

Unity command line options

-force-opengl

(Windows only)

- *Make the game use OpenGL for rendering, even if Direct3D is available. Normally Direct3D is used but OpenGL is used if Direct3D 9.0c is not available. this can be a good way to bypass certain bugs relating to D3D, however it can cause low FPS in the current build.*

-force-d3d9

(Windows only)

- *Make the game use Direct3D 9 for rendering. This is the default, so normally there's no reason to pass it.*

-force-d3d11

(Windows only)

- *Make the game use Direct3D 11 for rendering. This is not recommended at the moment because some of the in game effects do not work)*

-single-instance

(Linux & Windows only)

- *Allow only one instance of the game to run at the time. If another instance is already running then launching it again with -single-instance will just focus the existing one.*

-adapter N

(Windows only)

- *Allows the game to run full-screen on another display. The N maps to a Direct3D display adaptor. In most cases there is a one-to-one relationship between adapters and video cards. On cards that support multi-head (they can drive multiple monitors from a single card) each "head" may be its own adapter.*

-popupwindow

(Windows only)

- *The window will be created as a a pop-up window i.e without a frame, sometimes called borderless windowed mode, (i totally recomend using this mode, the game sometimes runs better windowed, and alt+tab doesn't currently work properly in normal full screen mode)*

-screen-width

(Linux & Windows only)

- *Overrides the default screen width. This must be an integer from a supported resolution.*

-screen-height

(Linux & Windows only)

- *Overrides the default screen height. This must be an integer from a supported resolution.*

-screen-quality

(Linux only)

- *Overrides the default screen quality. Example usage would be: /path/to/myGame -screen-quality Beautiful*