMeterAsText=0                        ; Show CPU meter as ms in text?
334    dbgTextBG=                              ; r,g,b[,a]
335    dbgTextFG=                              ; r,g,b[,a]
336    MaskFPUExceptionsBG=0                   ; 1=mask floating point errors (realtime)
337    MaskFPUExceptionsFG=0                   ; 1=mask floating point errors (graphics)
338    maxAllowedHangTimeSecondsBG=0           ; 0=disable  (realtime)
339    maxAllowedHangTimeSecondsFG=0           ; 0=disable  (renderering)
340    xHeight=1600                            ;
341    xTilesAcross=1                          ; mosaic
342    xWidth=2048                             ; must be multiple of 4*xTilesAcross!
343
```