



KAWO Arlington Area Graphics Settings

< Flight Configuration
Settings
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General
Sound
Graphics
Network
Data Output
Joystick
Keyboard
GPS Hardware

RENDERING OPTIONS

Visual Effects Maximum (HDR+SSAO)

Texture Quality Maximum

Antialiasing 2x SSAA+FXAA

Draw shadows on scenery

Number of World Objects Maximum

Reflection Detail Low

Draw parked aircraft

MONITOR CONFIGURATION

Monitor usage: Full Screen Simulator

Resolution: Default Monitor Settings

VISUAL SETTINGS

Default view: Forward with 3-D cockpit

Allow windshield effects

[Reset Visual Settings](#)

FIELD OF VIEW

Lateral field of view: 85.25 degrees

Use non-proportional vertical field of view

[Reset FOV](#)

VISUAL OFFSETS

Wraparound (Rotation) Offsets

Use rotation offsets for wraparound views, where your monitors are angled around you.

Lateral rotation offset: 0.00 degrees

Vertical rotation offset: 0.00 degrees

Roll rotation offset: 0.00 degrees

Roll offsets are typically used when a monitor is turned sideways.

Enable flat (fractional) offsets

Use fractional offsets for a flat "wall" of monitors.

[Reset Visual Offsets](#)

Use vsync

Enable TrackIR & TrackHat view tracking in 3-D cockpit

Enable Matrox TripleHead2Go

User Interface Size: 100%

[Done](#)

OPTIMAL SETTINGS

Flight Configuration Settings

General Sound **Graphics** Network Data Output Joystick Keyboard GPS Hardware

RENDERING OPTIONS

Visual Effects **Maximum (HDR+SSAO)** Number of World Objects **Maximum**

Texture Quality **Maximum** Reflection Detail **Low**

Antialiasing **2x SSAA+FXAA** Draw parked aircraft

Draw shadows on scenery

MONITOR CONFIGURATION

Monitor usage: Full Screen Simulator

Resolution: Default Monitor Settings

VISUAL SETTINGS

Default view: Forward with 3-D cockpit

Allow windshield effects

Reset Visual Settings

FIELD OF VIEW

Lateral field of view: **85.25** degrees

Use non-proportional vertical field of view

Reset FOV

VISUAL OFFSETS

Wraparound (Rotation) Offsets

Lateral rotation offset: **0.00** degrees

Vertical rotation offset: **0.00** degrees

Roll rotation offset: **0.00** degrees

Enable flat (fractional) offsets

Reset Visual Offsets

For higher FPS - Option 1

Use Vsync Enable TrackIR & TrackHat view tracking in 3-D cockpit Enable Matrox TripleHead2Go User Interface Size: 100% **Done**

Flight Configuration Settings

General Sound **Graphics** Network Data Output Joystick Keyboard GPS Hardware

RENDERING OPTIONS

Visual Effects **Maximum (HDR+SSAO)** Number of World Objects **Maximum**

Texture Quality **Maximum** Reflection Detail **Low**

Antialiasing **2x SSAA+FXAA** Draw parked aircraft

Draw shadows on scenery

MONITOR CONFIGURATION

Monitor usage: Full Screen Simulator

Resolution: Default Monitor Settings

VISUAL SETTINGS

Default view: Forward with 3-D cockpit

Allow windshield effects

Reset Visual Settings

FIELD OF VIEW

Lateral field of view: **85.25** degrees

Use non-proportional vertical field of view

Reset FOV

VISUAL OFFSETS

Wraparound (Rotation) Offsets

Lateral rotation offset: **0.00** degrees

Vertical rotation offset: **0.00** degrees

Roll rotation offset: **0.00** degrees

Enable flat (fractional) offsets

Reset Visual Offsets

For higher FPS - Option 2

Use Vsync Enable TrackIR & TrackHat view tracking in 3-D cockpit Enable Matrox TripleHead2Go User Interface Size: 100% **Done**

Flight Configuration Settings

General Sound **Graphics** Network Data Output Joystick Keyboard GPS Hardware

RENDERING OPTIONS

Visual Effects Maximum (HDR+SSAO)

Texture Quality Maximum
5233 MB of textures currently loaded

Antialiasing 2x SSAA+FXAA

Draw shadows on scene

Number of World Objects Maximum

Reflection Detail Low

Draw parked aircraft

MONITOR CONFIGURATION

Monitor usage Full Screen Simulator

Resolution Default Monitor Settings

VISUAL SETTINGS

Default view Forward with 3-D cockpit

Allow windshield effects

Reset Visual Settings

FIELD OF VIEW

Lateral field of view 85.25 degrees

Use non-proportional vertical field of view

Reset FOV

VISUAL OFFSETS

Wraparound (Rotation) Offsets
Use rotation offsets for wraparound views, where your monitors are angled around you.

Lateral rotation offset 0.00 degrees

Vertical rotation offset 0.00 degrees

Roll rotation offset 0.00 degrees
Roll offsets are typically used when a monitor is turned sideways.

Enable flat (fractional) offsets
Use fractional offsets for a flat "wall" of monitors.

Reset Visual Offsets

Use Vsync Enable TrackIR & TrackHat view tracking in 3-D cockpit Enable Matrox TripleHead2Go User Interface Size 100% Done

For higher FPS - Option 3

Flight Configuration Settings

General Sound **Graphics** Network Data Output Joystick Keyboard GPS Hardware

RENDERING OPTIONS

Visual Effects Maximum (HDR+SSAO)

Texture Quality Maximum
5233 MB of textures currently loaded

Antialiasing 2x SSAA+FXAA

Draw shadows on scenery

Number of World Objects Maximum

Reflection Detail Low

Draw parked aircraft

MONITOR CONFIGURATION

Monitor usage Full Screen Simulator

Resolution Default Monitor Settings

VISUAL SETTINGS

Default view Forward with 3-D cockpit

Allow windshield effects

Reset Visual Settings

FIELD OF VIEW

Lateral field of view 85.25 degrees

Use non-proportional vertical field of view

Reset FOV

VISUAL OFFSETS

Wraparound (Rotation) Offsets
Use rotation offsets for wraparound views, where your monitors are angled around you.

Lateral rotation offset 0.00 degrees

Vertical rotation offset 0.00 degrees

Roll rotation offset 0.00 degrees
Roll offsets are typically used when a monitor is turned sideways.

Enable flat (fractional) offsets
Use fractional offsets for a flat "wall" of monitors.

Reset Visual Offsets

Use Vsync Enable TrackIR & TrackHat view tracking in 3-D cockpit Enable Matrox TripleHead2Go User Interface Size 100% Done

For higher FPS - Option 4

Flight Configuration Settings

General Sound **Graphics** Network Data Output Joystick Keyboard GPS Hardware

RENDERING OPTIONS

Visual Effects Maximum (HDR+SSAO)

Texture Quality Maximum
5233 MB of textures currently loaded

Antialiasing 2x SSAA+FXAA

Draw shadows on scenery

Number of World Objects Maximum

Reflection Detail Low

Draw parked aircraft

MONITOR CONFIGURATION

Monitor usage Full Screen Simulator

Resolution Default Monitor Settings

VISUAL SETTINGS

Default view Forward with 3-D cockpit

Allow windshield effects

Reset Visual Settings

FIELD OF VIEW

Lateral field of view 85.25 degrees

Use non-proportional vertical field of view

Reset FOV

VISUAL OFFSETS

Wraparound (Rotation) Offsets
Use rotation offsets for wraparound views, where your monitors are angled around you.

Lateral rotation offset 0.00 degrees

Vertical rotation offset 0.00 degrees

Roll rotation offset 0.00 degrees
Roll offsets are typically used when a monitor is turned sideways.

Enable flat (fractional) offsets
Use fractional offsets for a flat "wall" of monitors.

Reset Visual Offsets

For higher FPS - Option 5

Use Vsync Enable TrackIR & TrackHat view tracking in 3-D cockpit Enable Matrox TripleHead2Go User Interface Size 100% Done