

```
quick_access_bar"={
    "quick_actions_1"={
        version=0
        value="map_mode:terrain"
    }
    "quick_actions_2"={
        version=0
        value="map_mode:political"
    }
    "quick_actions_3"={
        version=0
        value="map_mode:culture"
    }
    "quick_actions_4"={
        version=0
        value="map_mode:religion"
    }
    "quick_actions_5"={
        version=0
        value="map_mode:tradegoods"
    }
    "quick_actions_6"={
        version=0
        value="map_mode:area"
    }
    "quick_actions_7"={
        version=0
        value="map_mode:supply"
    }
}
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"quick_actions_8"={  
    version=0  
    value="map_mode:fortifications"  
}  
"quick_actions_9"={  
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"quick_actions_10"={  
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"quick_actions_11"={  
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"quick_actions_14"={  
    version=0  
    value="empty"  
}  
"quick_actions_15"={
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    "quick_actions_16"={
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        value="empty"
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    "quick_actions_17"={
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        value="empty"
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    "quick_actions_19"={
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        value="empty"
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    "quick_actions_20"={
        version=0
        value="empty"
    }
    "quick_actions_21"={
        version=0
        value="empty"
    }
    "quick_actions_22"={
        version=0
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        value="empty"
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}
"Graphics"={
    "province_mapname_mode"={
        version=0
        value="always_on"
    }
    "fill_in_impassable_terrain"={
        version=0
        enabled=yes
    }
    "renderer"={
        version=0
        value="DX11"
    }
    "display_mode"={
        version=0
        value="fullscreen"
    }
    "vsync"={
        version=0
        enabled=yes
    }
    "display_index"={
        version=0
        value="0"
    }
    "texture_quality"={
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        version=1
        value="low"
    }
    "mapobject_quality"={
        version=0
        value="low"
    }
    "bloom_enabled"={
        version=0
        enabled=no
    }
    "refraction_quality"={
        version=1
        value="disabled,low"
    }
    "terrain_smoothing"={
        version=0
        enabled=no
    }
    "shadowmap_resolution"={
        version=2
        value="1024x1024"
    }
    "mesh_lod_bias"={
        version=1
        value="low"
    }
    "mesh_lod_fade"={
        version=0
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        enabled=no
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    "fullscreen_resolution"={
        version=0
        value="1280x720"
    }
    "windowed_resolution"={
        version=0
        value="1280x720"
    }
    "device"={
        version=0
        value="AMD Radeon HD 8400 / R3 Series"
    }
    "multi_sampling"={
        version=0
        value="DISABLED"
    }
    "anisotropic_filtering"={
        version=0
        value="DISABLED"
    }
    "quality"={
    }
}

"outliner"={
    "show_outliner"={
        version=0
        enabled=yes
    }
}
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}  
"player_armies"={  
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}  
"player_navies"={  
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    enabled=yes  
}  
"automated_navies"={  
    version=0  
    enabled=yes  
}  
"automated_armies"={  
    version=0  
    enabled=yes  
}  
"provincial_armies"={  
    version=0  
    enabled=yes  
}  
"disloyal_armies"={  
    version=0  
    enabled=yes  
}  
"combats"={  
    version=0  
    enabled=yes  
}
```

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"sieges_our"={  
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    enabled=yes  
}  
"sieges_hostile"={  
    version=0  
    enabled=yes  
}  
"favorite_characters"={  
    version=0  
    enabled=yes  
}  
"disloyal_characters"={  
    version=0  
    enabled=yes  
}  
"disloyal_states"={  
    version=0  
    enabled=yes  
}  
"state_constructions"={  
    version=0  
    enabled=yes  
}  
"building_constructions"={  
    version=0  
    enabled=yes  
}  
"military_constructions"={
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        version=0
        enabled=yes
    }
    "province_modifiers"={
        version=0
        enabled=yes
    }
    "active_wars"={
        version=0
        enabled=yes
    }
    "human_players"={
        version=0
        enabled=yes
    }
    "active_diplomacy"={
        version=0
        enabled=yes
    }
}

"System"={
    "mouse_panning"={
        version=0
        enabled=yes
    }
    "scroll_speed"={
        version=0
        value=50.000000
    }
}
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"camera_rotation_speed"={
    version=0
    value=50.000000
}
"zoom_speed"={
    version=0
    value=50.000000
}
"input_type"={
    version=0
    value="MOUSE_AND_KEYBOARD"
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"editor"={
    version=0
    value=""
}
"editor_postfix"={
    version=0
    value=""
}
"editor_open_file_format"={
    version=0
    value=""
}
"language"={
    version=0
    value="l_english"
}
}
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```
"GUI"={
  "scale"={
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    value="0.6"
  }
  "animation_time_scale"={
    version=0
    value=1.000000
  }
}

"Account"={
  "account_email"={
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    value=""
  }
}

"game"={
  "pause_on_events"={
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    enabled=yes
  }
  "hints"={
    version=0
    enabled=yes
  }
  "lasthost"={
    version=0
    value=""
  }
}
```

```
"lastplayer"={
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    value="Player"
}
"autosave"={
    version=0
    value="HALFYEAR"
}
>windowmovetime"={
    version=0
    value=0.200000
}
"radialstaytime"={
    version=0
    value=1.000000
}
"camera_speed"={
    version=0
    value=15.000000
}
"centered_zoom_in"={
    version=0
    enabled=yes
}
"camera_tilt"={
    version=0
    value=100.000000
}
"camera_face_north"={
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        version=0
        enabled=yes
    }
    "disabled_alerts"={
    }
    "disabled_hints"={
    }
    "focus_on_combat"={
        version=1
        enabled=yes
    }
}
"multiplayer"={
    "max_ticks_ahead"={
        version=0
        value=3
    }
}
"Audio"={
    "volume.vca:/Music"={
        version=0
        value=1.000000
    }
    "volume.vca:/Ambient"={
        version=0
        value=1.000000
    }
    "volume.vca:/SFX"={
        version=0
```

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        value=1.000000
    }
    "volume.vca:/UI"={
        version=0
        value=1.000000
    }
    "volume.bus:/"={
        version=0
        value=1.000000
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}
```