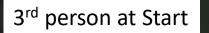


Settings on Extreme View Distance 30 km

Begin Flight at 100 m/s from "Test Start to Test End

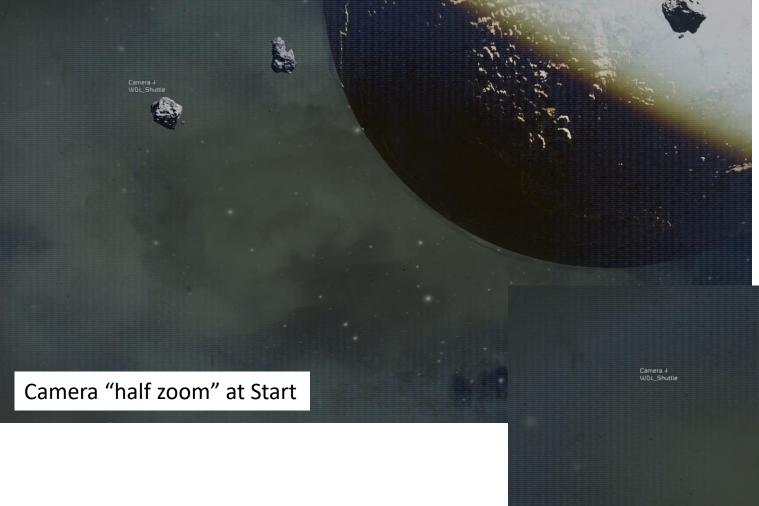
Quality preset Model quality Shader quality Voxel quality Texture quality Shadow quality Anti-aliasing Anisotropic filtering Field of view	Graphics Options
Model quality Shader quality Voxel quality Texture quality Shadow quality Anti-aliasing Anisotropic filtering Field of view	Extreme (Heavy performance impact)
Shader quality Voxel quality Texture quality Shadow quality Anti-aliasing Anisotropic filtering Field of view	High Image: Constraint of the second sec
Voxel quality Texture quality Shadow quality Anti-aliasing Anisotropic filtering Field of view	Extreme (Heavy performance impact)
Texture quality Shadow quality Anti-aliasing Anisotropic filtering Field of view	High Extreme (Heavy performance impact)
Shadow quality Anti-aliasing Anisotropic filtering Field of view	Extreme (Heavy performance impact)
Anti-aliasing Anisotropic filtering Field of view	FXAA V
Anisotropic filtering Field of view	
Field of view	15x
	85.
riares intensity	o
Grass draw distance	1,037r
Grass density	
Tree draw distance	
Ambient occlusion	Enable damage effects
Enable PostProcessing	
ОК	Cancel



PERFORMANCE ISSUES









Finish Flight at 100 m/s from "Test Start to Test End

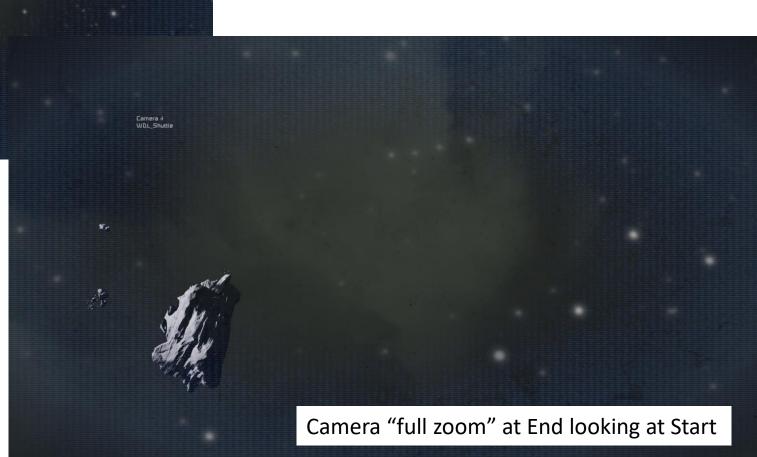
- Flight stuttered/hesitated often
- Saw 1 asteroid enroute







Camera 4 WOL_Shuttle

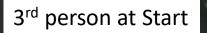




Settings on High View Distance 30 km

Begin Flight at 100 m/s from "Test Start to Test End

	Gan	ne paused	
	Grap	nics Options	×
Qui	ality preset	Custom	I v
Mo	odel quality	High	I ▼
Shi	ader quality	High	 ♥
Vev	xel quality	High	
Te>	xture quality	High	I ~
Shi	adow quality	High	
Ani	ti-aliasing	FXAA	
Ani	isotropic filtering	16x	 ♥
Fie	eld of view		85.3
Fla	ares intensity		.
Gra	ass draw distance		1,037m
Gra	ass density		0.5
Tre	ee draw distance		10,000m
Am	nbient occlusion	Enable damage effects	
Ena	able PostProcessing	1-	
	Ωκ	Cancel	



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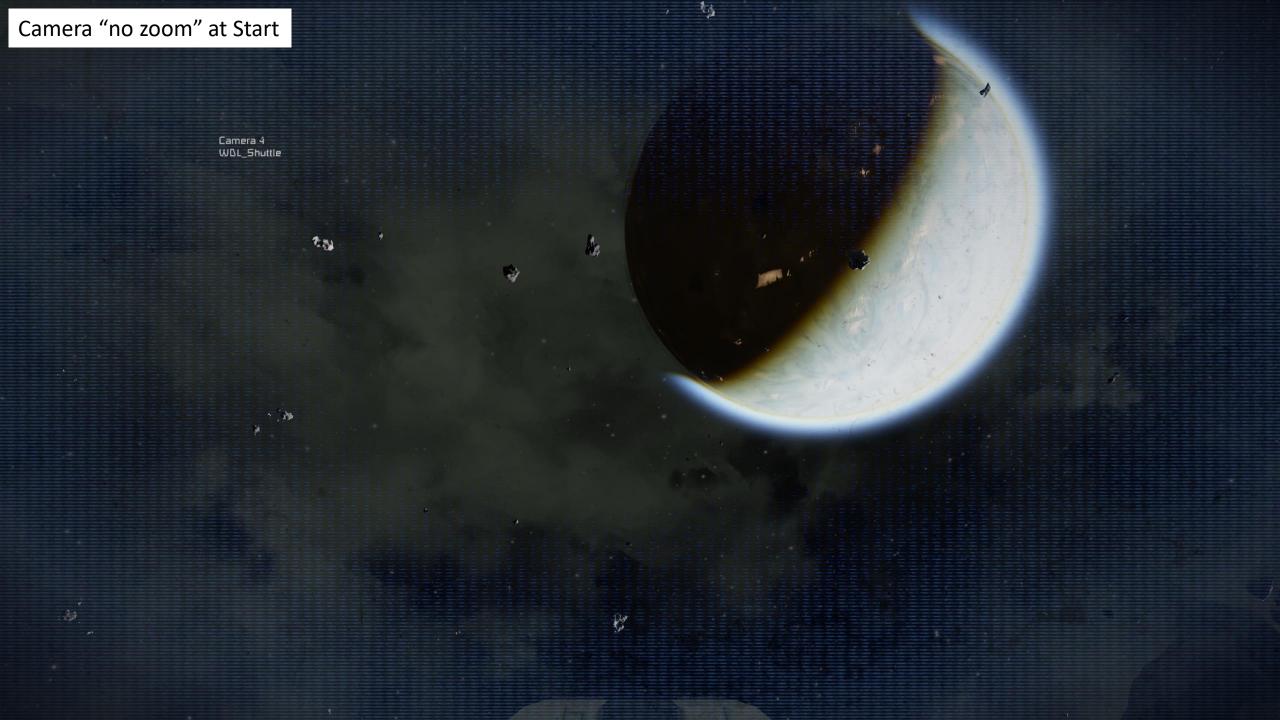
 \Rightarrow

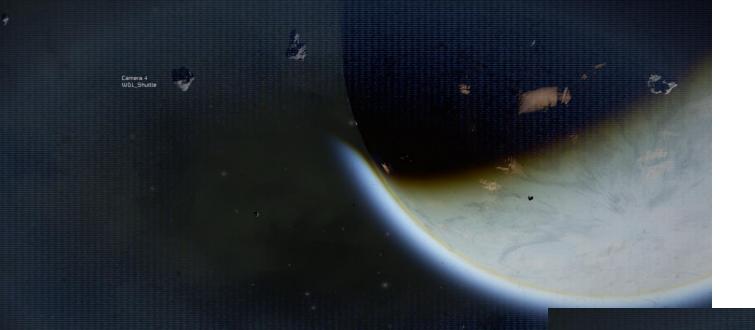
19

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183







Camera "half zoom" at Start

Camera 4 WDL_Shuttle

> A lot less detail in this image. Pretty sure it is the same asteroid.

Camera "full zoom" at Start

Finish Flight at 100 m/s from "Test Start to Test End

- Flight did NOT stutter
- Saw many asteroids enroute





Camera "half zoom" at End looking at Start

Camera 4 WDL_Shuttle

