PREFERENCES

? _ ✕

General	
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Quality and speed:

Faster ————————————————○ Better

Low   Mid   High   Ultra

Shaders:

- ● ✔ Transparent Water
- ● ✔ Bump mapping and shiny
- ● ✔ Local Lights
- ● ✔ Basic shaders
- ● ✔ Atmospheric shaders
- ● ✔ Advanced Lighting Model
- ☐ Ambient Occlusion
- ☐ Depth of Field

Red dot shaders are neccessary to be ON for the best view of reflective jewelry and shiny objects

Shadows:

Sun/Moon + Projectors ▼

Water Reflections:

Everything ▼

Avatar Physics: ———————○ High

Draw distance: ————————————○———— 336 m

Max. particle count: ————————————————○ 8192

Max. # of non-impostor avatars: ○———————————— 12

Post process quality: ————————————————○ High

Mesh detail:

Objects: ————————————————○ High

Flexiprims: ————————————————○ High

Trees: ————————————————○ High

Avatars: ————————————————○ High

Terrain: ————————————————○ High

Sky: ————————————————○ High

Avatar Rendering:

- ✔ Avatar impostors
- ✔ Hardware skinning
- ✔ Avatar cloth

Terrain detail:

- ○ Low
- ● High

Apply	Reset	Advanced	Hardware

OK	Cancel