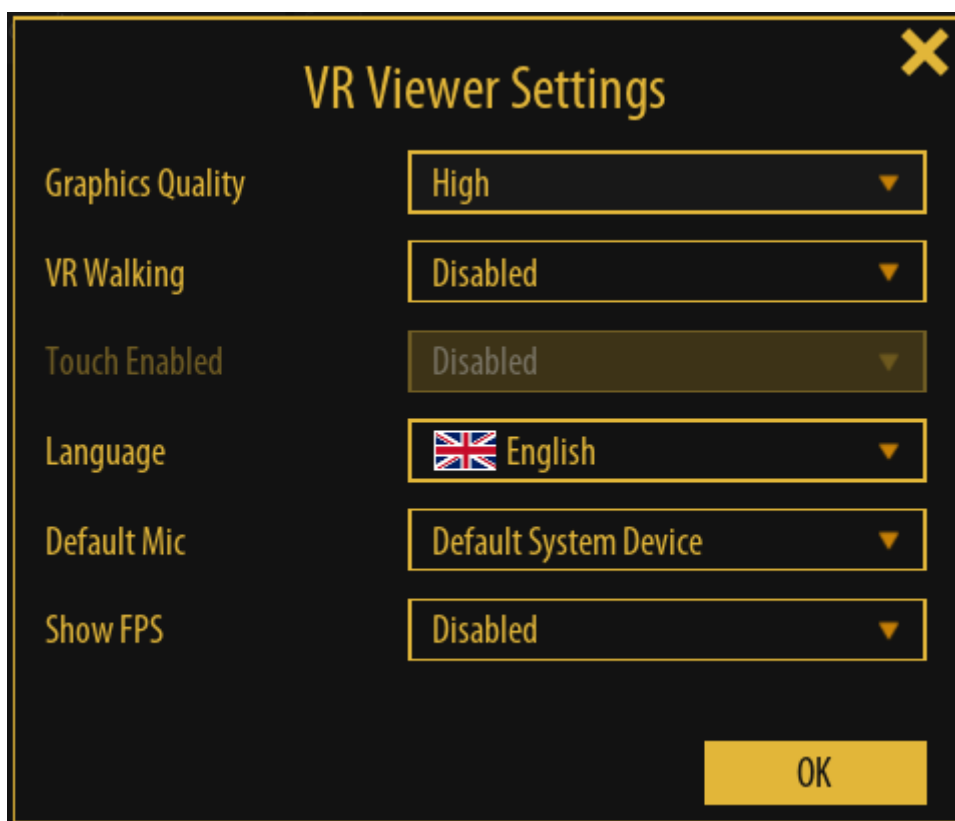


VR Viewer Settings

Graphics Quality

Users can control the rendering quality from the viewer settings.

Running a PC with good video card on desktop the user can switch to **Ultra** rendering, which takes advantage of the new lumen rendering in unreal 5.



The image shows a screenshot of the 'VR Viewer Settings' menu. The menu has a dark blue background with yellow text and a yellow 'X' close button in the top right corner. The settings are listed on the left, and their corresponding values are shown in yellow boxes on the right. The settings are: Graphics Quality (High), VR Walking (Disabled), Touch Enabled (Disabled), Language (English, with a UK flag icon), Default Mic (Default System Device), and Show FPS (Disabled). An 'OK' button is located at the bottom right of the menu.

Setting	Value
Graphics Quality	High
VR Walking	Disabled
Touch Enabled	Disabled
Language	English
Default Mic	Default System Device
Show FPS	Disabled

OK

VR Walking

Enable/disable walking with controllers in VR.

Touch Enabled

Enable touch screen (if using a PC connected to a touch screen)

Language

Select the interface language (Users in different countries asked for that).

Default Mic

Select the default Mic for notes, and voice commands

Show FPS

If the user finds experience to be slow for providing great FPS for VR, the value can be lowered in settings to get a smooth VR experience.

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