

```
<?xml version="1.0" encoding="utf-8" standalone="no" ?>
<game>
  <language>-1</language>
  <graphic>
    <display>
      <width>2560</width>
      <height>1440</height>
      <brightness>1</brightness>
      <fullscreenMode>windowed_fullscreen</fullscreenMode>
      <vsync adaptive="true">true</vsync>
      <userConfirmed>true</userConfirmed>
      <previousWidth>1280</previousWidth>
      <previousHeight>720</previousHeight>
    </display>
    <scalability>
      <performanceClass>Very High</performanceClass>
      <postProcessAA>Nvidia DLAA</postProcessAA>
      <shadingRateQuality>3</shadingRateQuality>
    </scalability>
    <renderer>D3D_12</renderer>
  </graphic>
  <audio enable="true" volume="1.000000"/>
  <input>
    <joystick enable="true" vibration="false" deadzone="0.14"/>
    <mouse enable="true"/>
    <keyboard enable="true"/>
    <headTracking active="true" trackir="true" tobiiyex="true" sensitivity="0.800000"/>
  </input>
  <usbBeaconLight enable="true"/>
  <logging>
    <file enable="true" filename="log.txt"/>
    <console enable="true"/>
  </logging>
  <development>
    <controls>true</controls>
    <openDevConsole onWarnings="false" onErrors="false"/>
  </development>
  <startMode>1</startMode>
</game>
```