

Starting parameters

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1 LOTUS-Simulator


Parameter	Function
	LOTUS starts in the fullscreen mode.
-fullscreen	The only usage of this parameter is, when you have a windowed mode version of LOTUS (may be when beta testing) as default. Unless this point LOTUS is always in fullscreen mode even without this parameter.
-windowed	LOTUS starts in the windowed mode.
-windowedfullscreen	LOTUS starts in the windowed-fullscreen mode - a useful parameter for capturing LOTUS with a capture card or a broadcaster software.
-VRon	LOTUS starts with the detection for VR devices. This parameter is set on default when starting the VR version of LOTUS Please note: The performance will decrease slightly!
-logdirect	The logfile won't be cached anymore. Instead every logfile entry will be written at the logfile immediately. This function is useful, when a crash can't be logged because the crash happens before LOTUS can write from the cache into the logfile.
-debuglog	Please note: The performance will decrease slightly! LOTUS will create another encrypted logfile, which will be useful for the support team to find an error more easily.
-noloadingscreens	The loading screen will be deactivated.
-noentrypointcheck	Checking the kind of Entry point (street or rail) against the vehicle type will be disabled.
-instantquickstart	Starting LOTUS with the Quickstart button. The last loaded situation will be recreated.
-nographicMT	Disable parallelized texture and object loading in case the graphics card has problems with it. These usually manifest themselves in a crash without comment.
-UseSimplePen	2D map is created using a simple API, which should be available on Windows emulators, as well.
-noWScheck	Gathering Workshop Content at the beginning of loading LOTUS will be disabled to save time. Please use this parameter with knowledge and care.
-hardwaresim	Beim Platzieren von Fahrzeugen wird standardmäßig nicht die [F1]-Sicht, sondern die [Shift]+[F1]-Sicht verwendet (z.B. für einen "Hardware"-Simulator).

2 Content-Tool

Parameter	Function
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-logdirect	<p>Please note: The performance will decrease slightly!</p> <p>The logfile won't be chached anymore. Instead every logfile entry will be written at the logfile immediately. This function is useful, when a crash can't be logged because the crash happens before LOTUS can write from the cache into the logfile.</p>
-debuglog	<p>Please note: The performance will decrease slightly!</p> <p>LOTUS will create another encrypted logfile, which will be useful for the support team to find an error more easily.</p>
-offline	The tool will start without a connection to the internet. Now you can only open and edit your own content.
-aa	Antialiasing will be activated.

3 Map-Editor

Parameter	Function
-logdirect	<p>Please note: The performance will decrease slightly!</p> <p>The logfile won't be chached anymore. Instead every logfile entry will be written at the logfile immediately. This function is useful, when a crash can't be logged because the crash happens before LOTUS can write from the cache into the logfile.</p>
-debuglog	<p>Please note: The performance will decrease slightly!</p> <p>LOTUS will create another encrypted logfile, which will be useful for the support team to find an error more easily.</p>
-offline	The tool will start without a connection to the internet. Now you can only open and edit your own content.
-aa	Antialiasing will be activated.
-UseSimplePen	Interactive 2D maps in the MapEditor, like for creating timetables, is created using a simple API, which should be available on Windows emulators, as well.
-nosaveblocking	Cancels the disabling of saving () during the status bar shows "initialization"