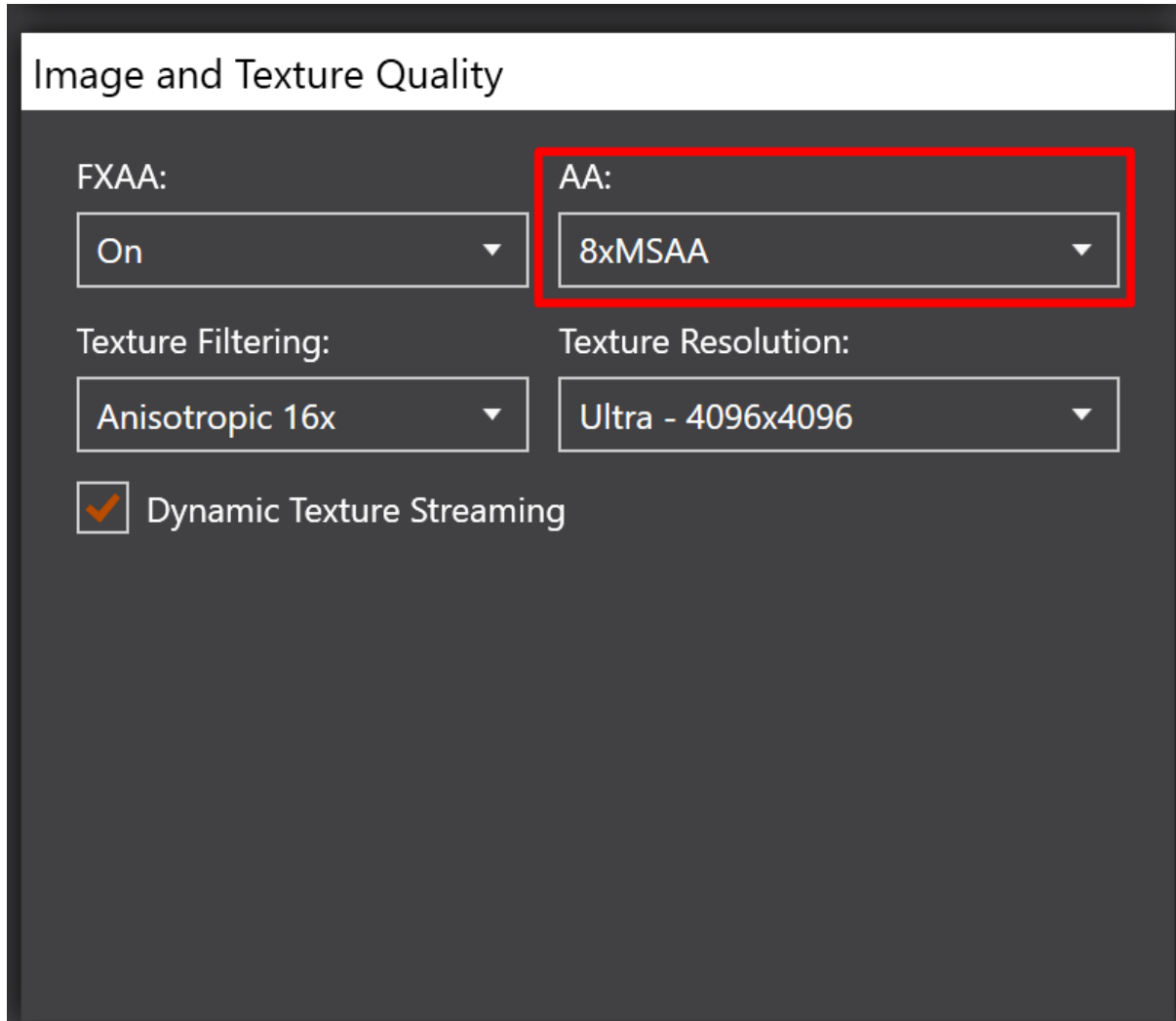


ENCN P3Dv4.5/5 - Recommended settings

Here are some settings we suggest to use with ENCN for P3Dv4.5/5, mostly **at night** due to dynamic lights and its potential impact on performance.



Shadows have major performance impact during night. Here are the **recommended** settings we suggest though it depends on the individual user's PC.

The image shows two panels of game settings. The left panel is titled 'Lighting' and contains several options and sliders. The right panel is titled 'Shadows' and contains sliders for shadow quality and draw distance, along with a table for shadow types.

Lighting

- Enable HDR Lighting
- Auto Exposure
- Brightness: 1.00
- Bloom: 1.00
- Saturation: 1.00
- Dynamic Reflections: Low
- Dynamic Lighting
- Landing-lights illuminate ground
- Display lens flare

Shadows

Shadow quality: Low

Shadow draw distance: Medium

Shadow Type	Cast	Receive
Internal Vehicle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
External Vehicle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Simulation Objects	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Vegetation	<input type="checkbox"/>	<input type="checkbox"/>
Buildings	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Particles	<input type="checkbox"/>	<input type="checkbox"/>
Clouds	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Terrain	<input checked="" type="checkbox"/>	<input type="checkbox"/>
No Shadow Flagged Content	<input type="checkbox"/>	<input type="checkbox"/>