Preferences window

General

- **Resolution**: sets the size of the main editor window. Needs restart.
- **Max undo steps**: modifies the number of steps that can be undone/redone in a session.
- **BG color**: changes the color of the viewport background.
- **Disabled entity coverage**: determines how "transparent" a mesh becomes when disabled (only for entities)

Performance

- **Texture quality**: changes the quality for the texture mapping on objects. Possible values are: high, medium, low, very low. Needs restart
- **Lights active**: turns off all ligths in the scene, except for the edition helper ones (ambient and point)
- **Particle systems active**: turns off all particle systems in the scene.
- **SSAO active**: toggles showing of SSAO.
- Undergrowth
    - **Show undergrowth**: toggles showing of undergrowth on terrain. The undergrowth will still be there, just not shown.
    - **Custom undergrowth fade start**: sets a custom range for the terrain undergrowth to show.
- **Show skybox**: toggles showing of skybox.
- **Show fog**: toggles showing of the global fog.
- **Continuous rendering**: sets if the viewports should be refreshed continuously or only when needed.

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