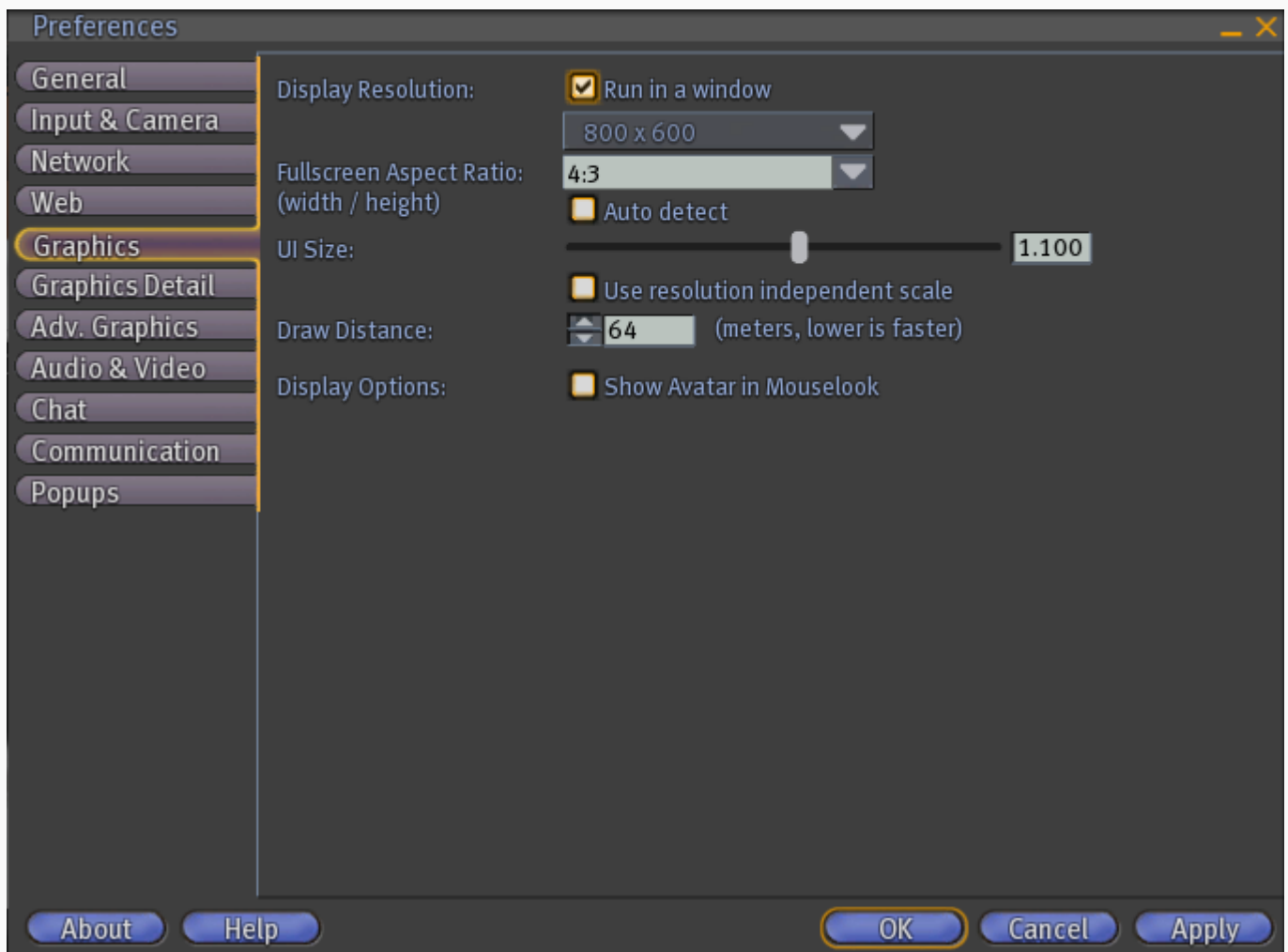


「Edit」 「Preferences」で設定メニューを開く。



Preferences

- General
- Input & Camera
- Network
- Web
- Graphics
- Graphics Detail**
- Adv. Graphics
- Audio & Video
- Chat
- Communication
- Popups

Shaders: Enable Vertex Shaders
 Enable Bumpmapping and Shiny
 Enable Ripple Water
 Avatar Vertex Program

Avatar Rendering: Normal
 Bump Mapped
 Bump Mapped & Cloth

Lighting Detail: Sun and moon only
 Nearby local lights

Terrain Detail: Low
 High

Object Mesh Detail:

Flexible Mesh Detail:

Tree Mesh Detail:

Avatar Mesh Detail:

About Help OK Cancel Apply

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Filtering: Anisotropic Filtering (slower when enabled)

Gamma: (brightness, lower is brighter, 0=use default)

Nighttime Brightness: (higher is brighter, 1.0 is default)

Enable VBO: Enable OpenGL Vertex Buffer Objects

Graphics Card Memory: 16MB
 32MB
 64MB
 128MB
 256MB
 512MB

Fog Distance Ratio:

Max. Particle Count:

Outfit Composite Limit: (lower is faster)

Debug Beacon Line Width:

Auto-detect graphics hardware on next startup

About Help OK Cancel Apply