Starting parameters

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1 LOTUS-Simulator

Parameter	Function
`-fullscreen`	LOTUS starts in the fullscreen mode. 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
`-logdirect`	**Please note:** The performance will decrease slightly! 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.
`-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

`-logdirect`	**Please note:** The performance will decrease slightly! 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.
`-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.
`-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`	**Please note:** The performance will decrease slightly! 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.
`-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.
`-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"