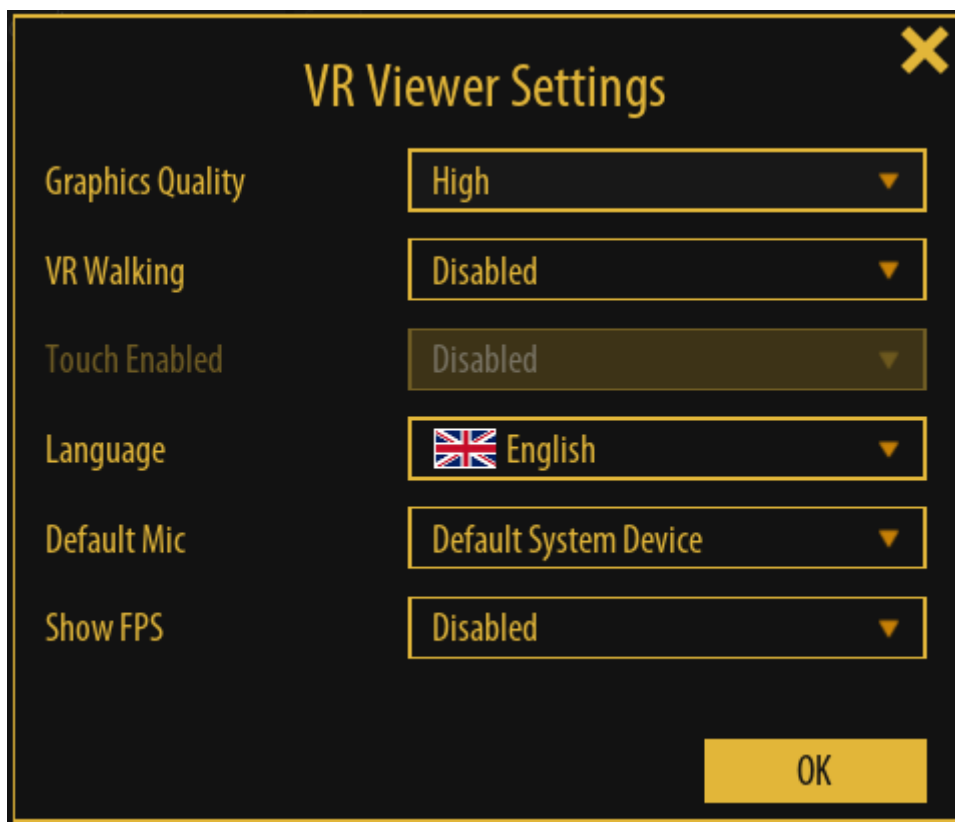



VR Viewer Settings

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.

A screenshot of the 'VR Viewer Settings' window. The window has a dark blue background with a yellow border and a yellow 'X' close button in the top right corner. The title 'VR Viewer Settings' is centered at the top in yellow. Below the title, there are six settings, each with a label on the left and a dropdown menu on the right. The settings are: 'Graphics Quality' set to 'High', 'VR Walking' set to 'Disabled', 'Touch Enabled' set to 'Disabled', 'Language' set to 'English' (with a UK flag icon), 'Default Mic' set to 'Default System Device', and 'Show FPS' set to 'Disabled'. At the bottom right, there is a yellow 'OK' button.

VR Viewer Settings	
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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