Medium" translation="Medium" />

</setting>

<setting name="MSAA" translation="MSAA">

<value name="CSAA 16q" translation="CSAA 16q" />

<value name="CSAA 16x" translation="CSAA 16x" />

<value name="CSAA 8x" translation="CSAA 8x" />

<value name="MSAA 2x" translation="MSAA 2x" />

<value name="MSAA 4x" translation="MSAA 4x" />

<value name="MSAA 8x" translation="MSAA 8x" />

<value name="Off" translation="Off" />

</setting>

<setting name="NVIDIA Multi-Frame Sampled Anti-aliasing" translation="NVIDIA Multi-Frame Sampled Anti-aliasing">

<value name="Off" translation="Off" />

<value name="On" translation="On" />

</setting>

<setting name="Resolution" translation="Resolution" />

<setting name="Shadow Detail" translation="Shadow Detail">

<value name="High" translation="High" />

<value name="Low" translation="Low" />

<value name="Medium" translation="Medium" />

<value name="Superior" translation="Superior" />

<value name="Very Low" translation="Very Low" />

</setting>

<setting name="Shadow Quality" translation="Shadow Quality">

<value name="High" translation="High" />

<value name="Low" translation="Low" />

<value name="Medium" translation="Medium" />

</setting>

<setting name="Special Effect" translation="Special Effects">

<value name="High" translation="High" />

<value name="Low" translation="Low" />

<value name="Medium" translation="Medium" />

</setting>

<setting name="Texture Detail" translation="Texture Detail">

<value name="High" translation="High" />

<value name="Low" translation="Low" />

<value name="Medium" translation="Medium" />

<value name="Ultra" translation="Ultra" />

</setting>

<setting name="Water Effect" translation="Water Effect">

<value name="All Reflect" translation="All Reflect" />

<value name="Background Reflect" translation="Background Reflect" />

<value name="Minimum Reflect" translation="Minimum Reflect" />

</setting>

</language>

<language name="en\_US" translation="">

<setting name="Anisotropic Filtering" translation="Anisotropic Filtering">

<value name="16x Anisotropic" translation="16x Anisotropic" />

<value name="2x Anisotropic" translation="2x Anisotropic" />

<value name="4x Anisotropic" translation="4x Anisotropic" />

<value name="8x Anisotropic" translation="8x Anisotropic" />

<value name="Bilinear" translation="Bilinear" />

<value name="Trilinear" translation="Trilinear" />

</setting>

<setting name="Display Mode" translation="Display Mode">

<value name="Full-screen" translation="Full-screen" />

<value name="Windowed" translation="Windowed" />

<value name="Windowed Borderless" translation="Windowed Borderless" />

</setting>

<setting name="LoD" translation="LoD">

<value name="High" translation="High" />

<value name="Medium" translation="Medium" />

</setting>

<setting name="MSAA" translation="MSAA">

<value name="CSAA 16q" translation="CSAA 16q" />

<value name="CSAA 16x" translation="CSAA 16x" />

<value name="CSAA 8x" translation="CSAA 8x" />

<value name="MSAA 2x" translation="MSAA 2x" />

<value name="MSAA 4x" translation="MSAA 4x" />

<value name="MSAA 8x" translation="MSAA 8x" />

<value name="Off" translation="Off" />

</setting>

<setting name="NVIDIA Multi-Frame Sampled Anti-aliasing" translation="NVIDIA Multi-Frame Sampled Anti-aliasing">

<value name="Off" translation="Off" />

<value name="On" translation="On" />

</setting>

<setting name="Resolution" translation="Resolution" />

<setting name="Shadow Detail" translation="Shadow Detail">

<value name="High" translation="High" />

<value name="Low" translation="Low" />

<value name="Medium" translation="Medium" />

<value name="Superior" translation="Superior" />

<value name="Very Low" translation="Very Low" />

</setting>

<setting name="Shadow Quality" translation="Shadow Quality">

<value name="High" translation="High" />

<value name="Low" translation="Low" />

<value name="Medium" translation="Medium" />

</setting>

<setting name="Special Effect" translation="Special Effect">

<value name="High" translation="High" />

<value name="Low" translation="Low" />

<value name="Medium" translation="Medium" />

</setting>

<setting name="Texture Detail" translation="Texture Detail">

<value name="High" translation="High" />

<value name="Low" translation="Low" />

<value name="Medium" translation="Medium" />

<value name="Ultra" translation="Ultra" />

</setting>

<setting name="Water Effect" translation="Water Effect">

<value name="All Reflect" translation="All Reflect" />

<value name="Background Reflect" translation="Background Reflect" />

<value name="Minimum Reflect" translation="Minimum Reflect" />

</setting>

</language>

<language name="es\_ES" translation="">

<setting name="Anisotropic Filtering" translation="Filtrado anisotr