



**Original Text:**

Keys CreateDuckFlock - IncRideStatsDisplayState - TakeScreenMovie F8

Alternatieve vertalingen weergeven

Firsttime 1

Valuta 2

TemperatureUnits 0

CameraControls 2

CameraUserControlMode 1

StaticBatchTriCutoff 60

DynamicBatchTriCutoff 150

GuestLOD 3.000000 3.000000

AnimalLOD 3.000000 3.000000

VegetationLOD 3.000000 3.000000

FenceLOD 3.000000 3.000000

BuildingLOD 3.000000 3.000000

PathLOD 3.000000 3.000000

SceneryLOD 3.000000 3.000000

SupportLOD 3.000000 3.000000

TrackLOD 3.000000 3.000000

RideLOD 3.000000 3.000000

SceneryVisibilityAlpha 1.000000

SkipCacheWarming 7.000000

Helderheid 0.625000

ReflectEnable 1

ReflectTerrain 1

ReflectScenery 1

CameraFocusIsMiddleScreen 1

InvertRideCamYAxis 1

LaserRayHit 1

EnableIME 0

TakeCoasterPhotos 0

ImportMyMusic 1

AttractionSceneryAllowTerrainIntersect 1

AttractionSceneryAllowSceneryIntersect 1

TrackAllowSameTrackIntersect 1

PathEditorCameraFollow 1

PoolEditorDrawGrid 0

Achtergrondmuziek ""

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