Here is a description of each parameter that is found in the parameter file.

parameter	valid values	description
p	Any integer such that (p-2)(q-2)>4	the fundamental region will have one angle of size π/p.
q	Any integer such that (p-2)(q-2)>4	the fundamental region will have one angle of size π/q.
jpegQuality	any integer in the range 0 to 100	the quality of the jpeg output. 100 gives the best quality, but will result in large images.
infile	any valid filename	the source image
outfile	any valid filename	the output image
action	"render" or "mask"	set to mask to generate just the fundamental region, set to render to generate a tiling of the disk
px	double	the x-coordinate of the corner of the fundamental region of angle π/p
py	double	the y-coordinate of the corner of the fundamental region of angle π/p
rx	double	the x-coordinate of the corner of the fundamental region of angle $\pi/2$
ry	double	the y-coordinate of the corner of the fundamental region of angle $\pi/2$
maskColor	"white", "black", "red", "green", "blue", "cyan", "magentav, or "yellow"	when the mask option is chosen for action, this is the color of everything but the fundamental region in the output image.
renderedSize	any integer > 0	the size of the rendered image in pixels
borderSize	any integer >= 0	the size of the border around the rendered disk
supersamplingRate	any integer > 0	the supersampling rate, used to reduce artifacts due to sampling in the rendered image. A larger value will make the image look better, but will take longer to render
perturbationFactor	double	unused, set to 0.0
outOfBoundsColor	"white", "black", "red", "green", "blue", "cyan", "magentav, or "yellow"	the color of the region outside of the disk
unreachableColor	"white", "black", "red", "green", "blue", "cyan", "magentav, or "yellow"	in the event that for a given point within the disk cannot be associated with a point within the fundamental region in maxIterations steps, that pixel is colored with this color.
nonSourceColor	"white", "black", "red", "green", "blue", "cyan", "magentav, or "yellow"	in the event that the fundamental region is bigger than the source image, this will be the color of pixels that do not corresponds to a source pixel
maxIterations	any integer > 0	the maximum number of iterations to get from a pixel in the disk to a point in the fundamental region
negate	"true" or "false"	this will negate every other tile in the image.