# Map Overrides

Graphical user interface, text, application

Description automatically generated

The Map Overrides change this one region’s map making.

1. **None**: No maps will be made. This is a good setting as the regions will boot very quickly. Any existing maps are kept.
2. **Simple but Fast**: MapImageModule is used with just Land showing.
3. **Good**: Uses Warp3D module with just Land showing.
4. **Better**: Uses Warp3D module with Land, Prims, and land Textures showing.
5. **Best**: Uses Warp3D module with Land, Prims, Mesh, Sculpts, and all Textures including prims showing.