

Controls: Steam®

Graphics Settings

Screen Resolution	Select the screen resolution. If the window setting is set to Default, the resolution will adjust to the window size. If it is set to Borderless, it will be scaled to match the resolution of the display.
Window Settings	Set the window mode. You can choose the game screen mode from Default, Fullscreen, or Borderless. You can also change this by pressing F9. Note: "Borderless" mode removes the frame of the window and stretches it to the size of the screen for a full-screen view.
Frame Rate Limit	Select the upper frame rate limit from 30, 60, 120, 144, or Unlimited.
Vertical Sync	Set the vertical sync on or off.
Overall Quality	Set the quality of the graphics. Selecting High, Standard, or Low will automatically change the relevant detailed graphics settings.
Texture Quality	Select the quality of the textures.
Shadow Quality	Select the quality of the shadows.
Local Reflections Quality	Select the quality of the reflection processing.
Effect Quality	Select the quality of the effects.
Anti-Aliasing	Choose the setting for the smoothing of the objects' contours from TXAA (high load), FXAA (low load), or Off (none).
DOF	Turn the blurring of objects that are not in focus on or off.
Ambient Occlusion	Turn the enhancement of shadow rendering on or off.
Bloom	Turn the glow from light rendering on or off.
Light Shafts	Turn the light rays from the sun on or off.
Draw Distance	Select the object display distance.
Point Light Distance	Select the point light distance setting.
Grass Draw Distance	Select the grass draw distance setting.
Grass Density	Select the grass density setting.
Motion Blur	Turn the blur around moving objects on or off.
Post-processing	Turn the post-processing on or off.
Texture Filtering	Select the texture filtering setting.
NPC Density	Select the NPC density setting.
Shadow Draw Distance	Set the distance at which shadows are rendered.
Water Quality	Select the quality of the water.
Animation Distance	Set the models' animation distance.
Enemy Move Limit	Change the upper limit on the number of enemy moves.
Volumetric Fog	Turn the volumetric fog on or off.
LOD Distance	Select the LOD (Level of Detail) distance setting.
Terrain Quality	Select the quality of the terrain.
Rain Quality	Select the quality of the rain.