

Computer system 100

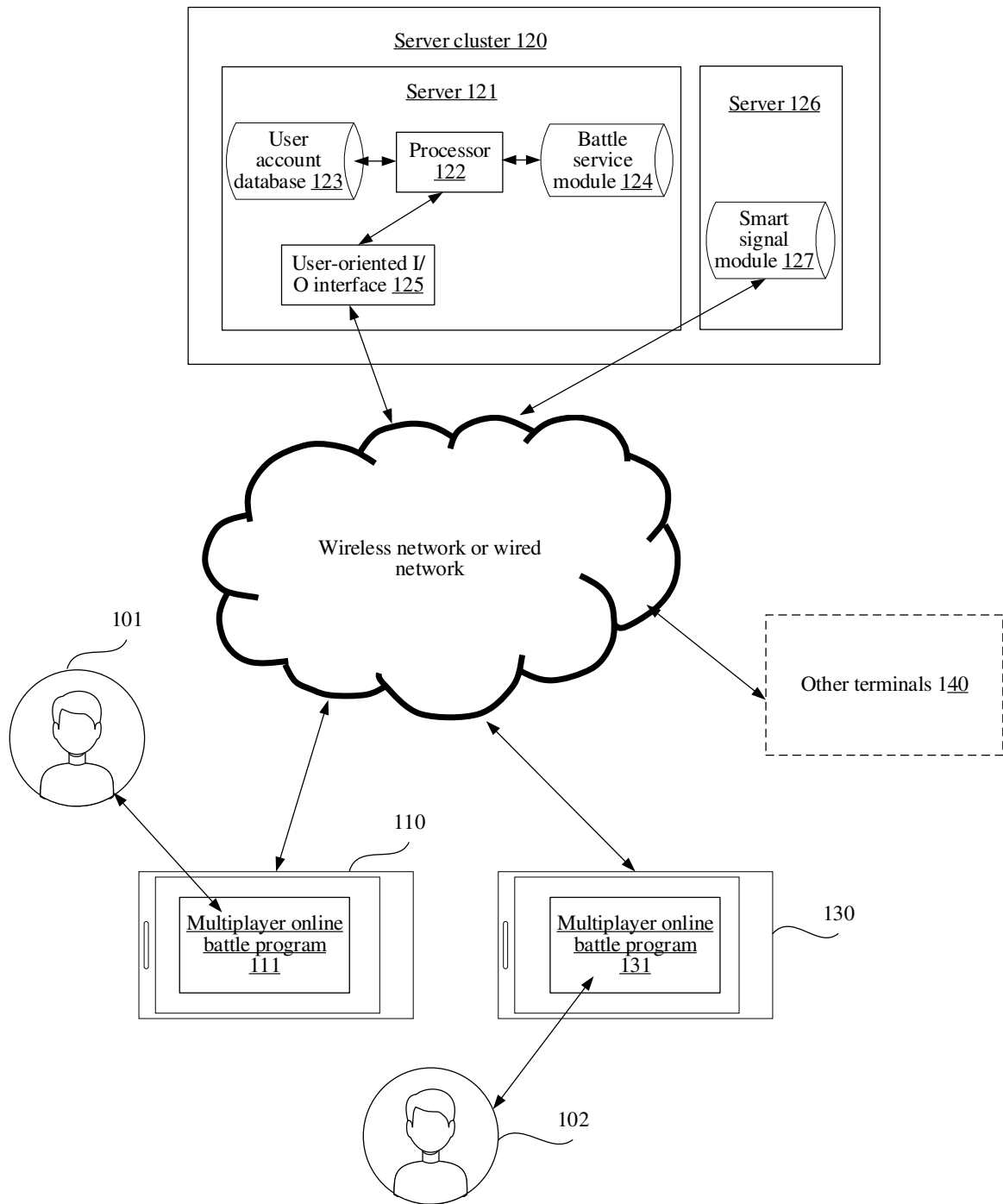


FIG. 1

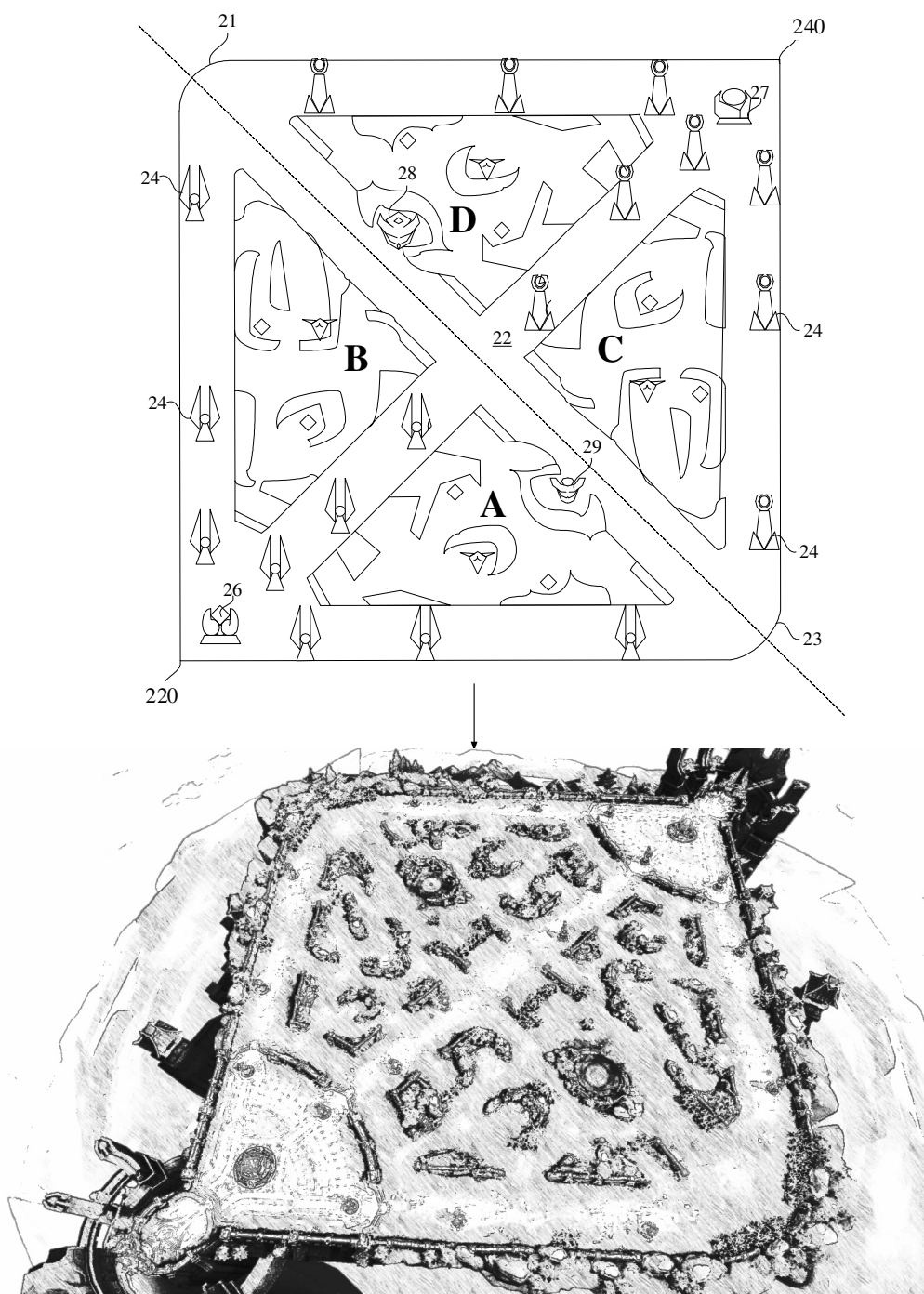


FIG. 2

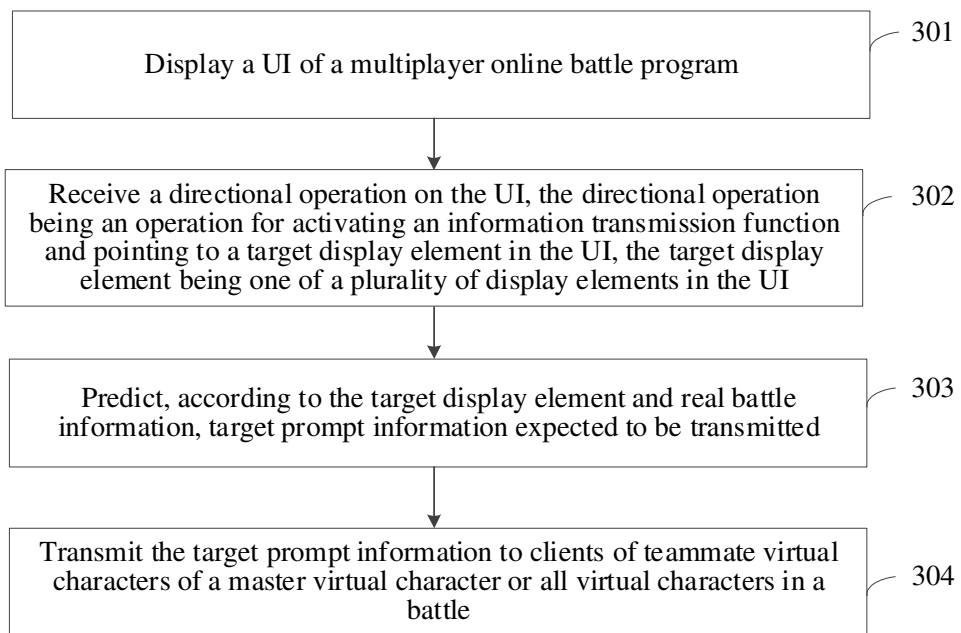


FIG. 3

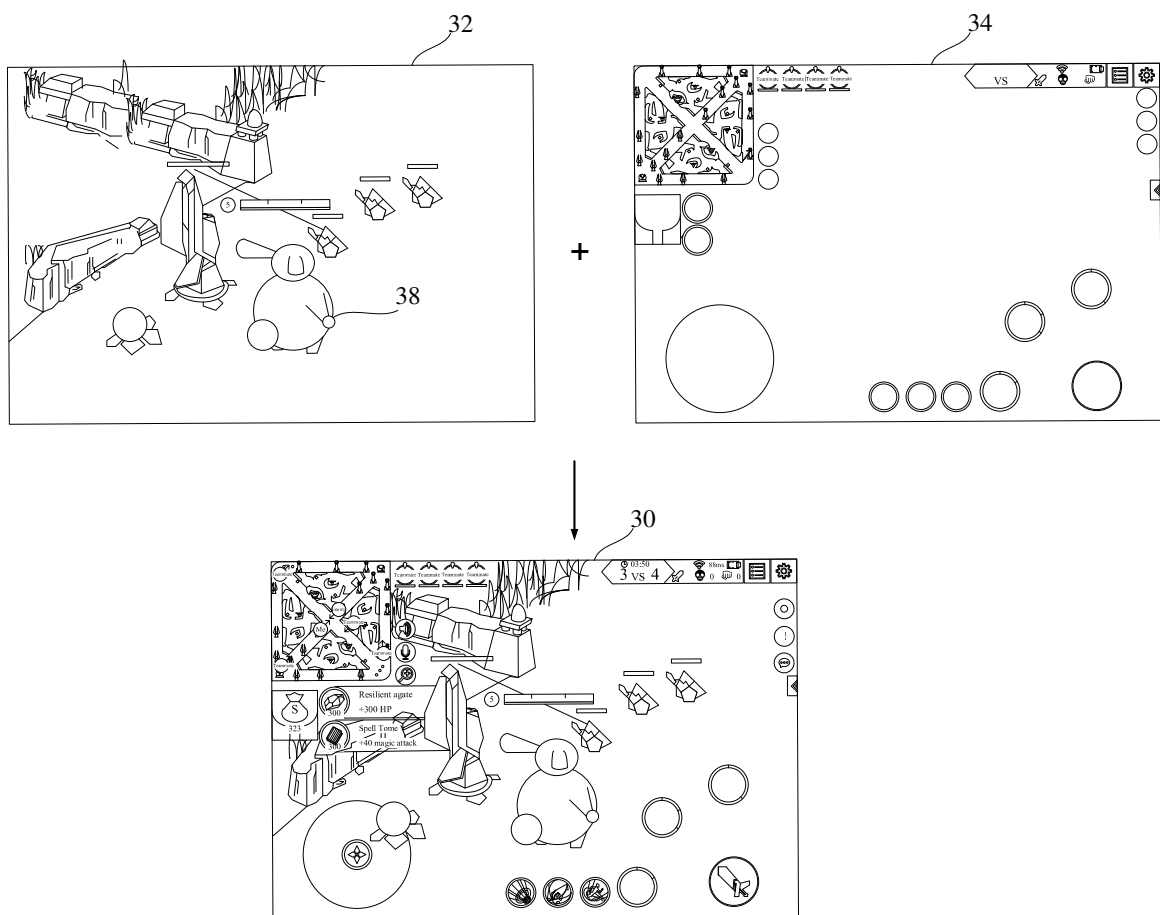


FIG. 4

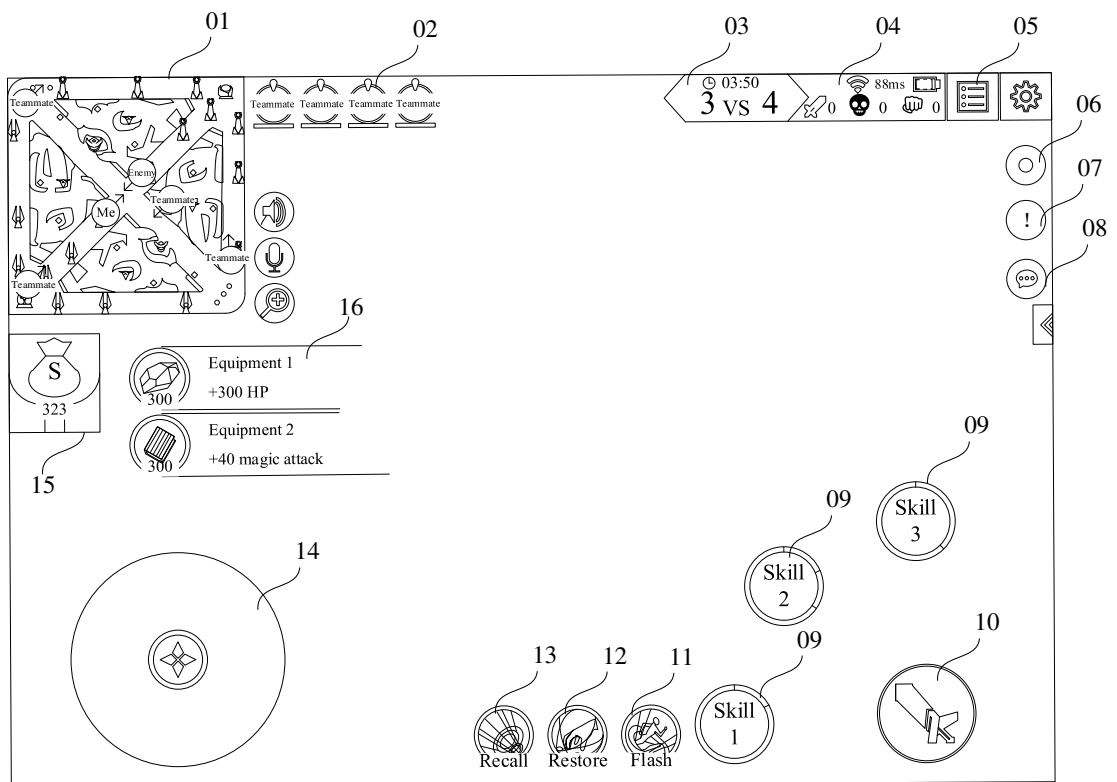


FIG. 5

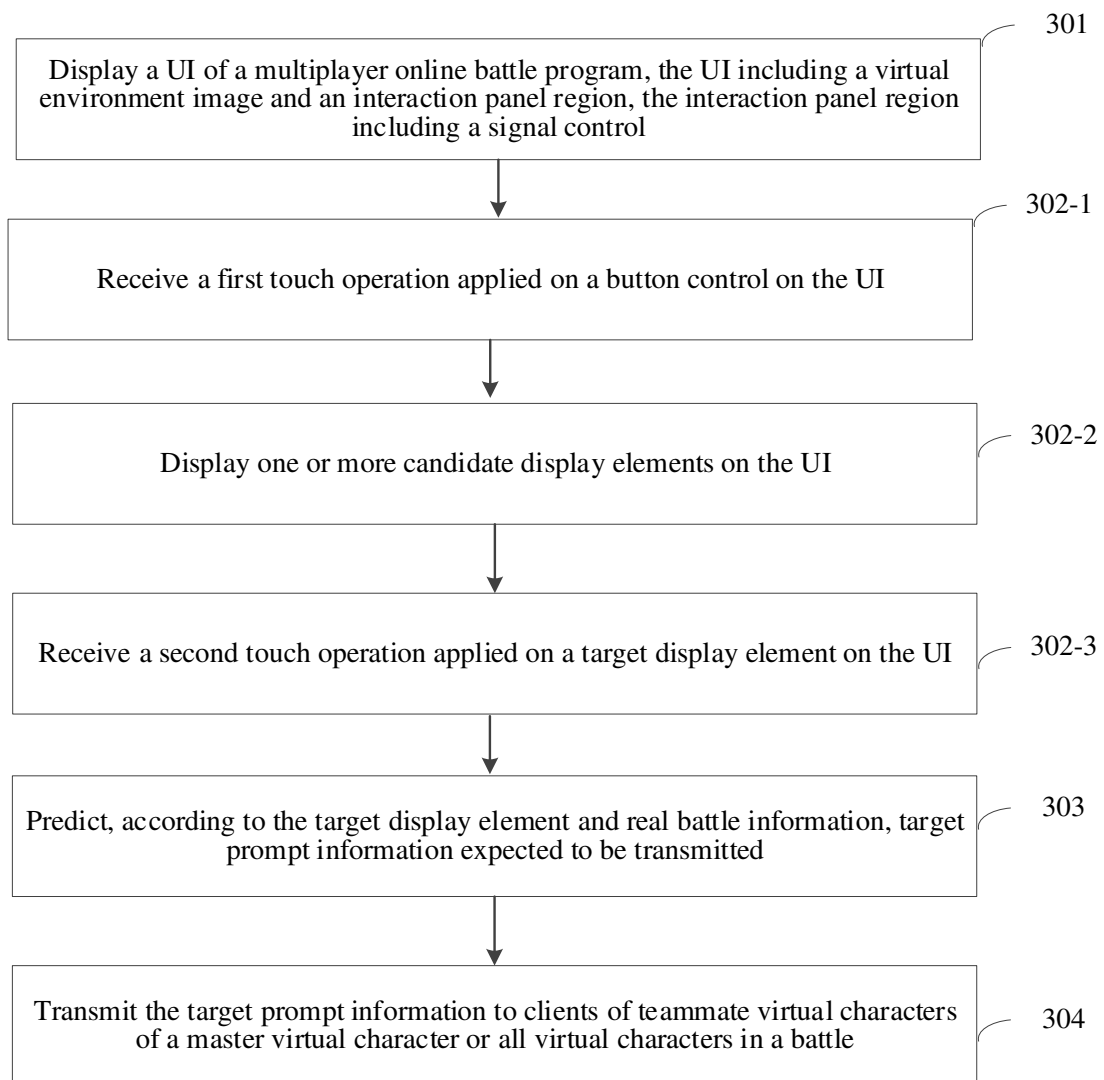


FIG. 6

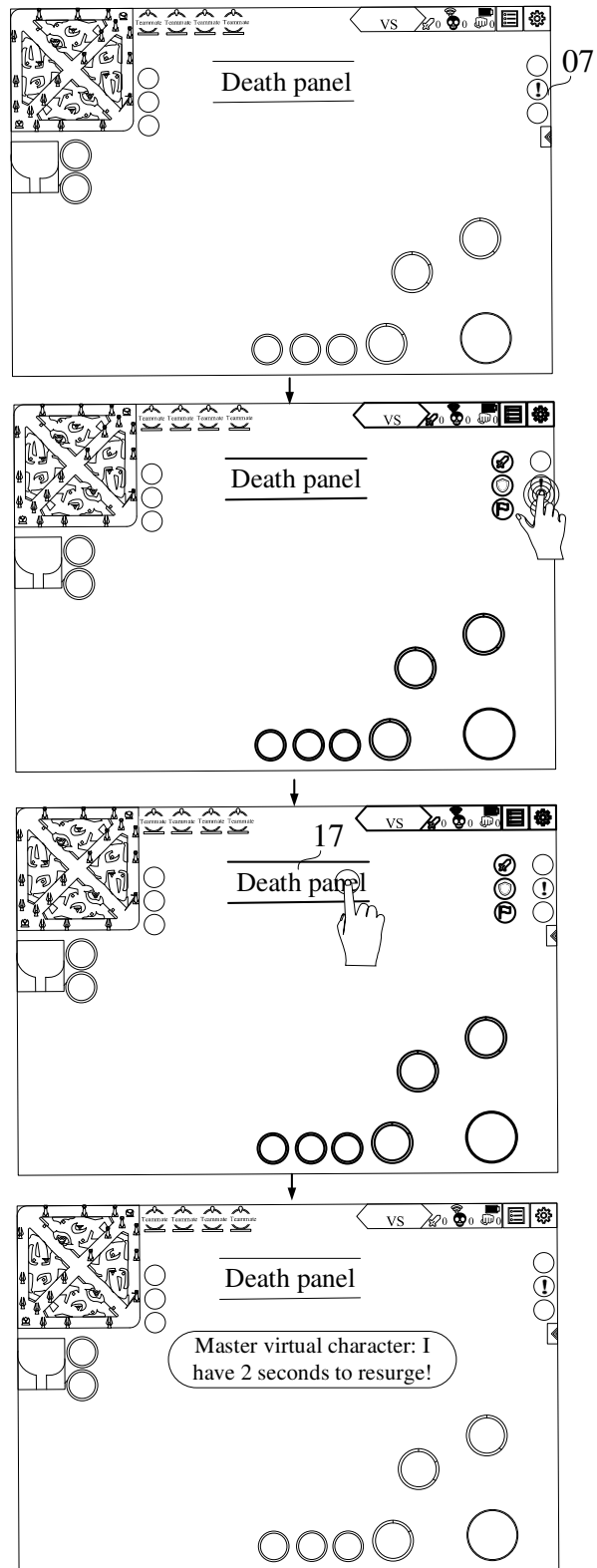


FIG. 7

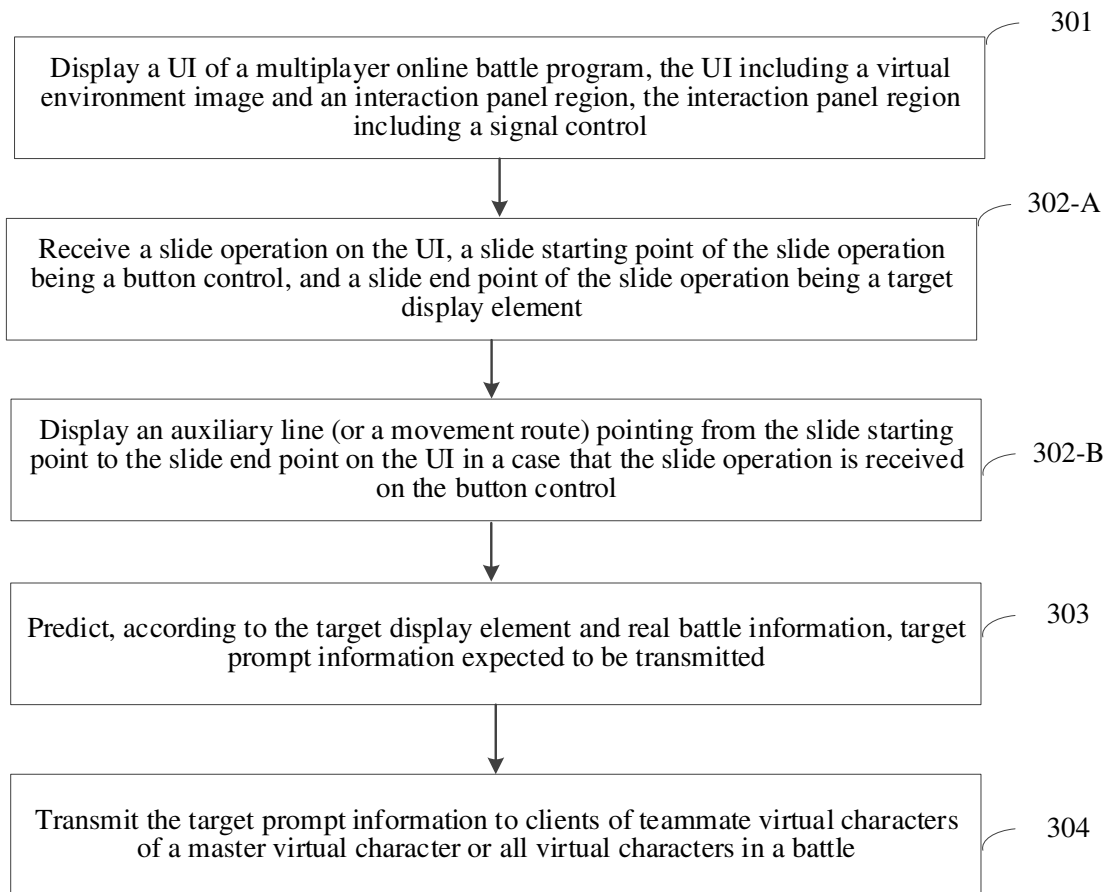


FIG. 8

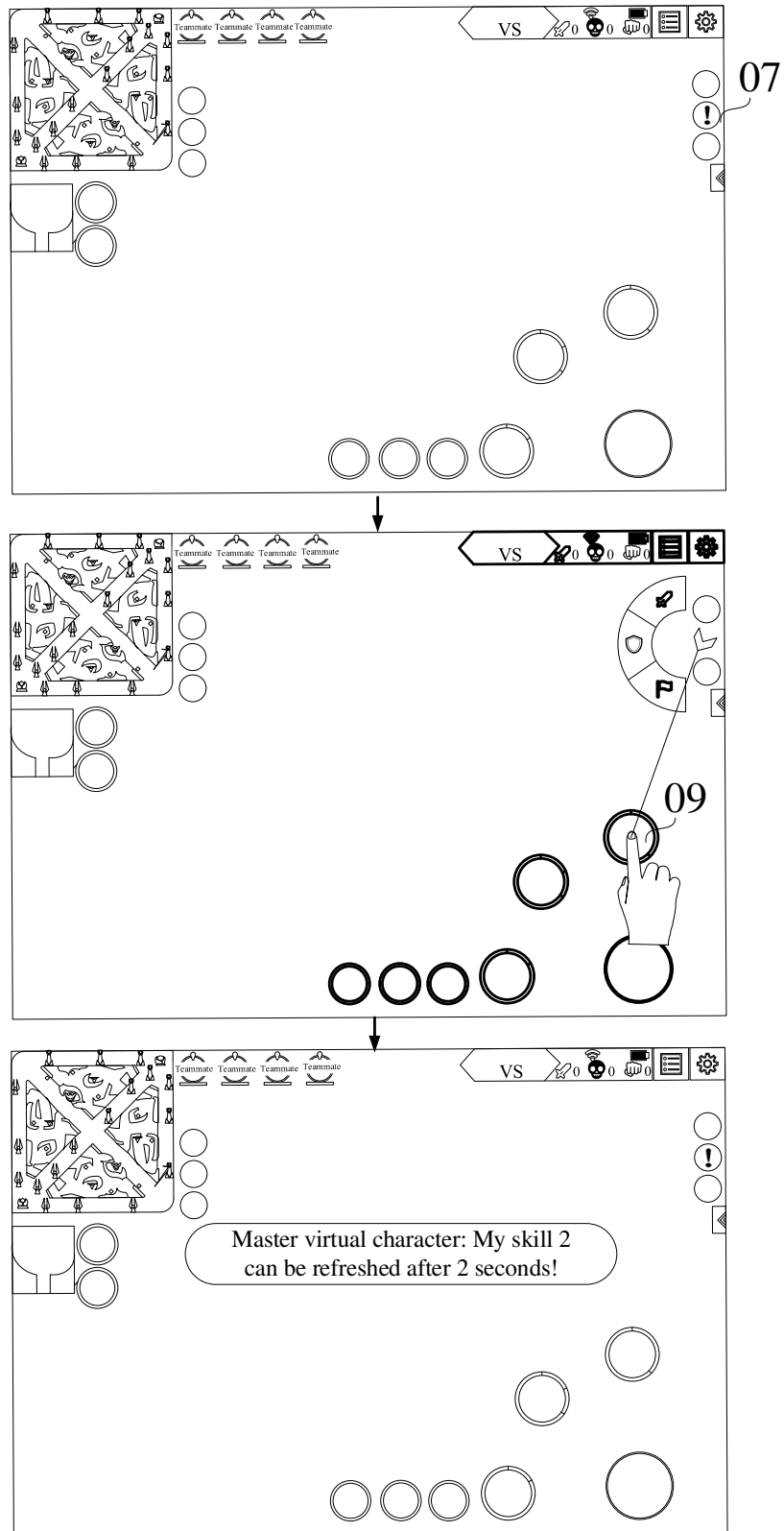


FIG. 9

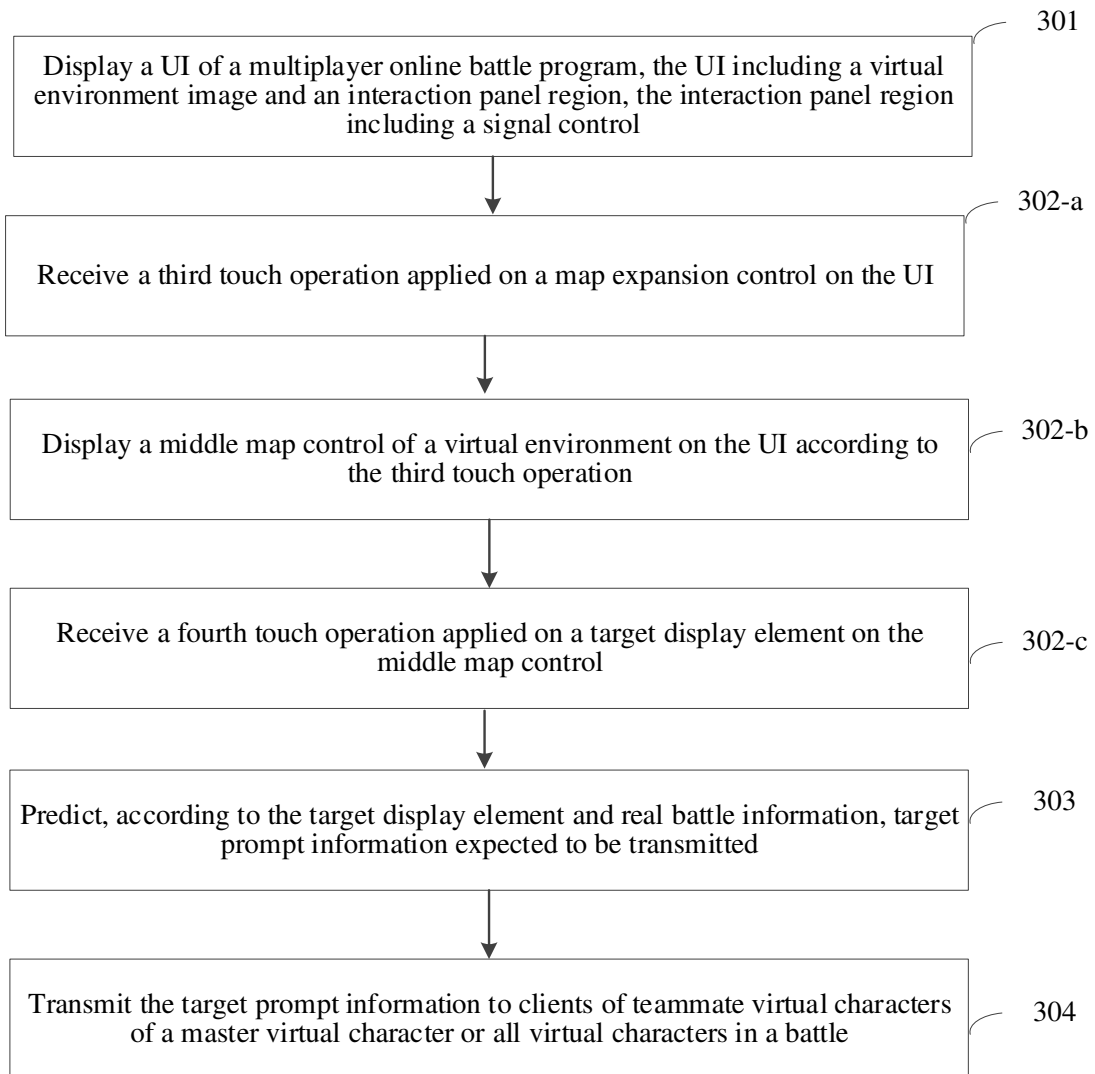


FIG. 10

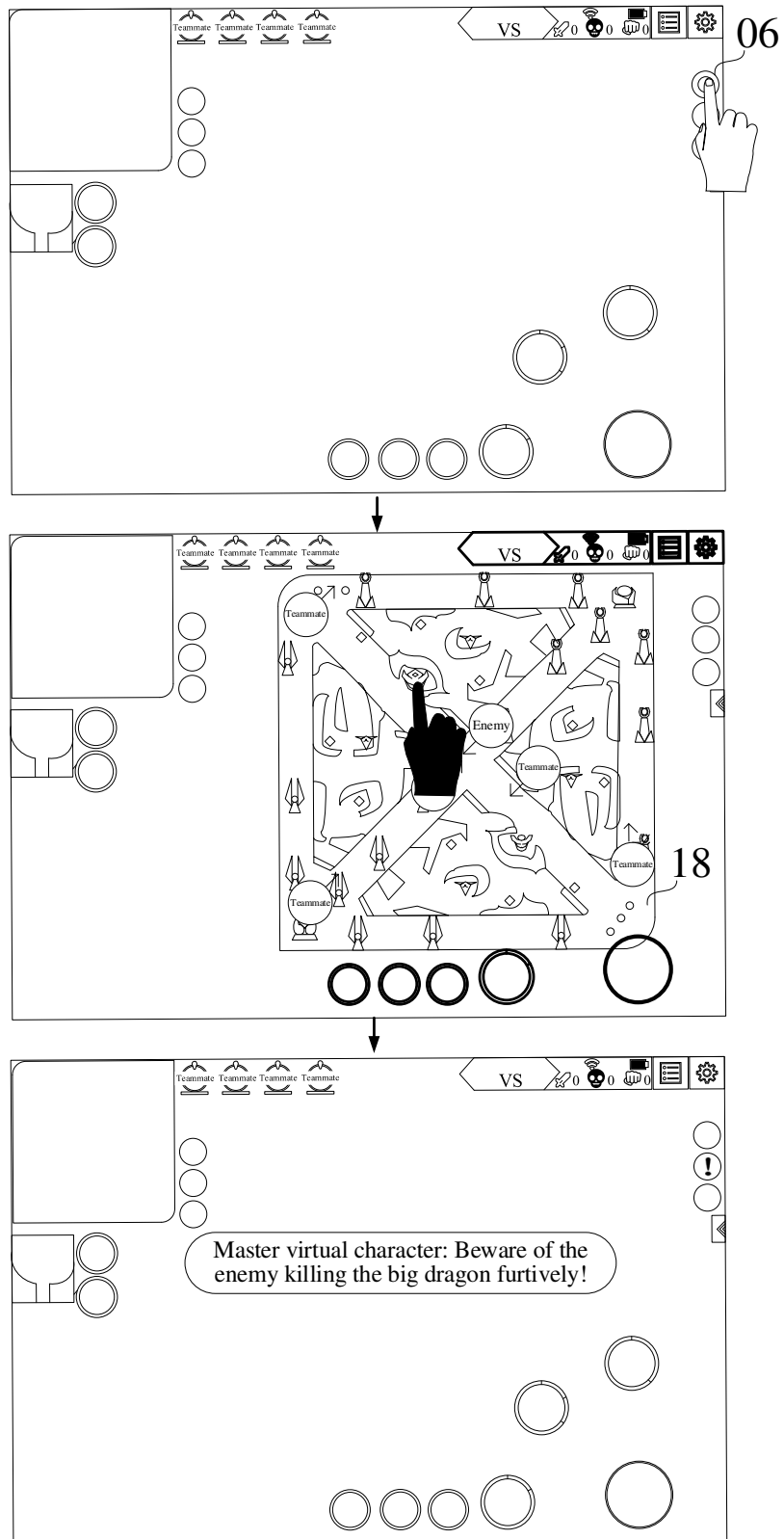


FIG. 11

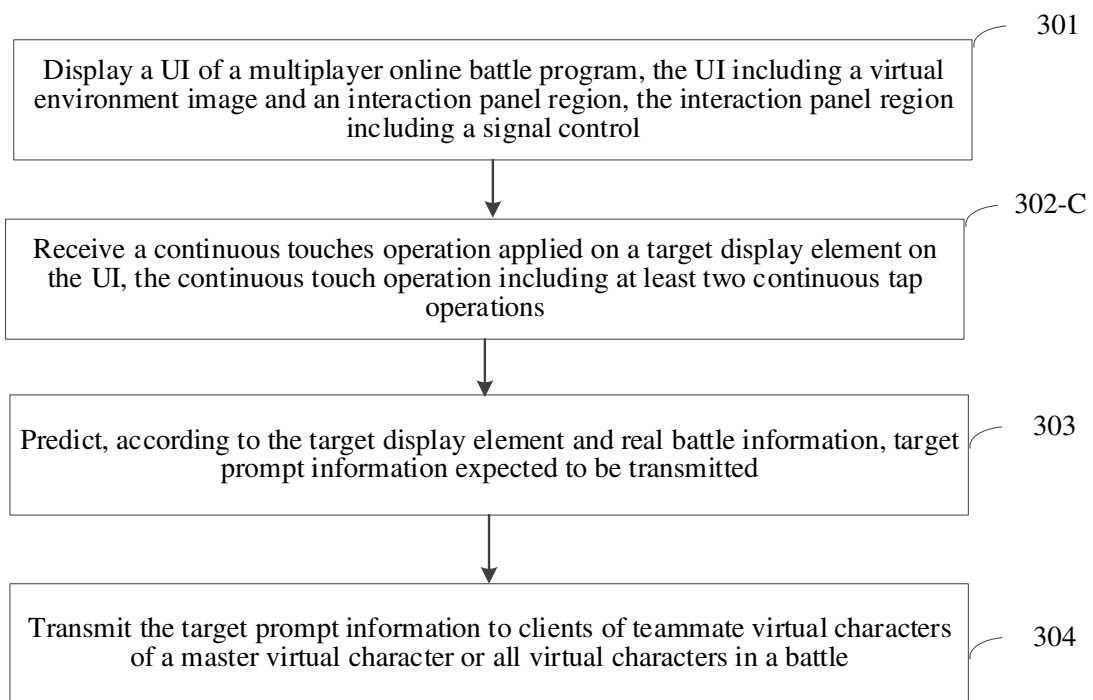


FIG. 12

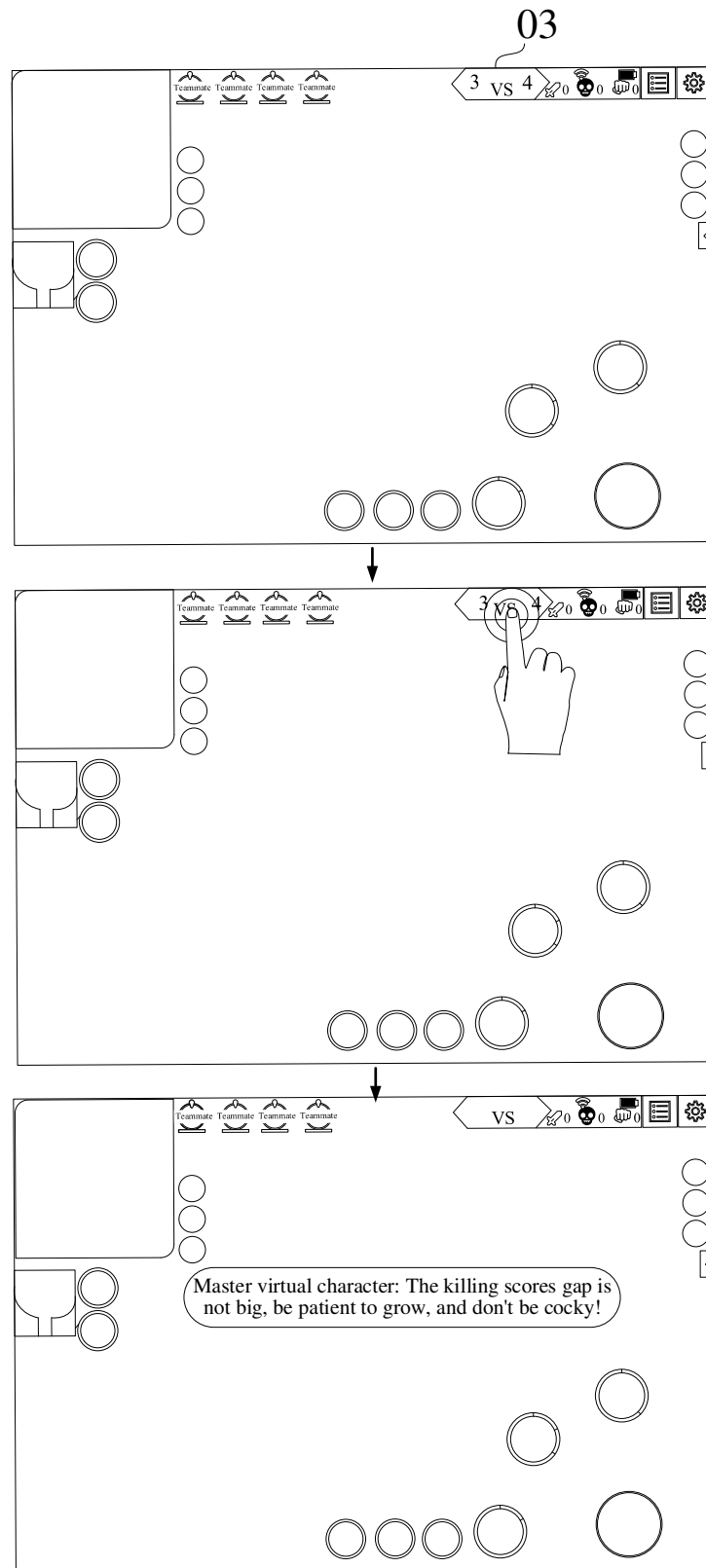


FIG. 13

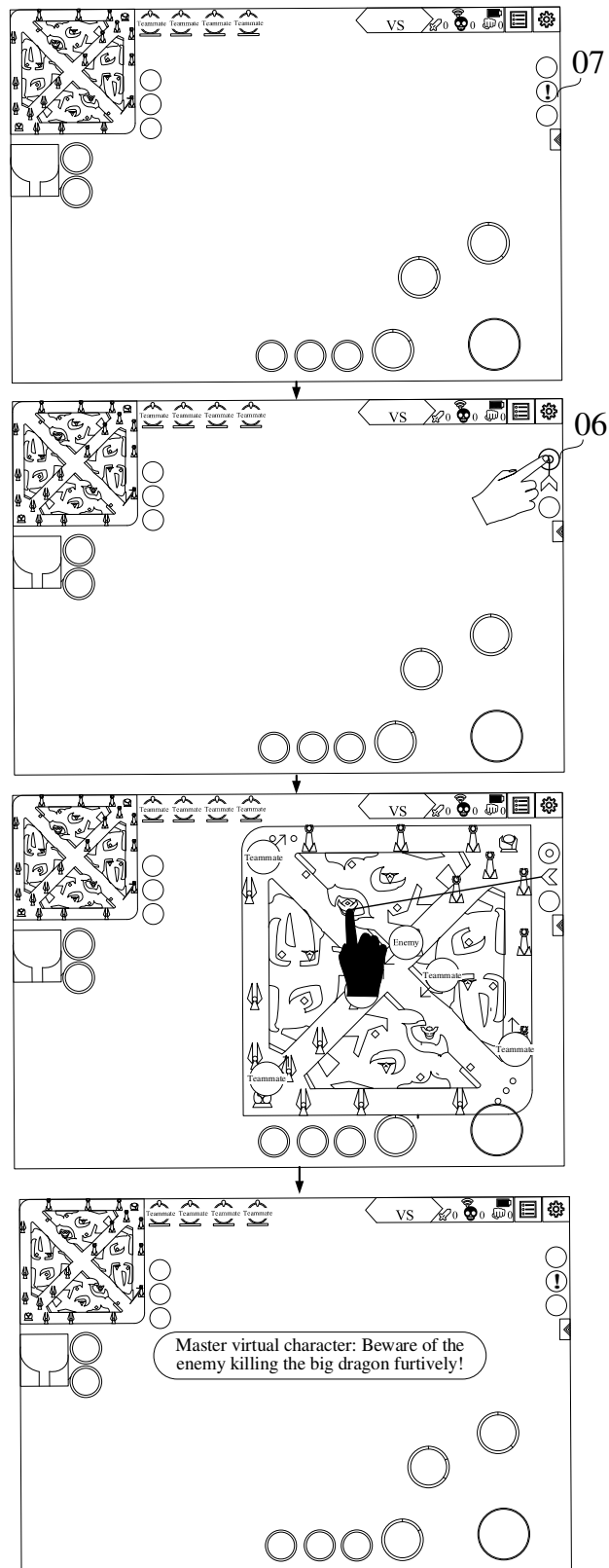


FIG. 14

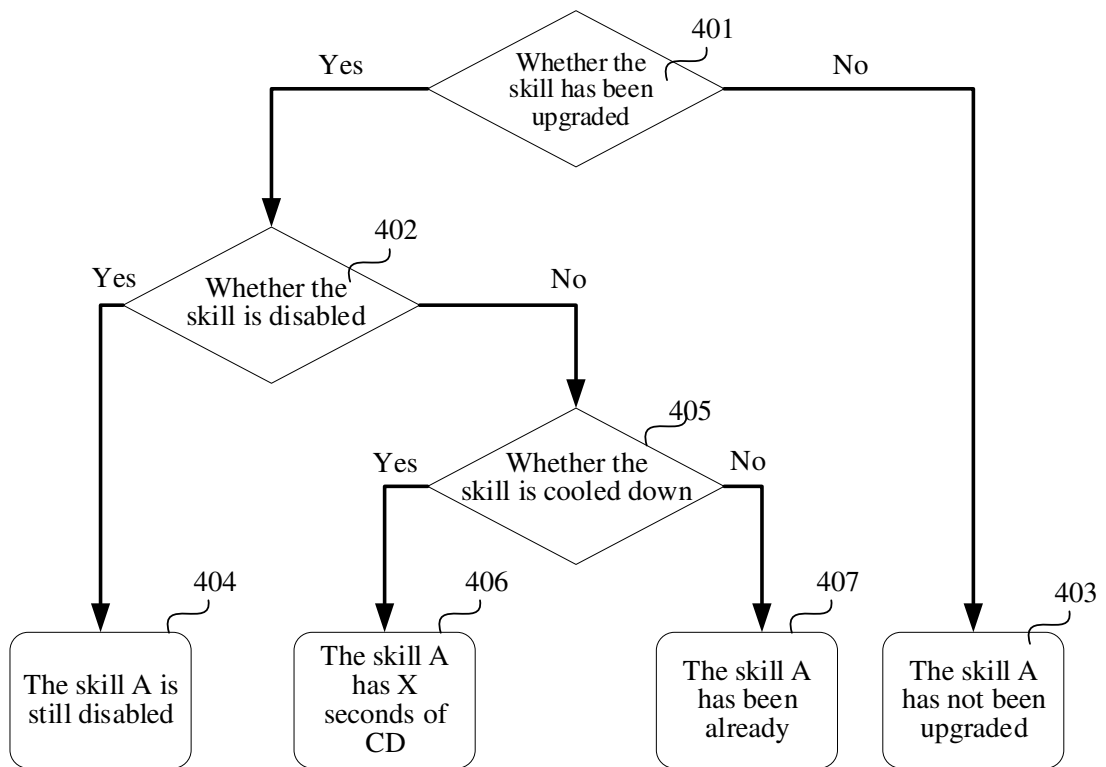


FIG. 15

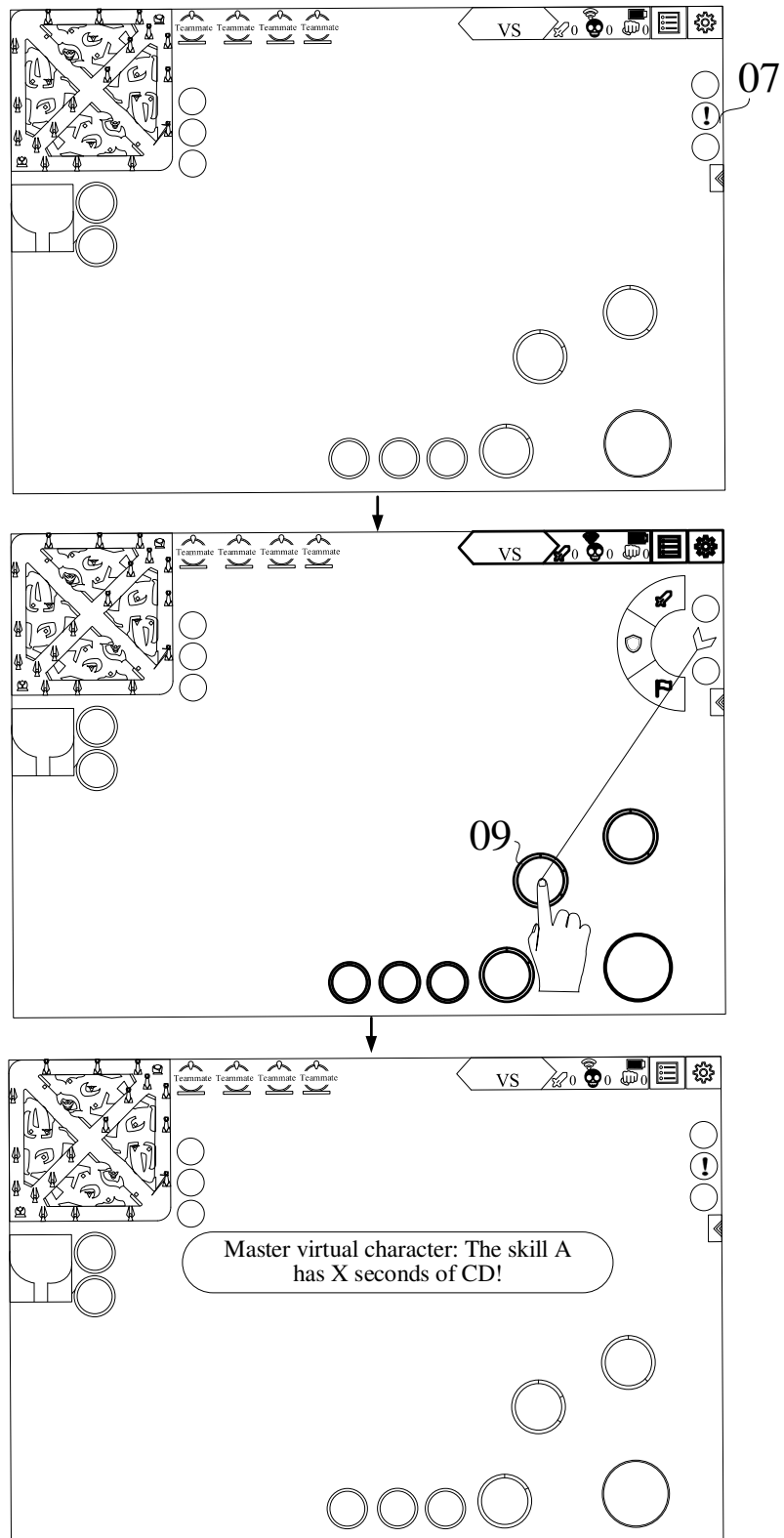


FIG. 16

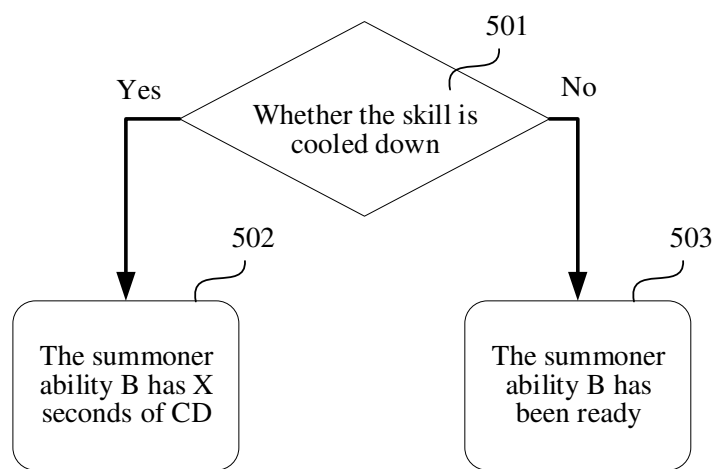


FIG. 17

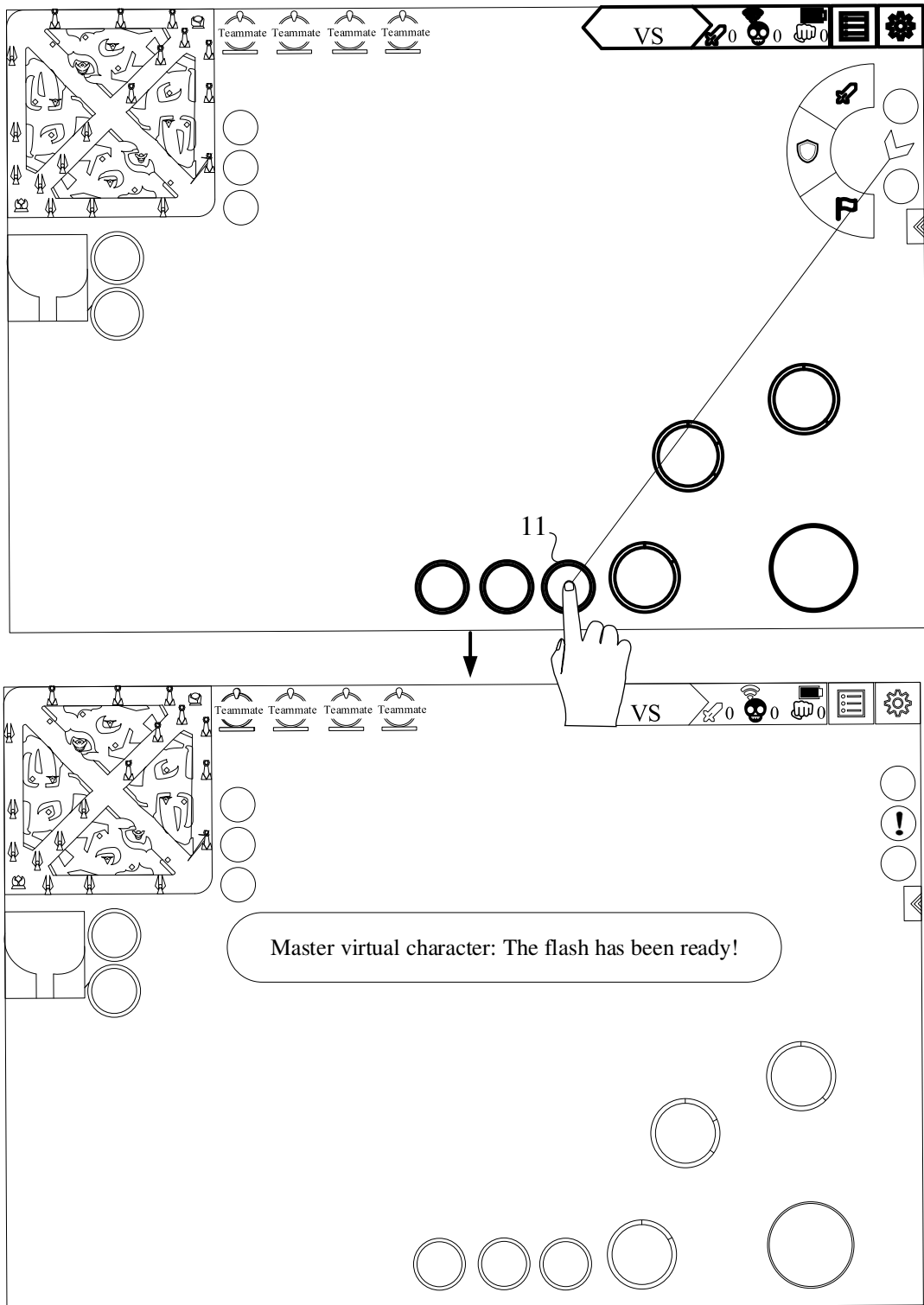


FIG. 18

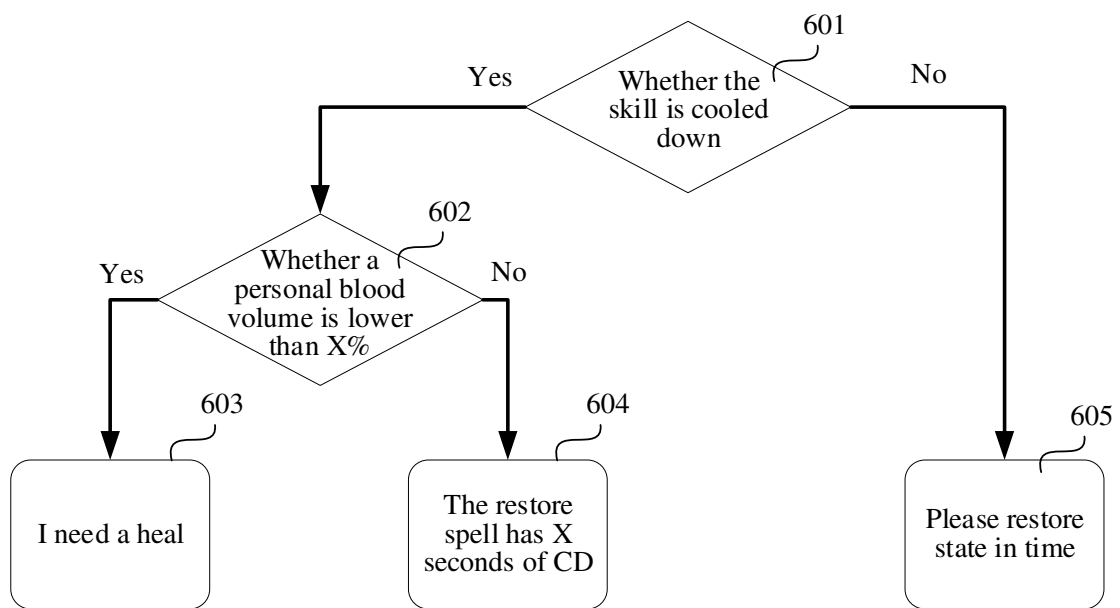


FIG. 19

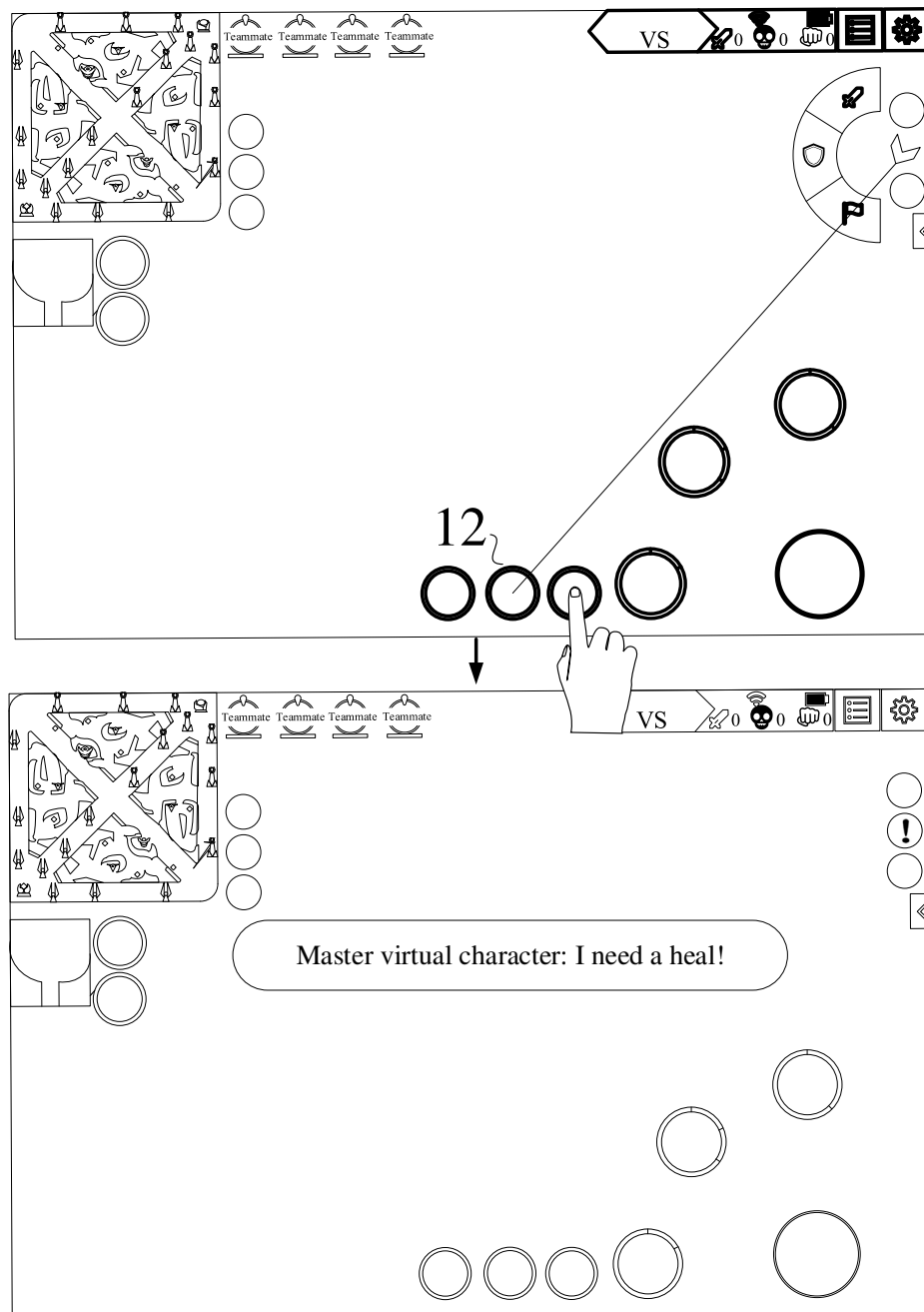


FIG. 20

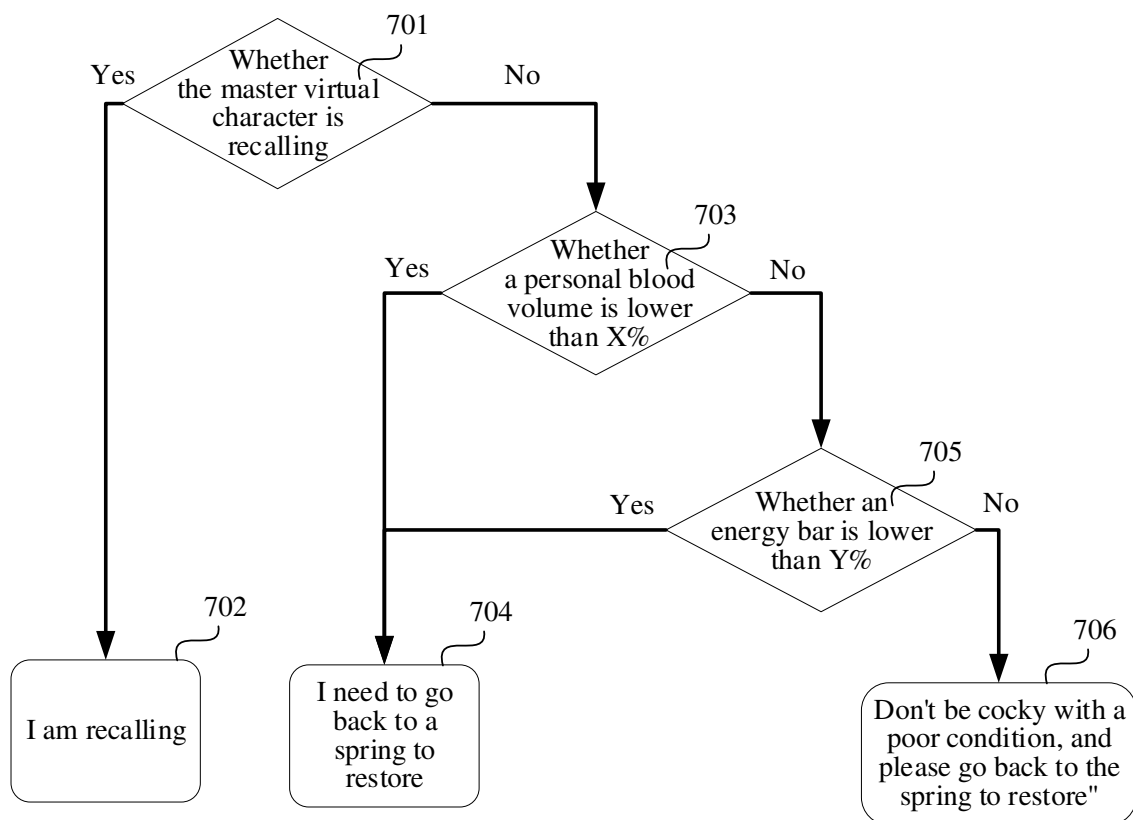


FIG. 21

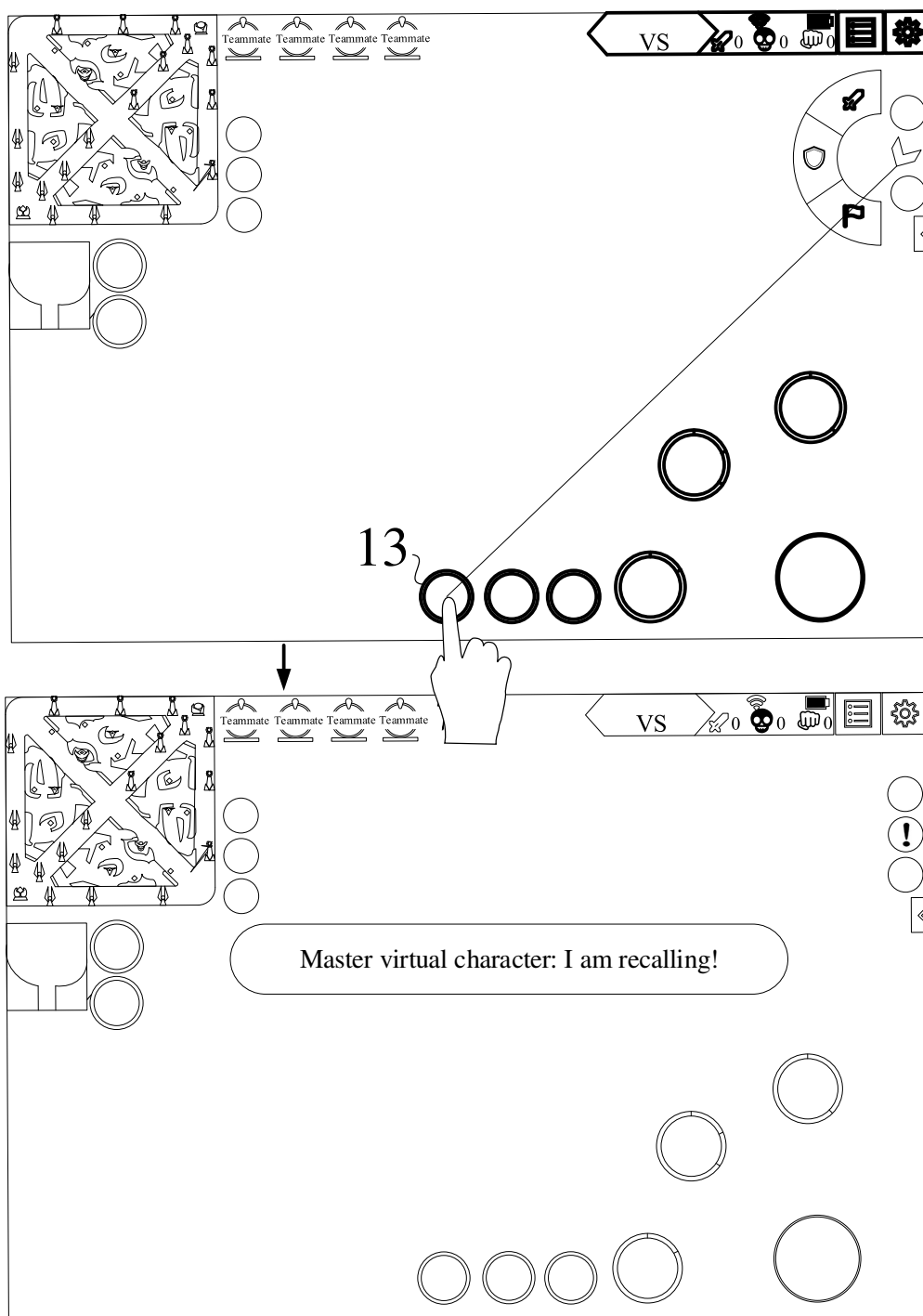


FIG. 22

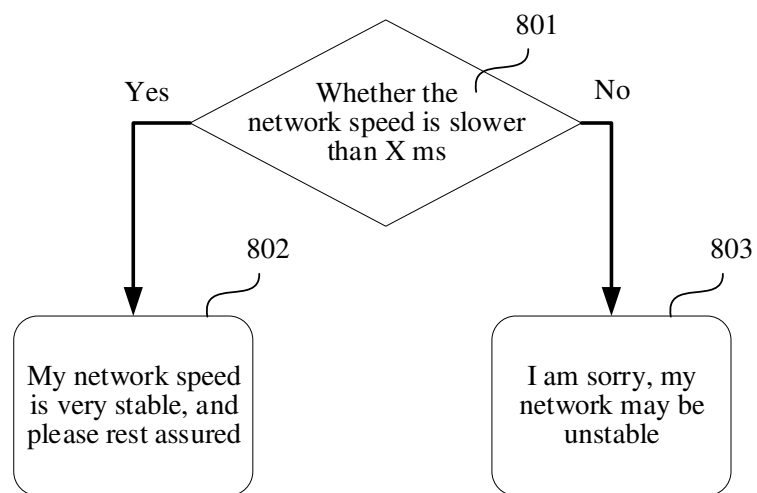


FIG. 23

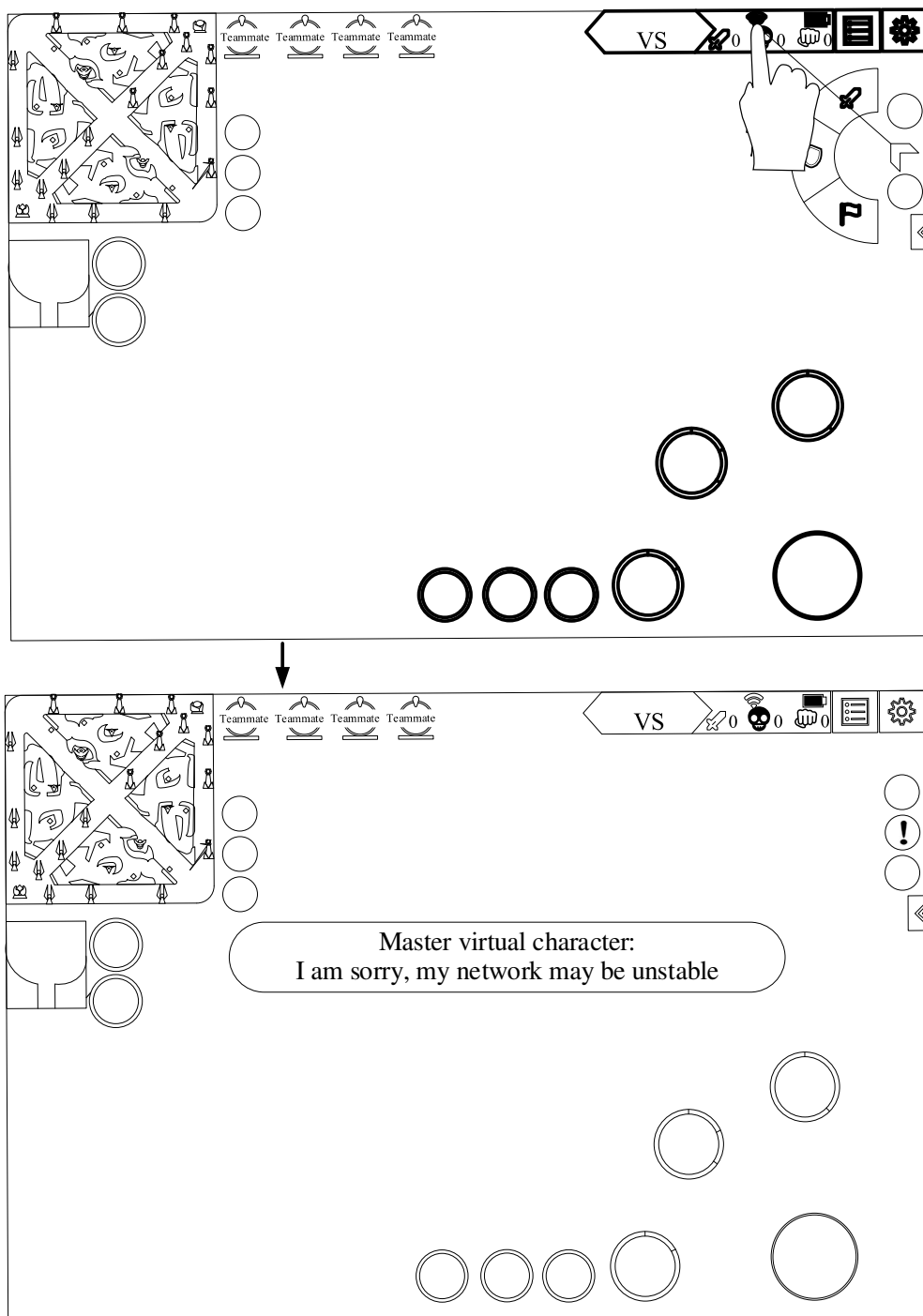


FIG. 24

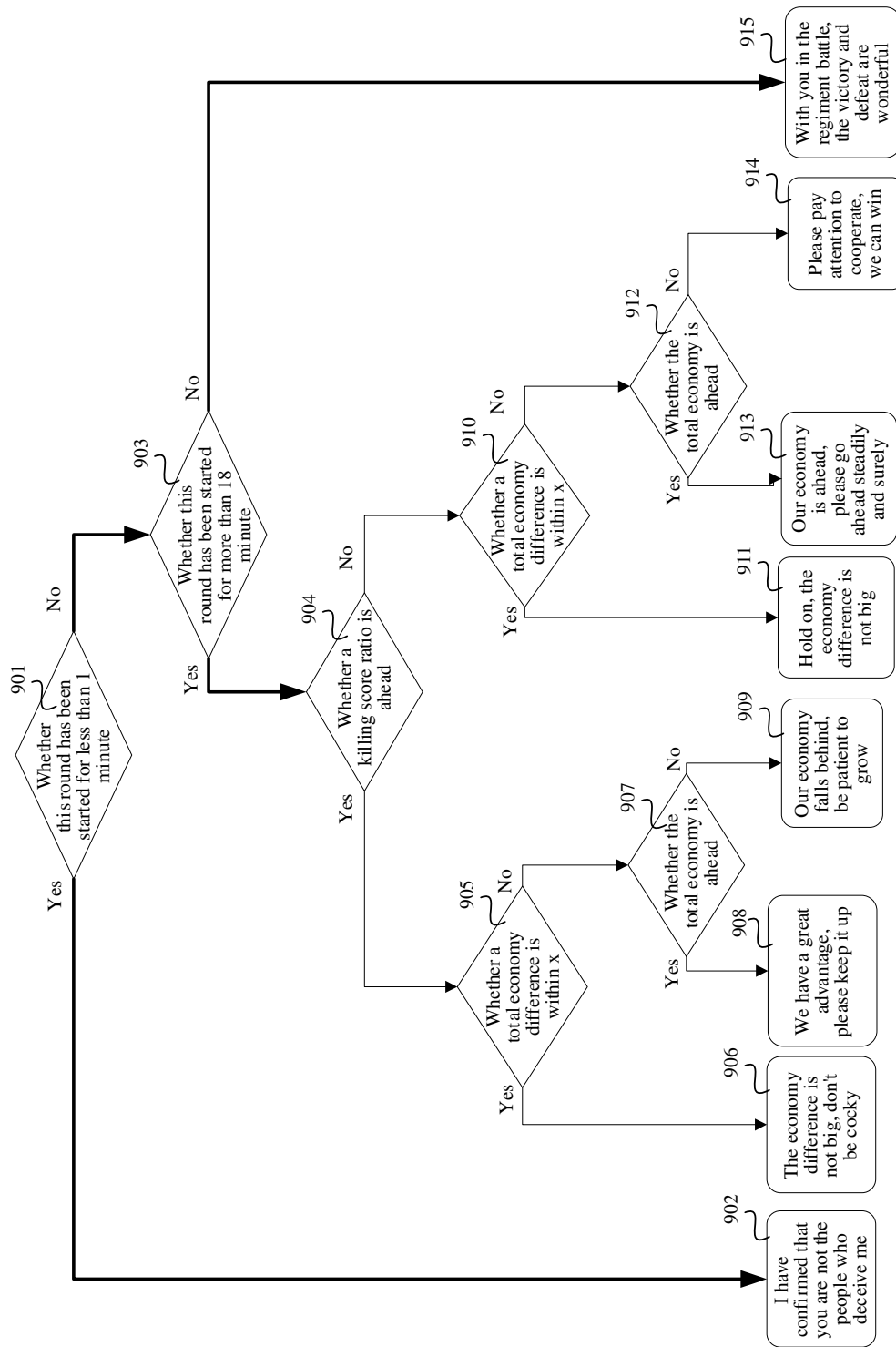


FIG. 25

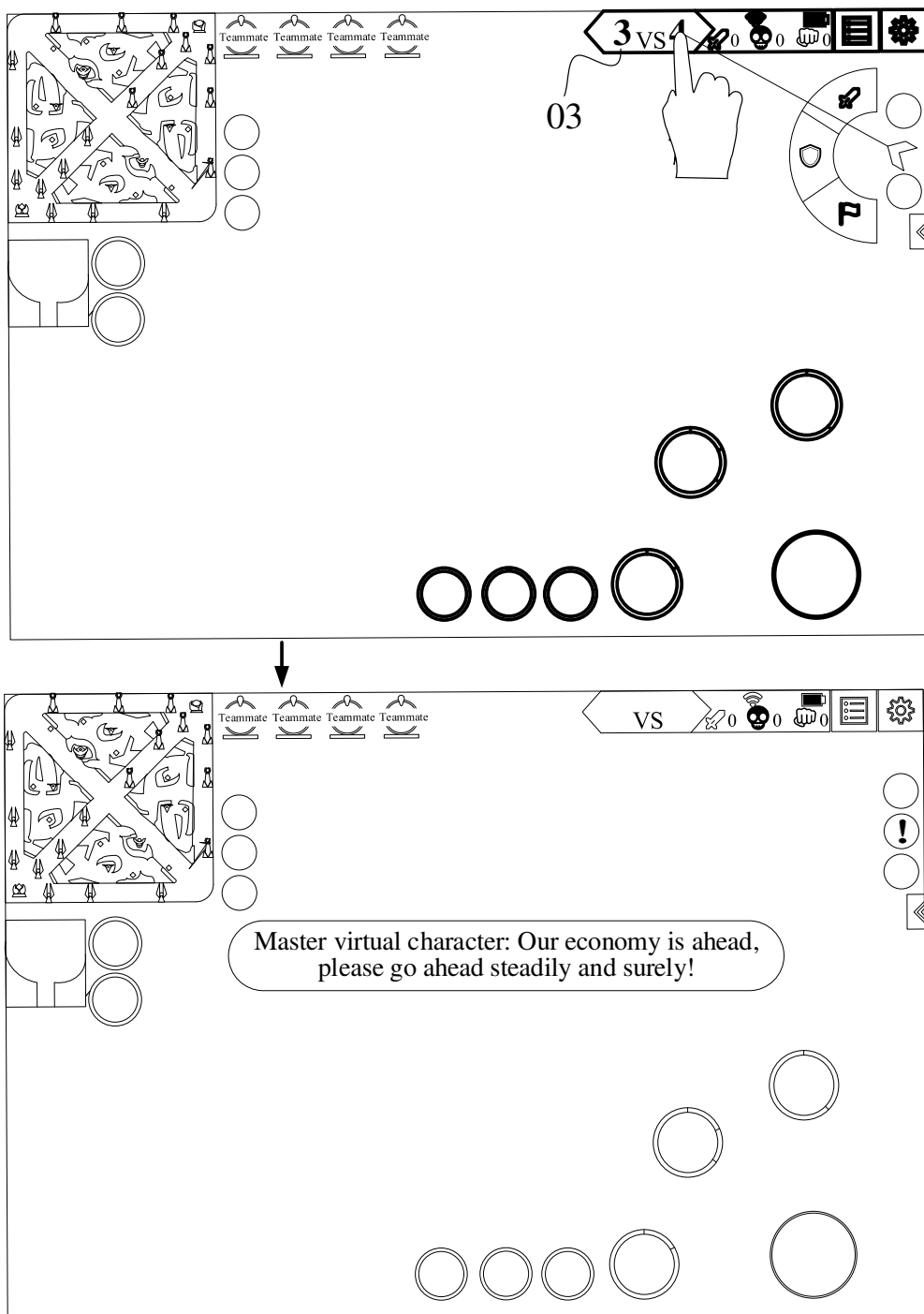


FIG. 26

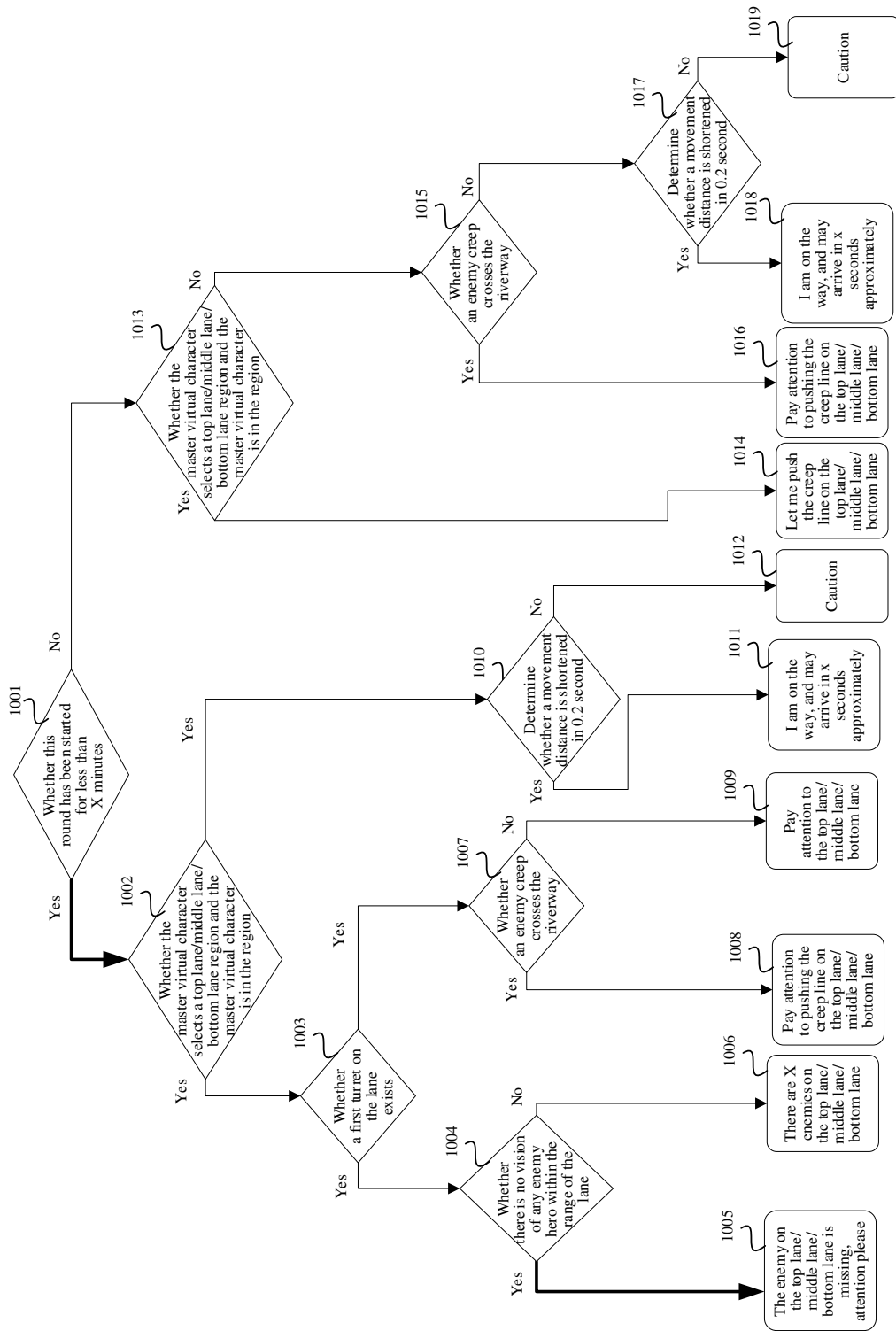


FIG. 27

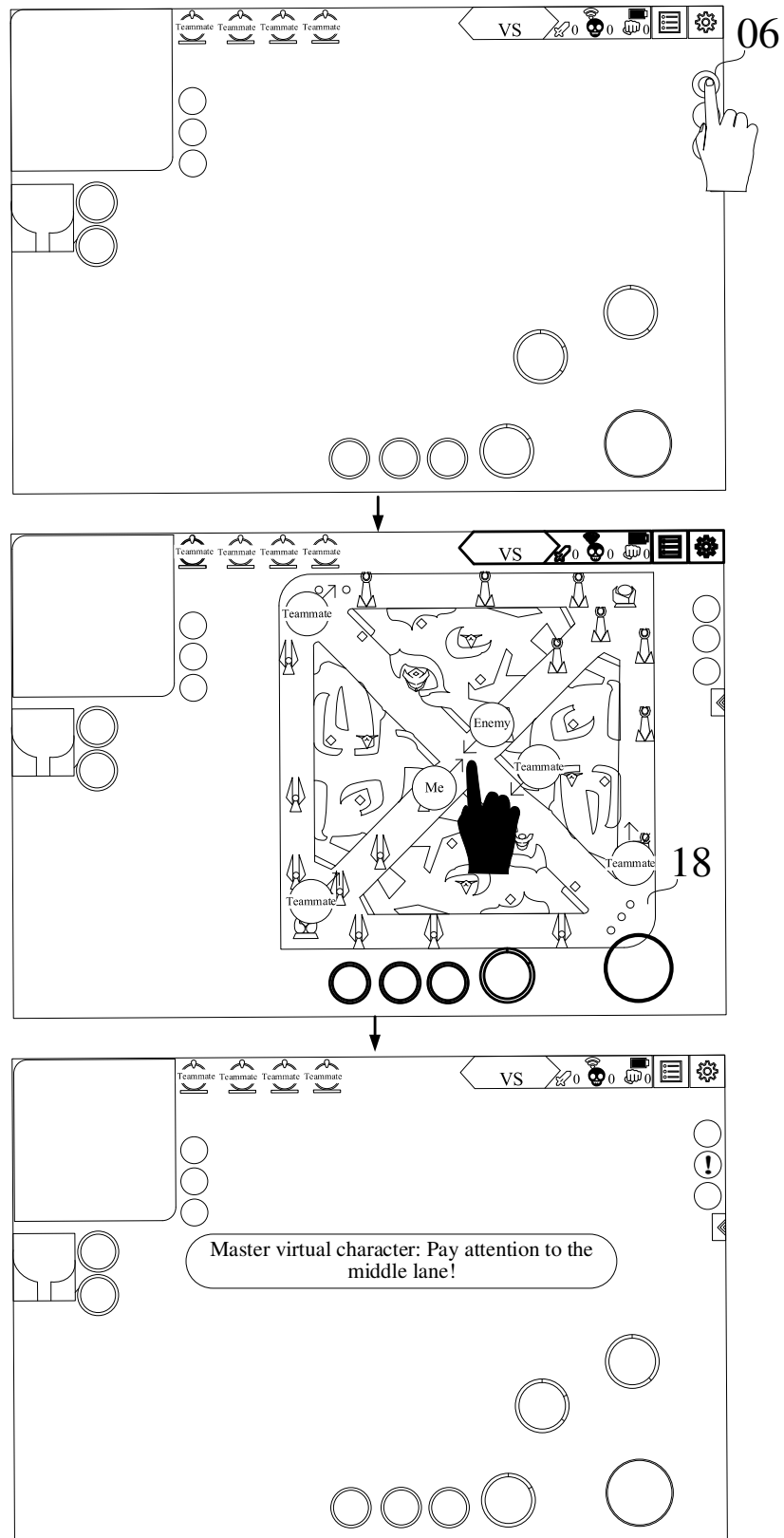


FIG. 28

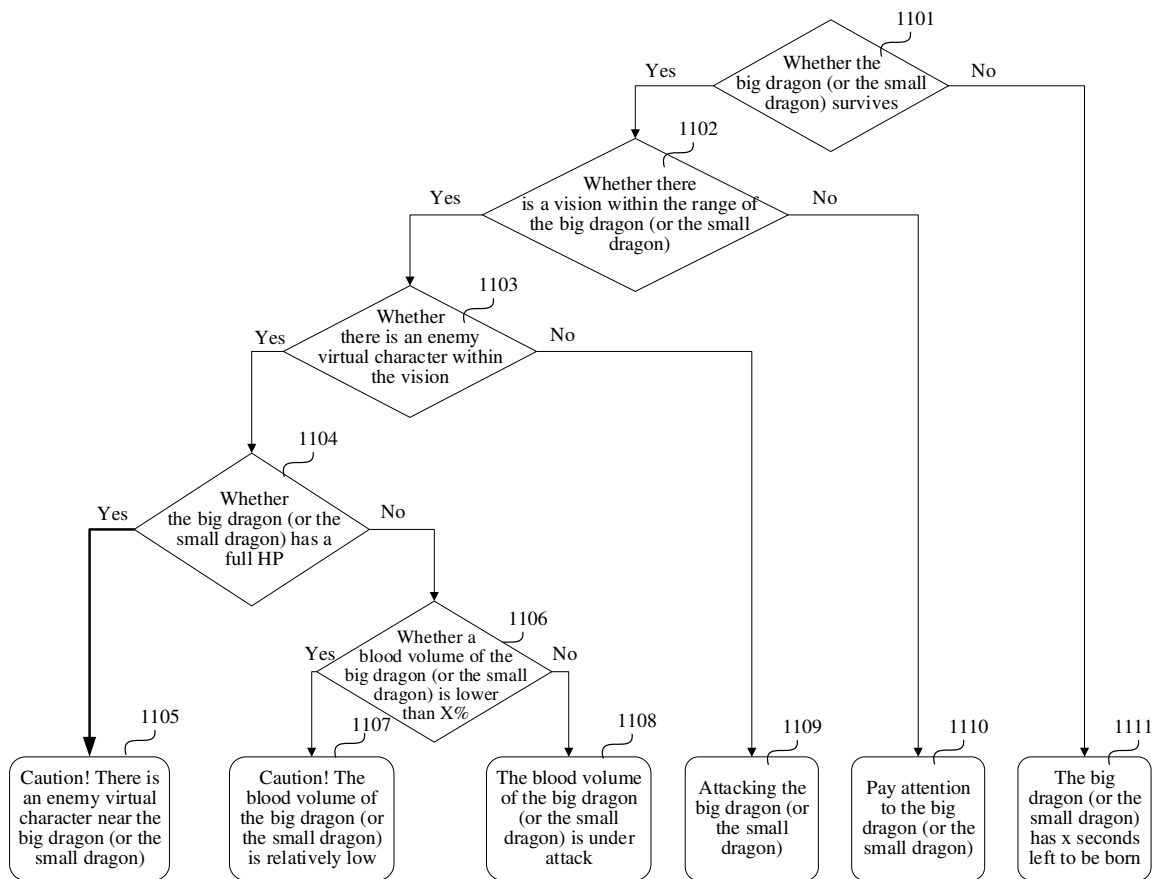


FIG. 29

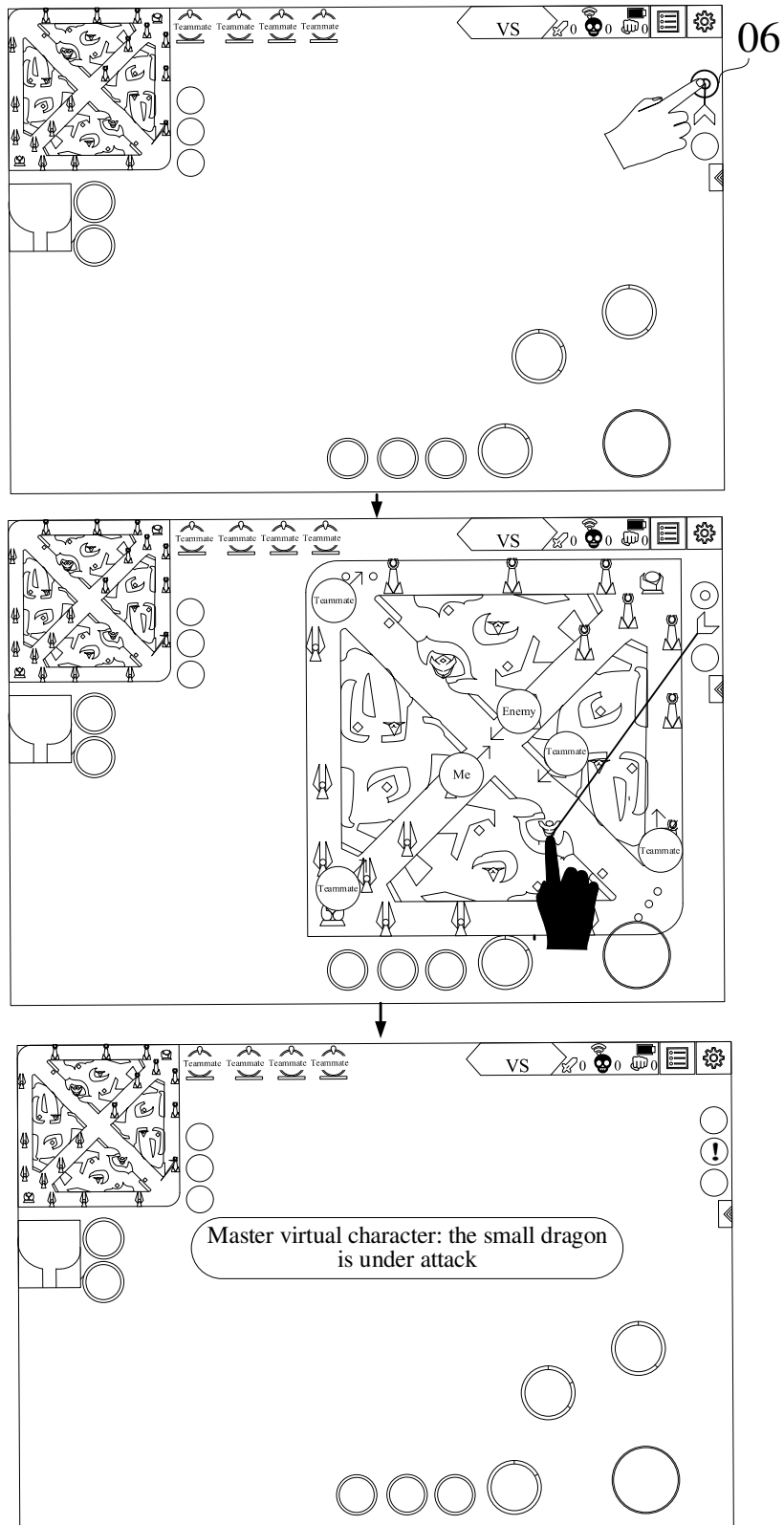


FIG. 30

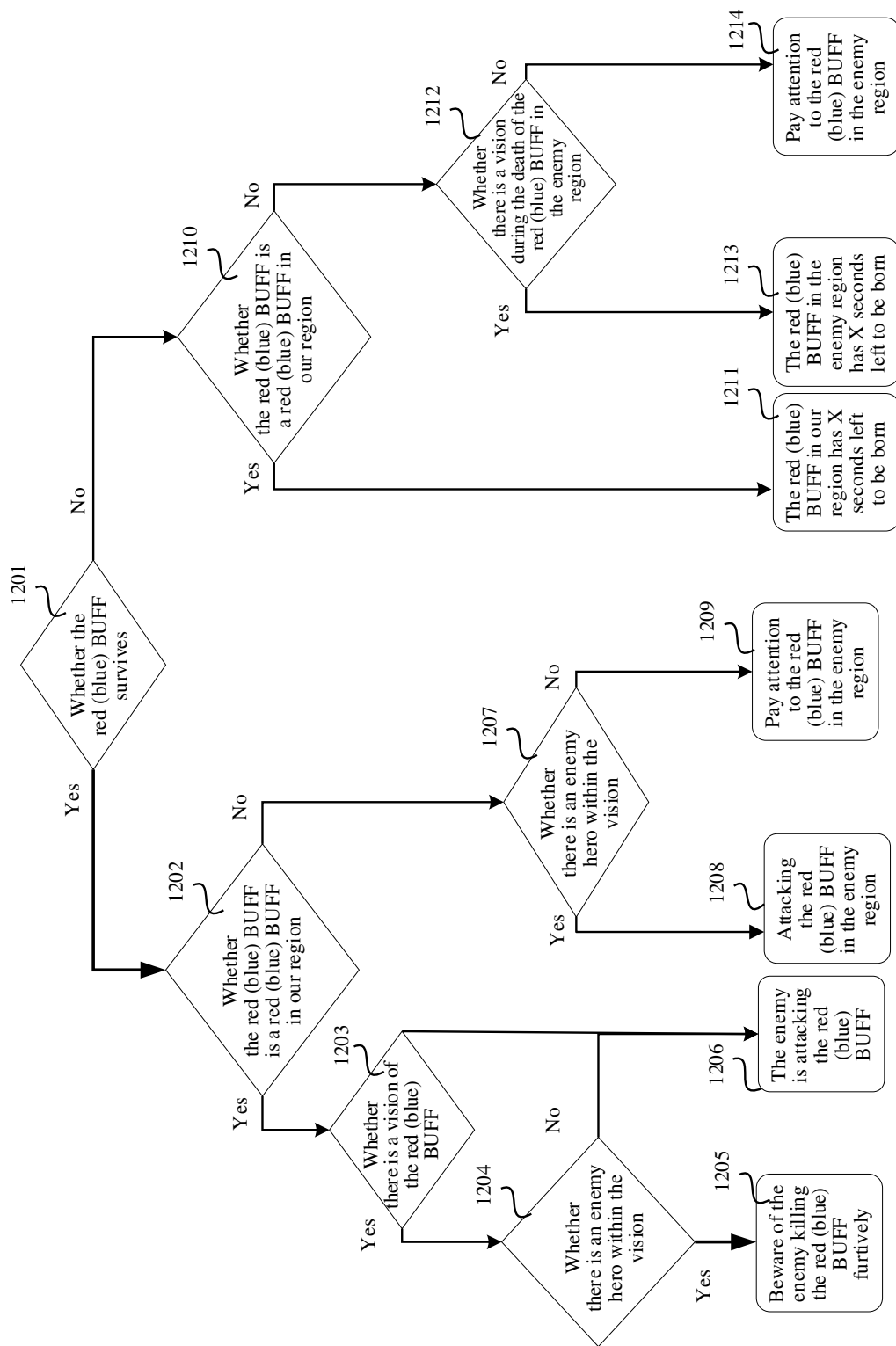


FIG. 31

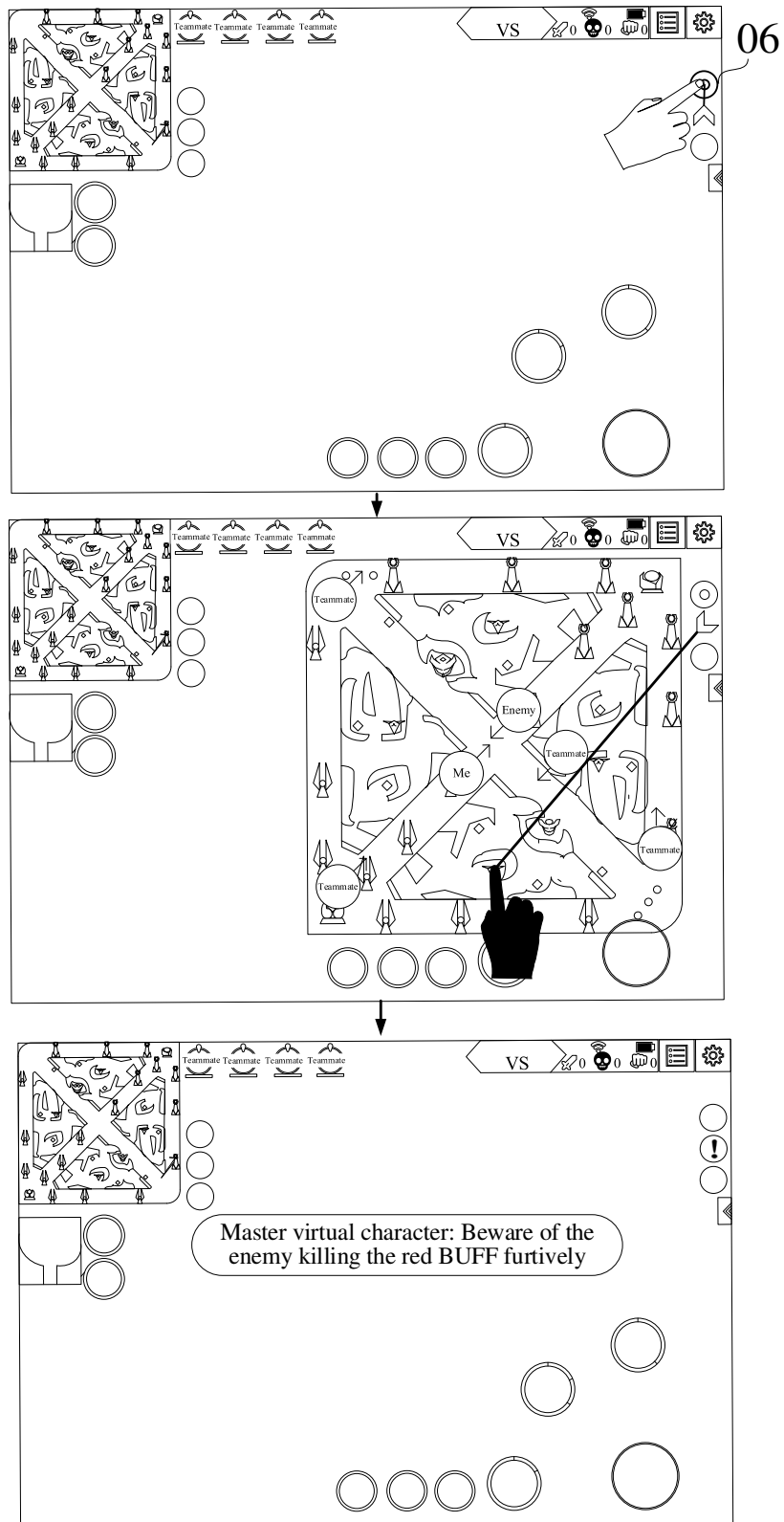


FIG. 32

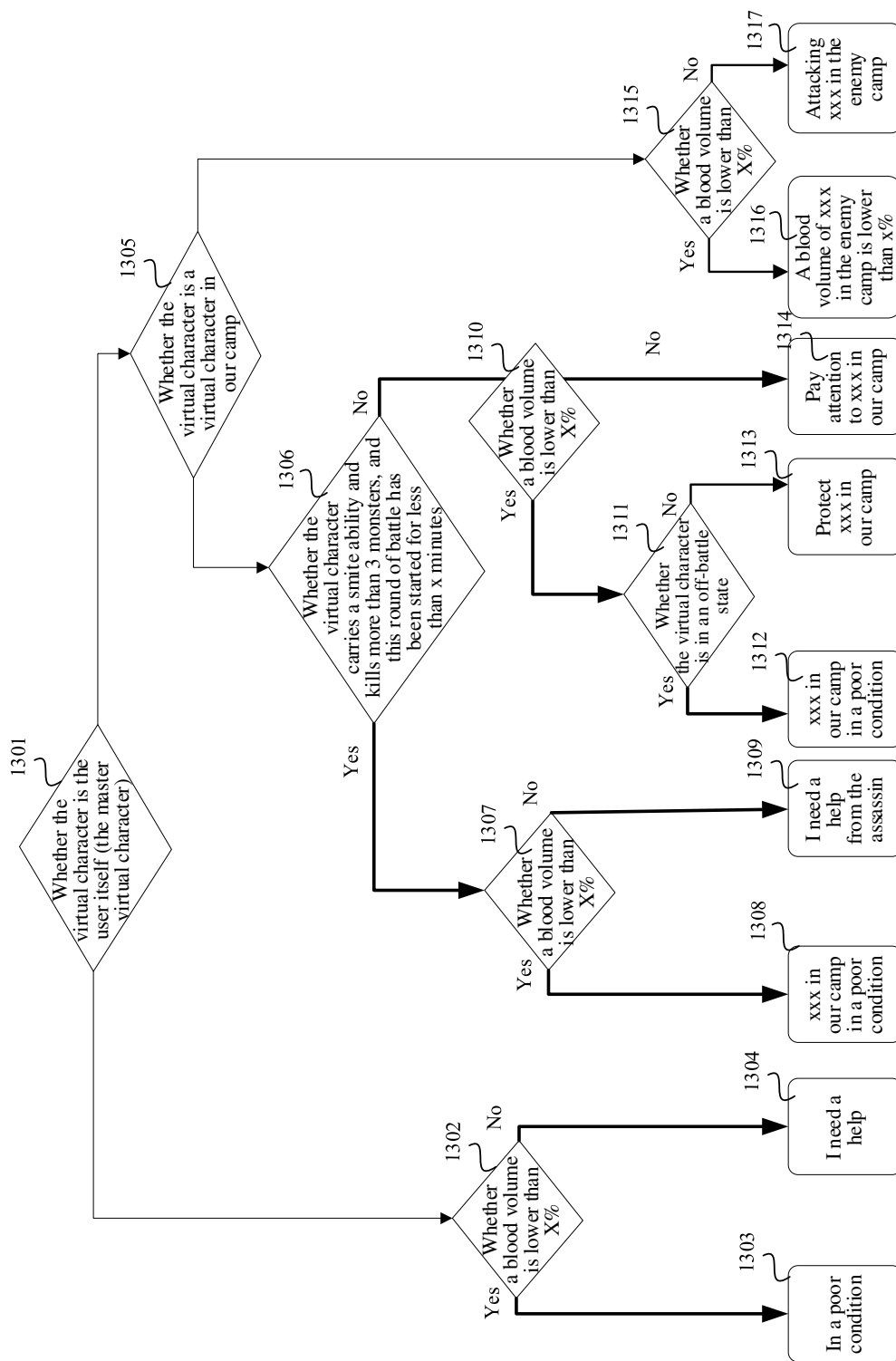


FIG. 33

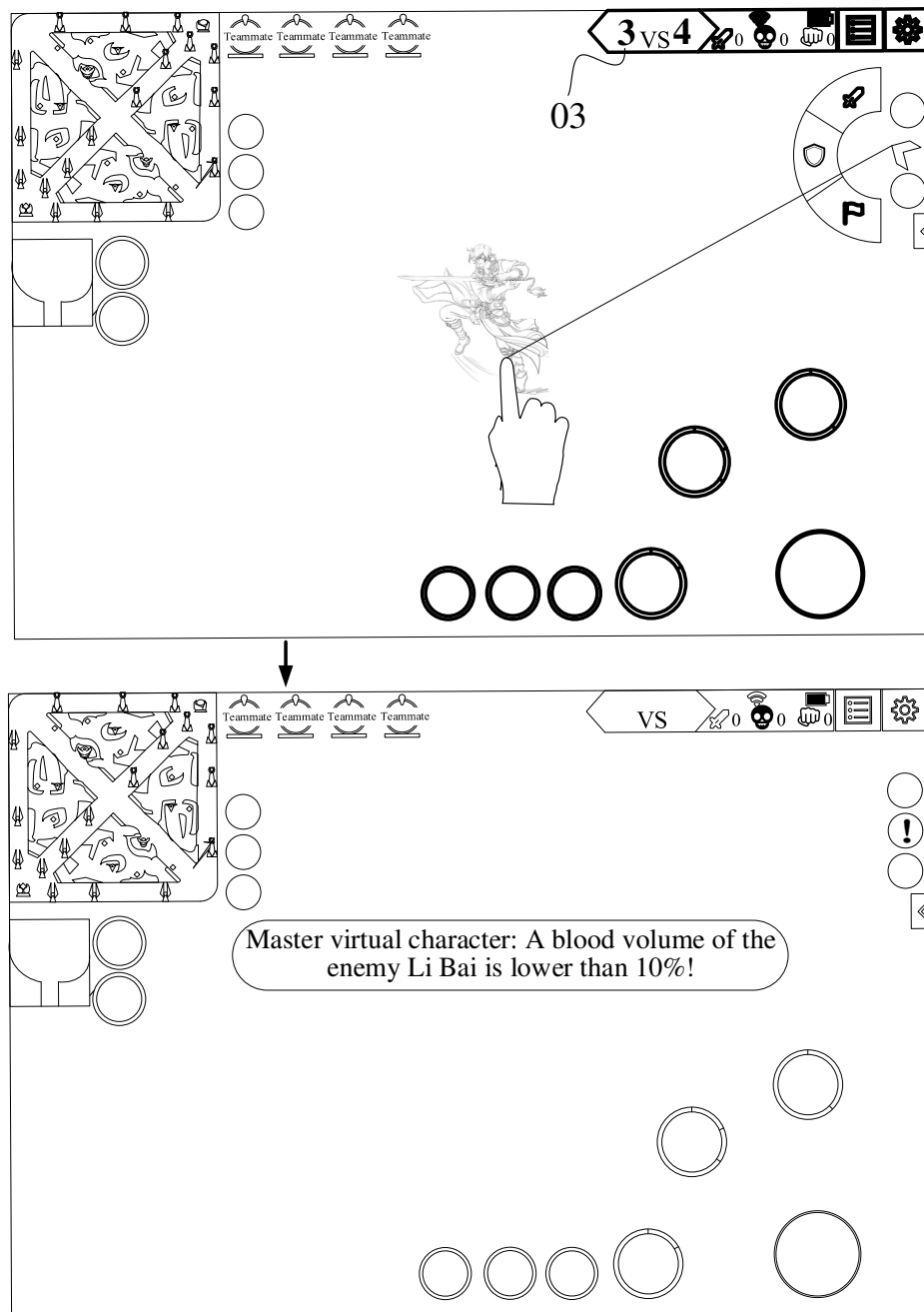


FIG. 34

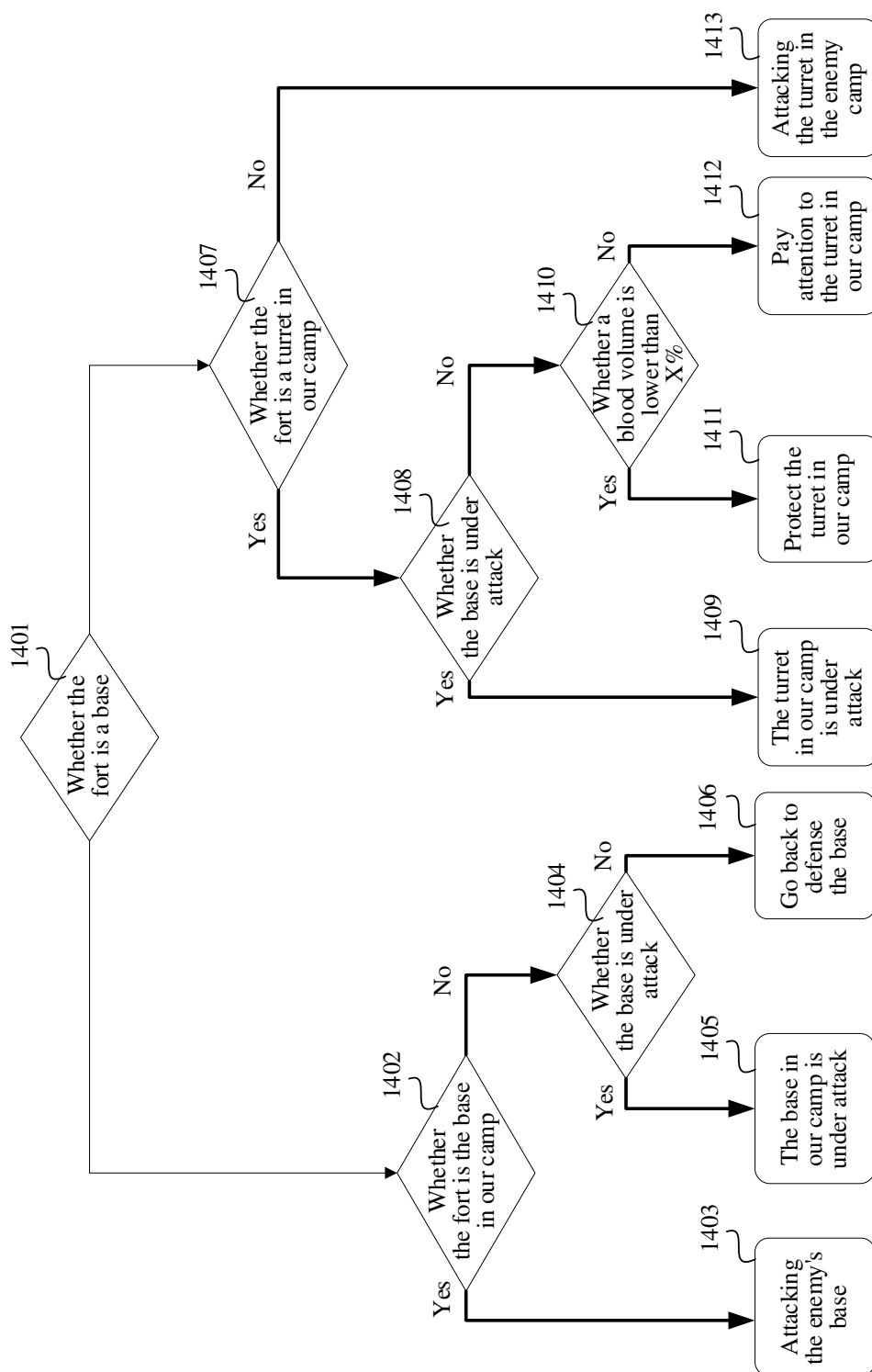


FIG. 35

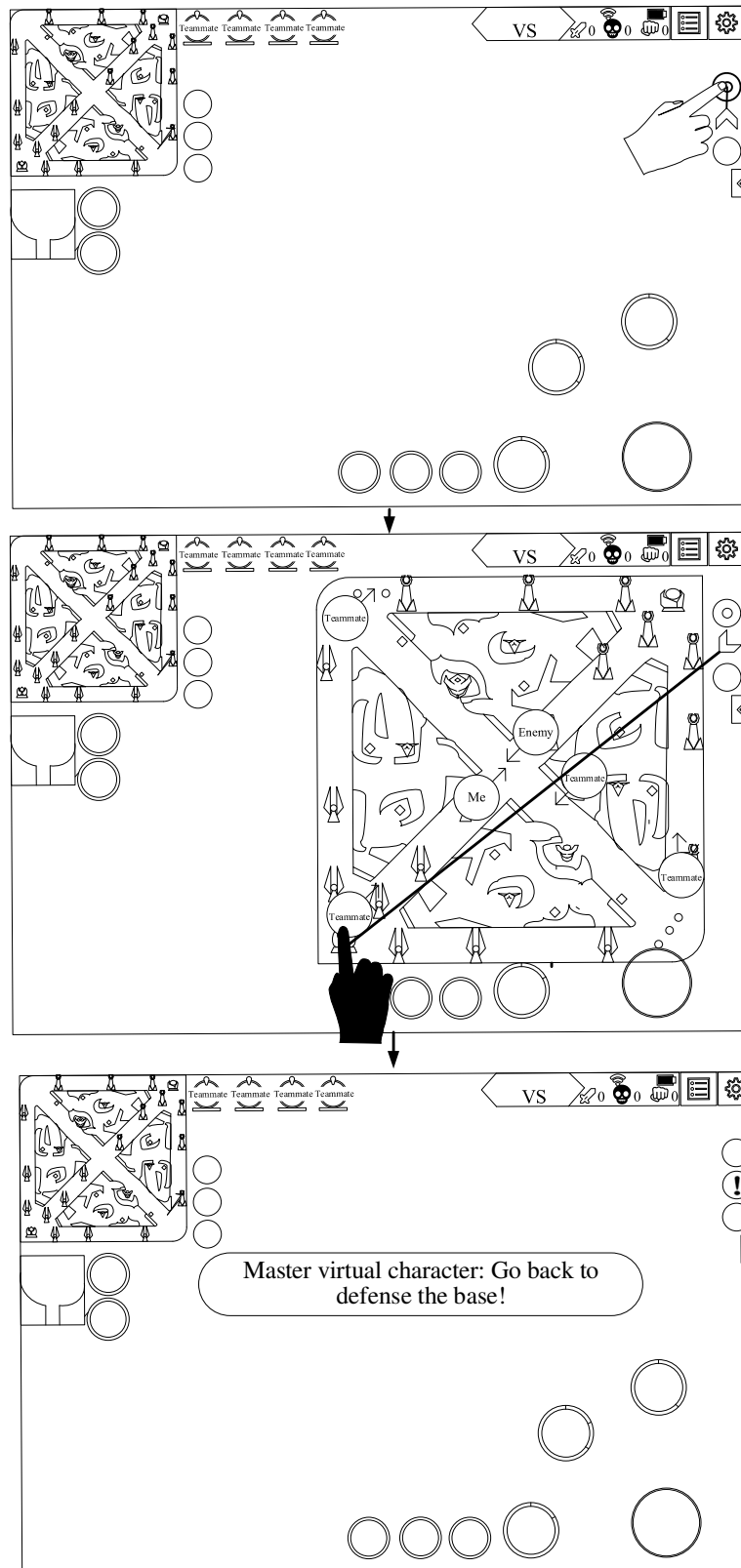


FIG. 36

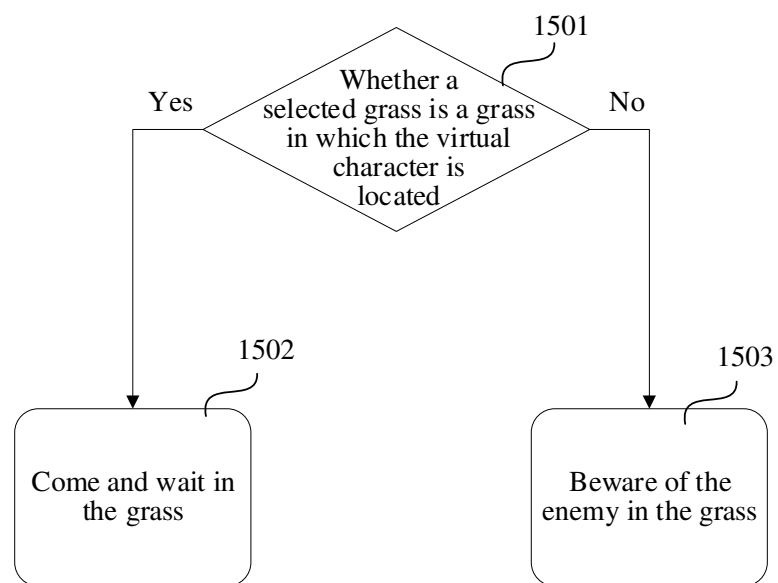


FIG. 37

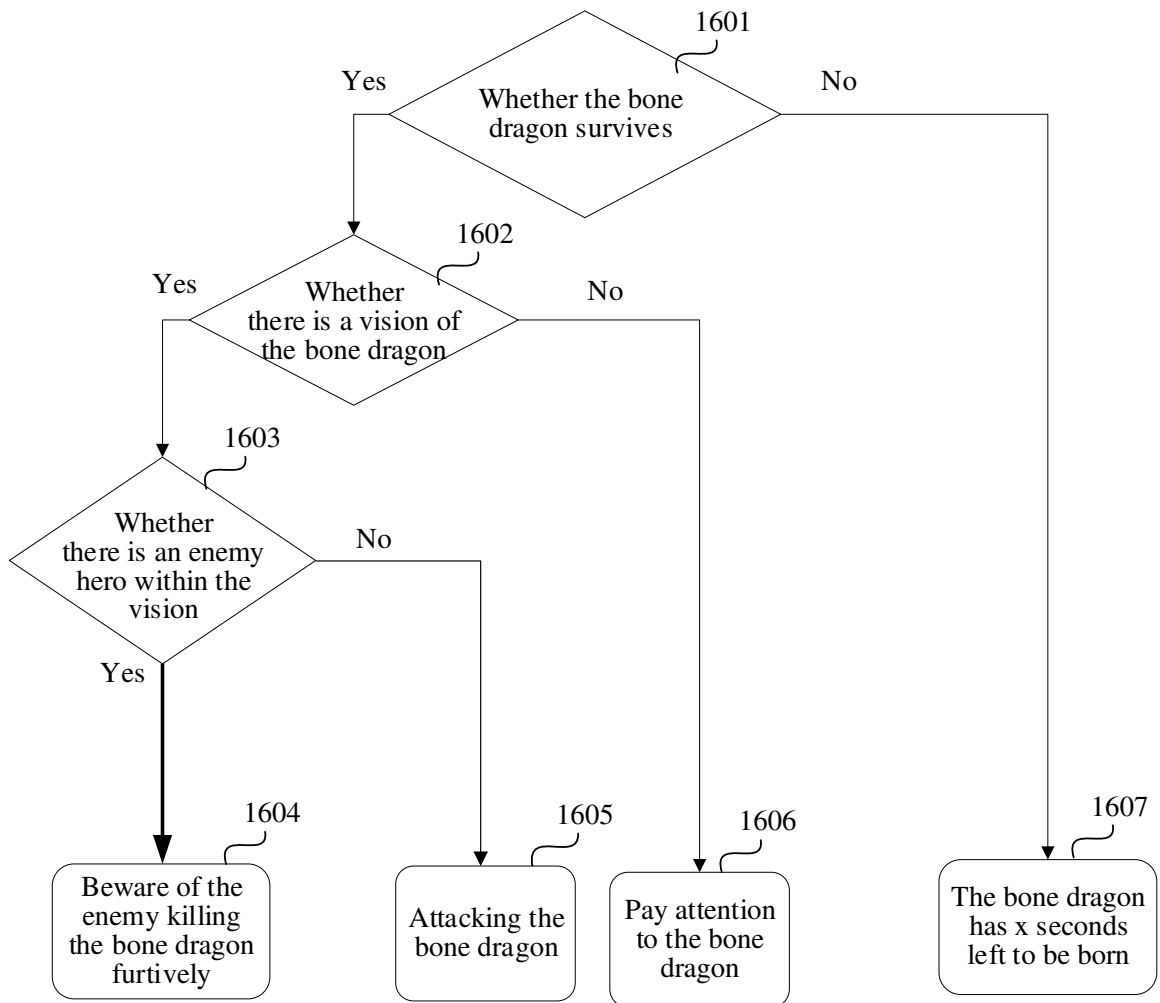


FIG. 38

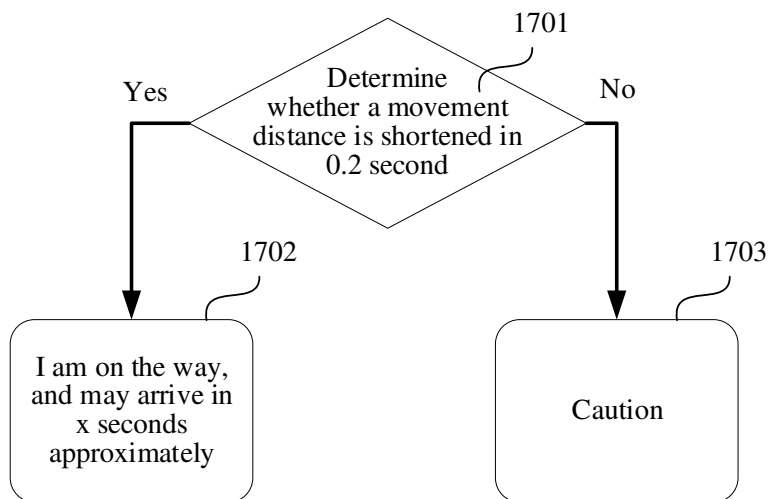


FIG. 39

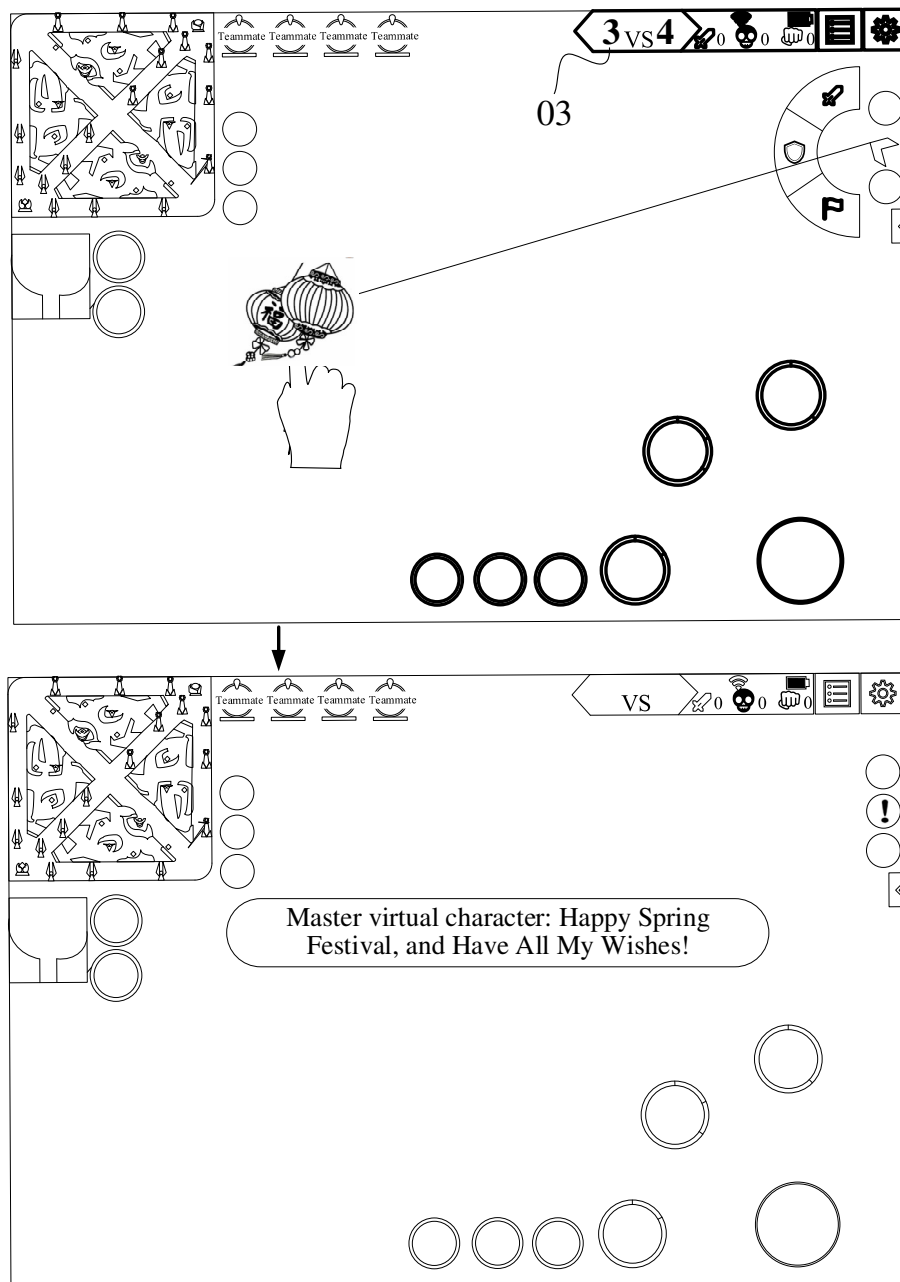


FIG. 40

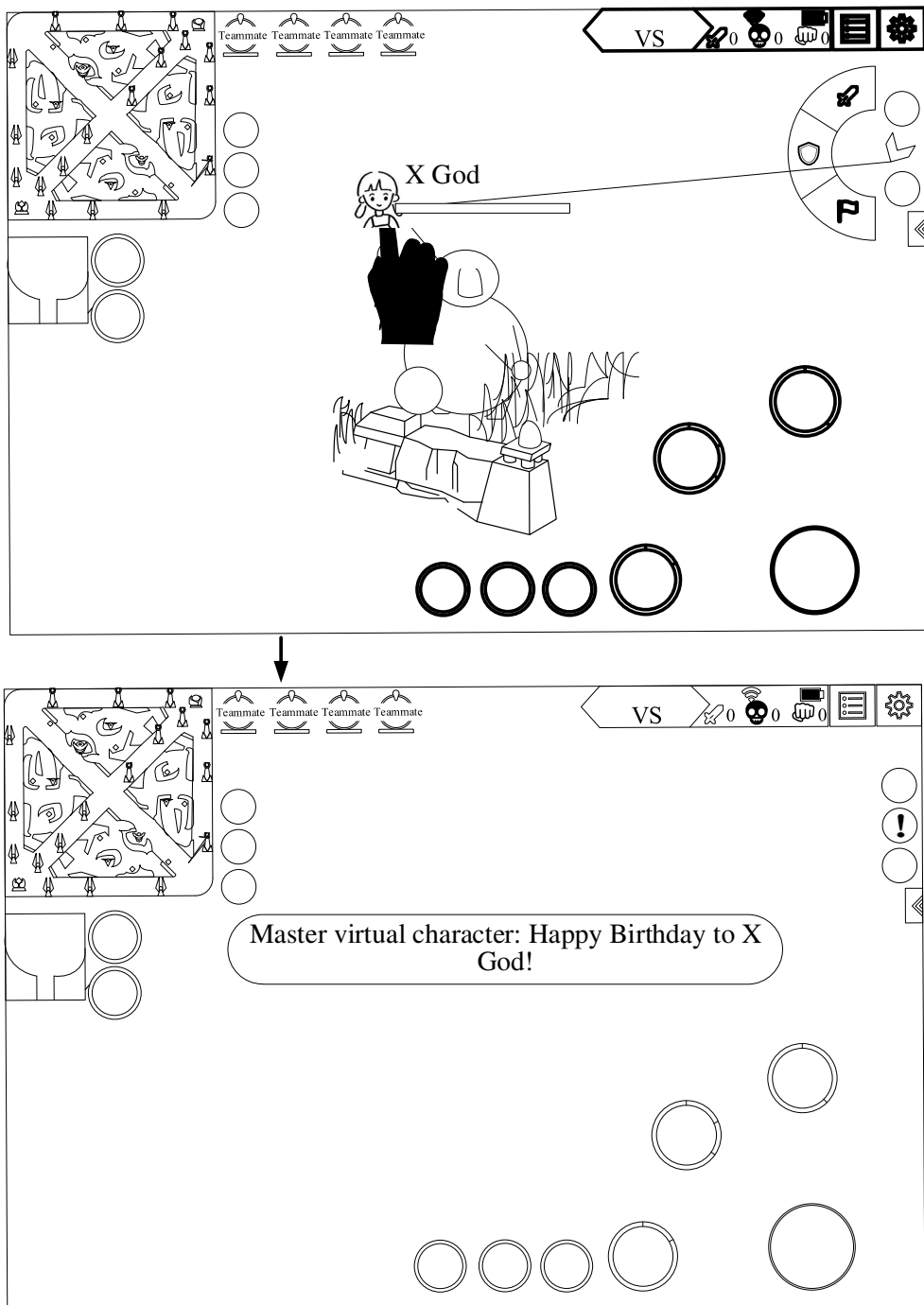


FIG. 41

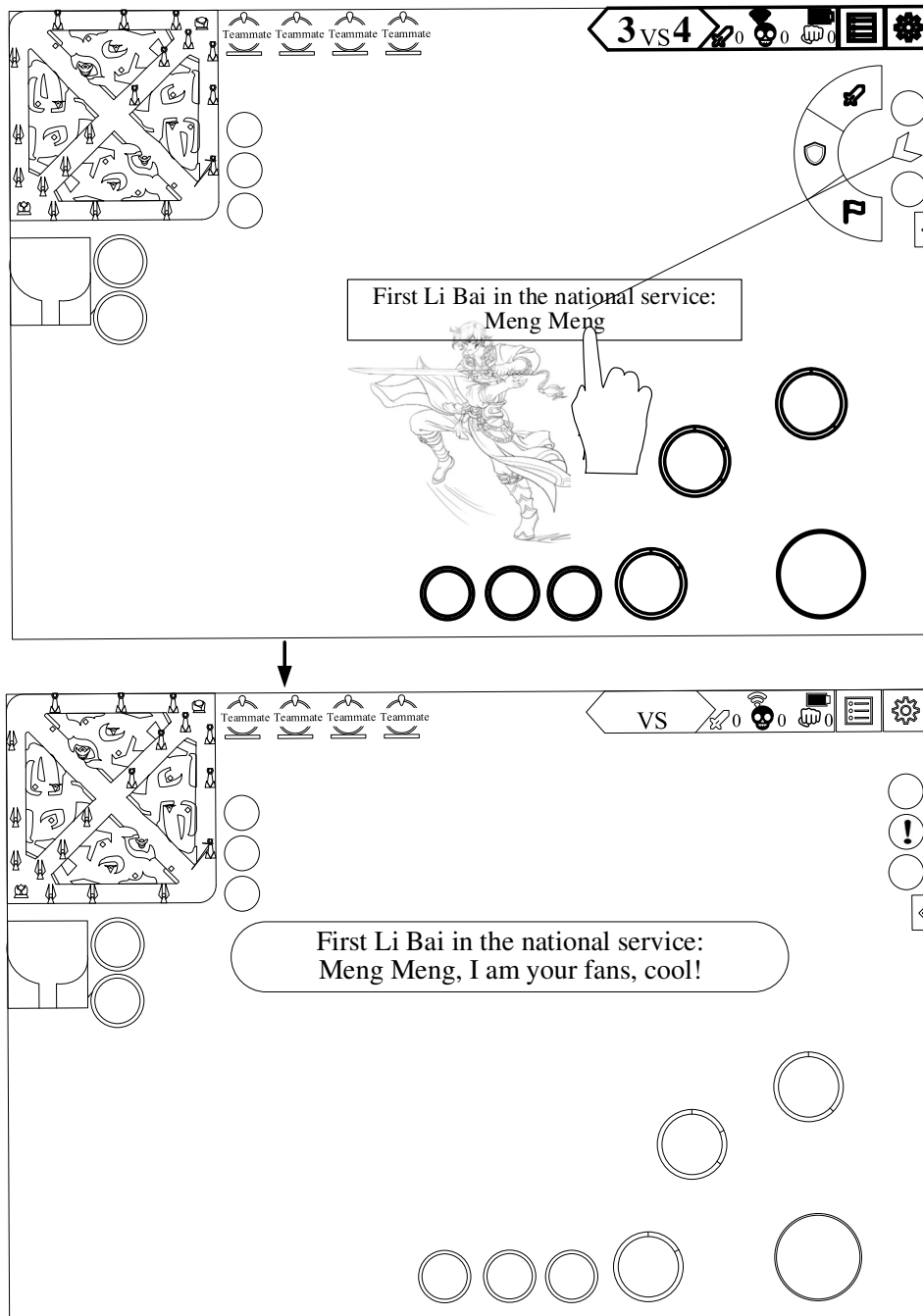


FIG. 42

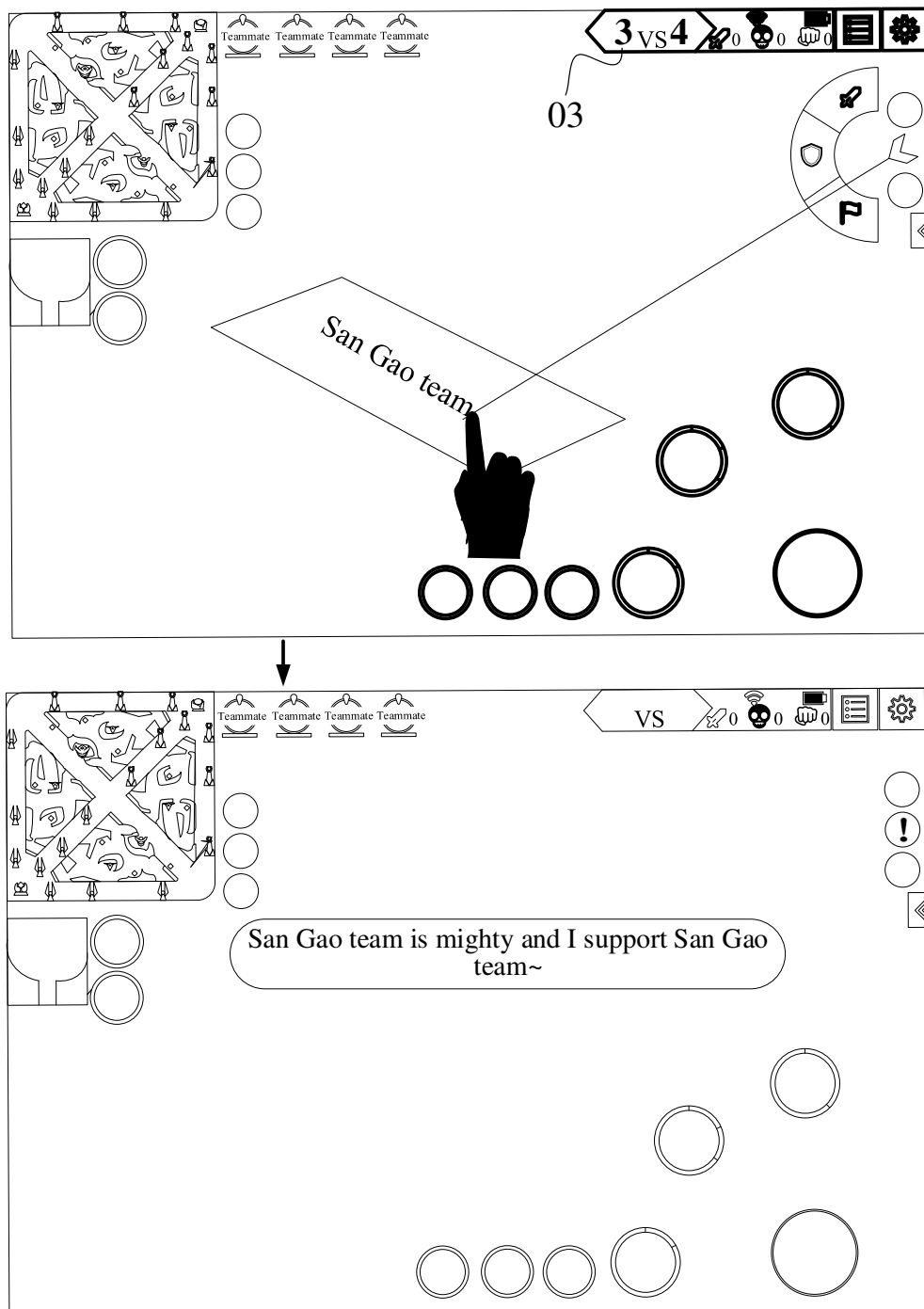


FIG. 43

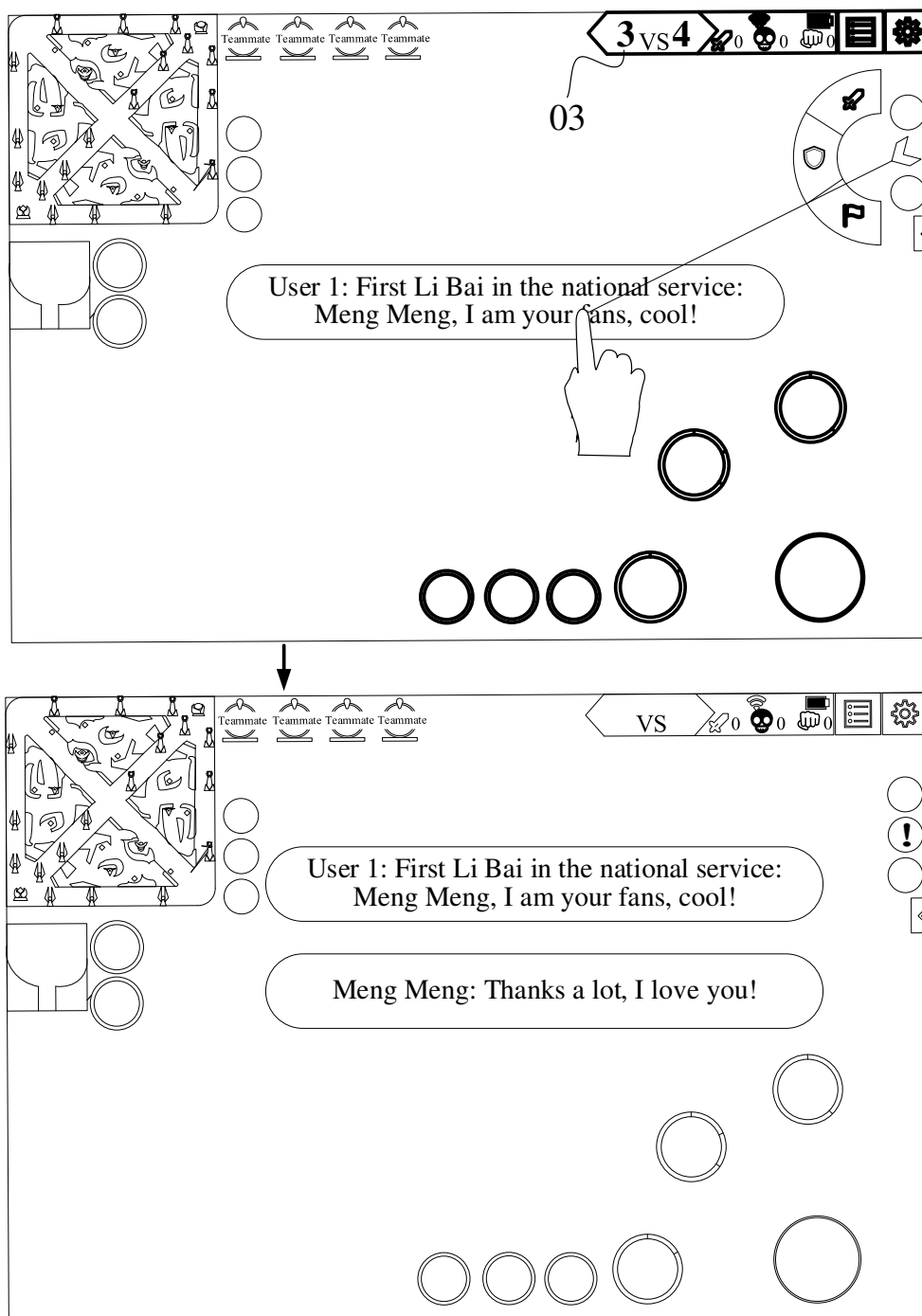


FIG. 44

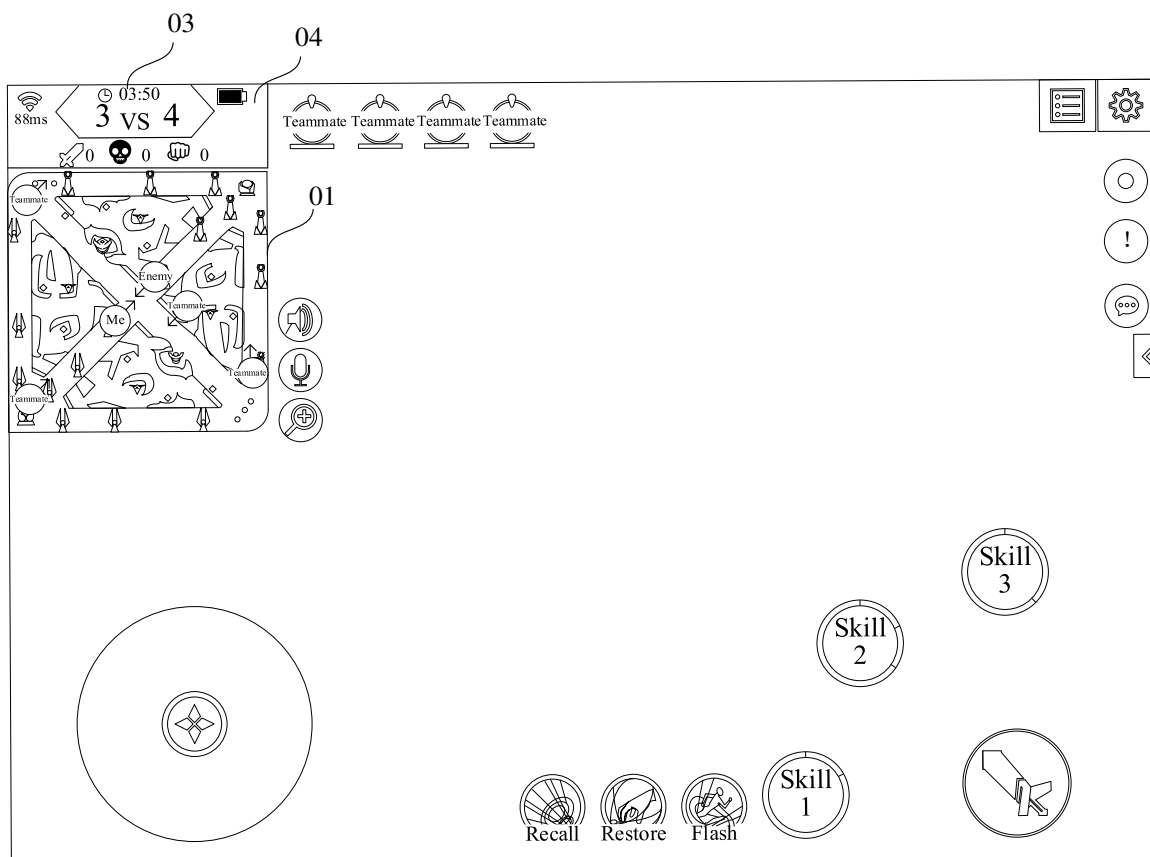


FIG. 45

Settings	
Basic settings	Character contour ☒ Camera height ☒
Operation settings	
Interface settings	Frame rate display ☒ Field of view mist ☒
Sound effects settings	High frame rate mode ☐ Limit teammates' signals ☒

FIG. 46

 Settings ✕	
Basic settings	Lock enemy avatar display ☒ Displaying no avatars ☐ Displaying an attackable avatar Attack enemy manner ☒ Wheel locking (preset) ☐ Avatar locking (advanced)
Operation settings	
Interface settings	Skill cancel manner ☒ Designated region ☐ Designated distance Map signals transmission manner ☒ Point touch transmission ☐ Drag transmission
Sound effects settings	

FIG. 47

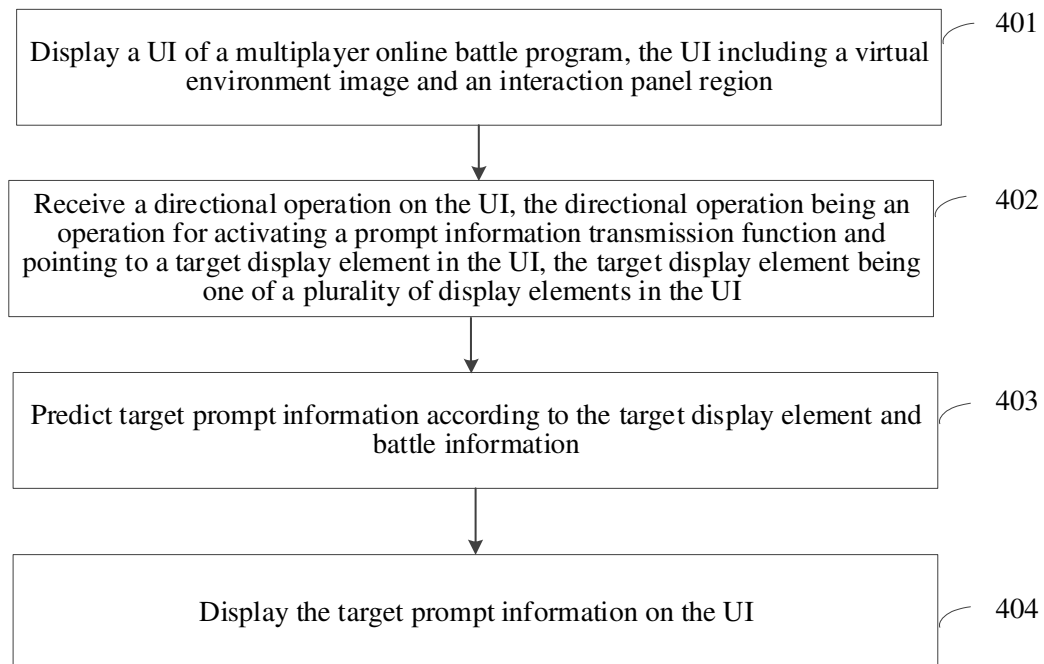


FIG. 48

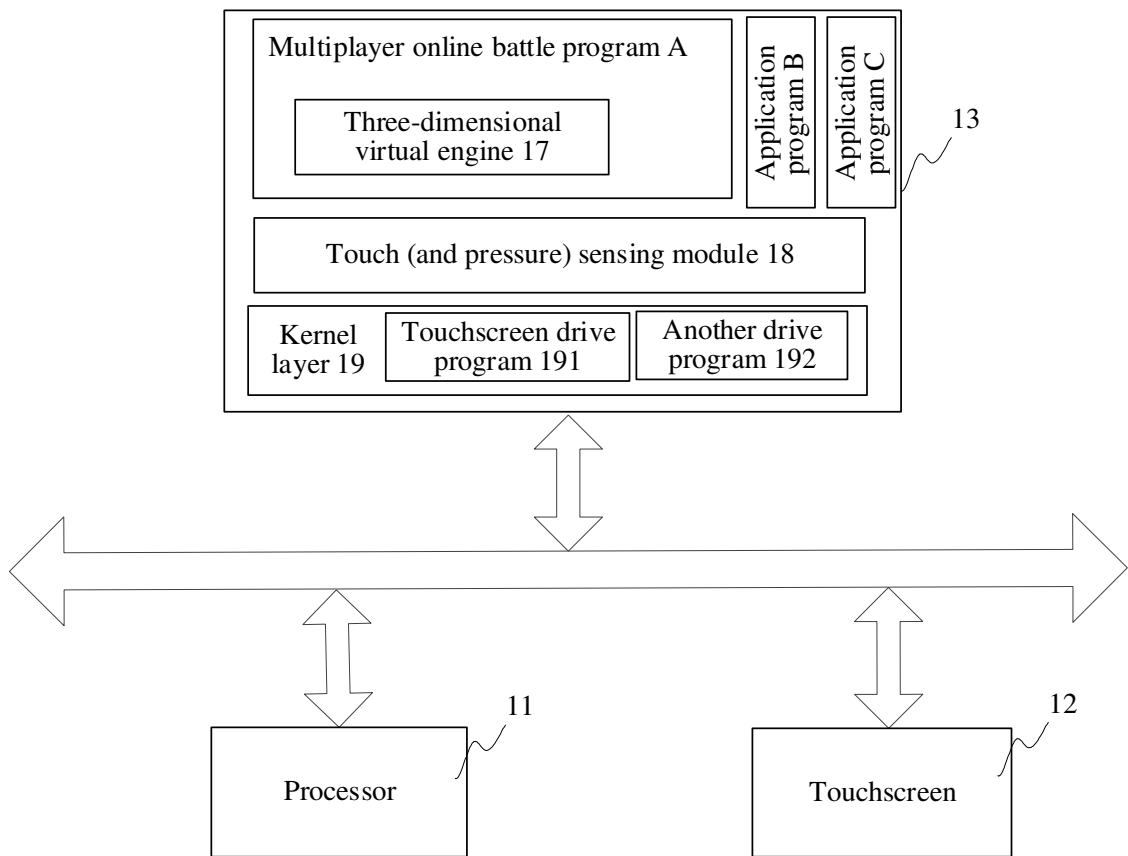


FIG. 49

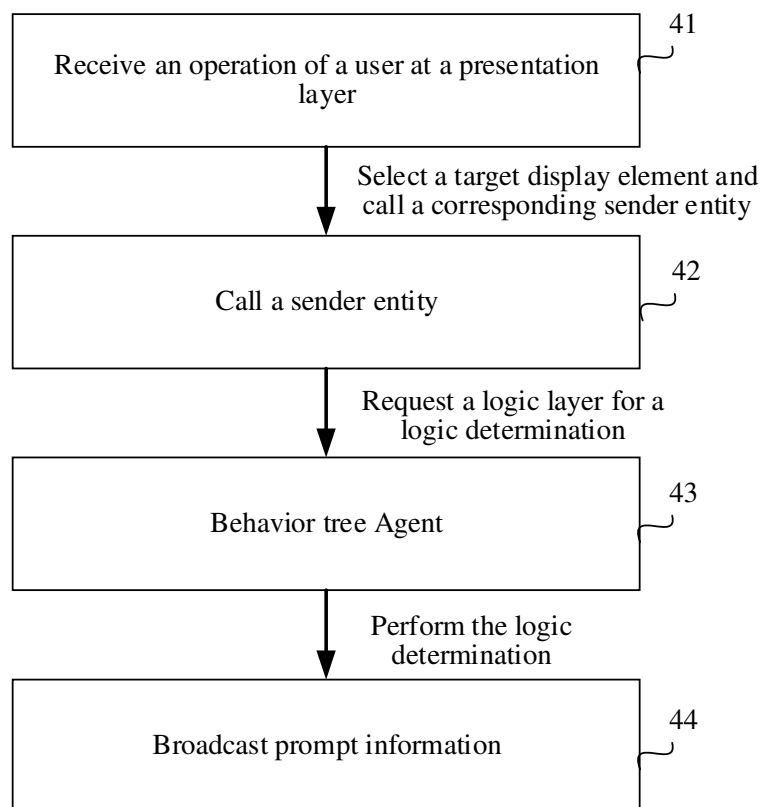


FIG. 50

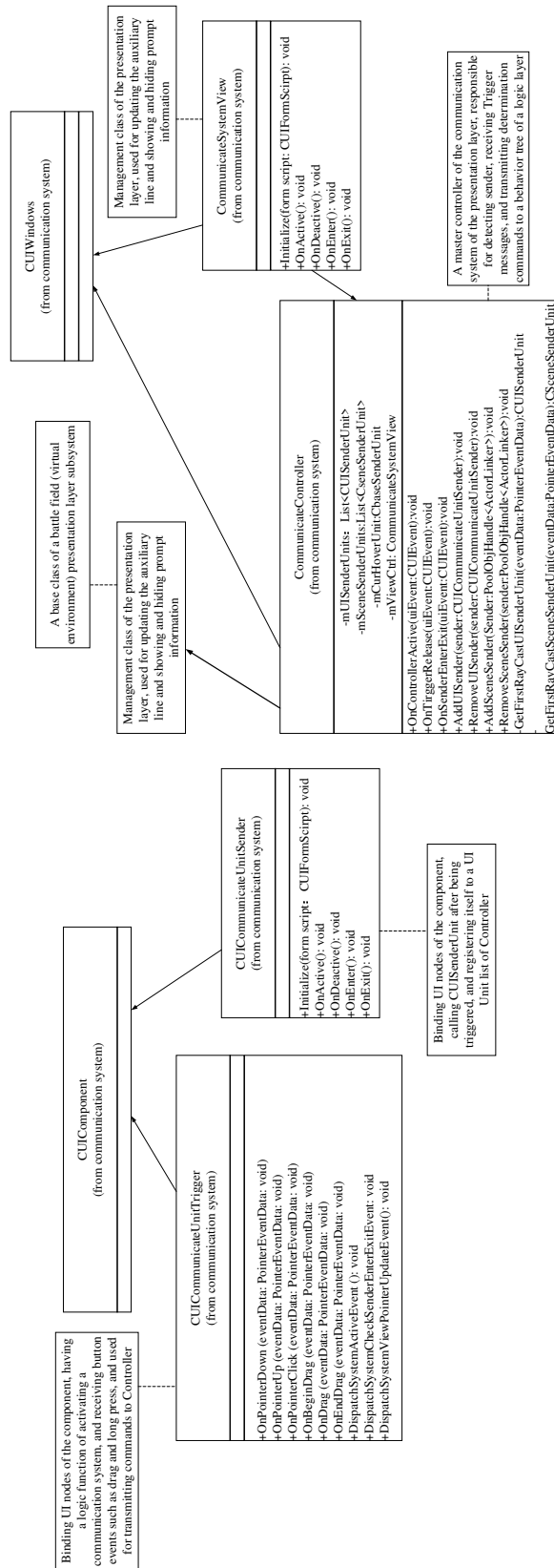


FIG. 51

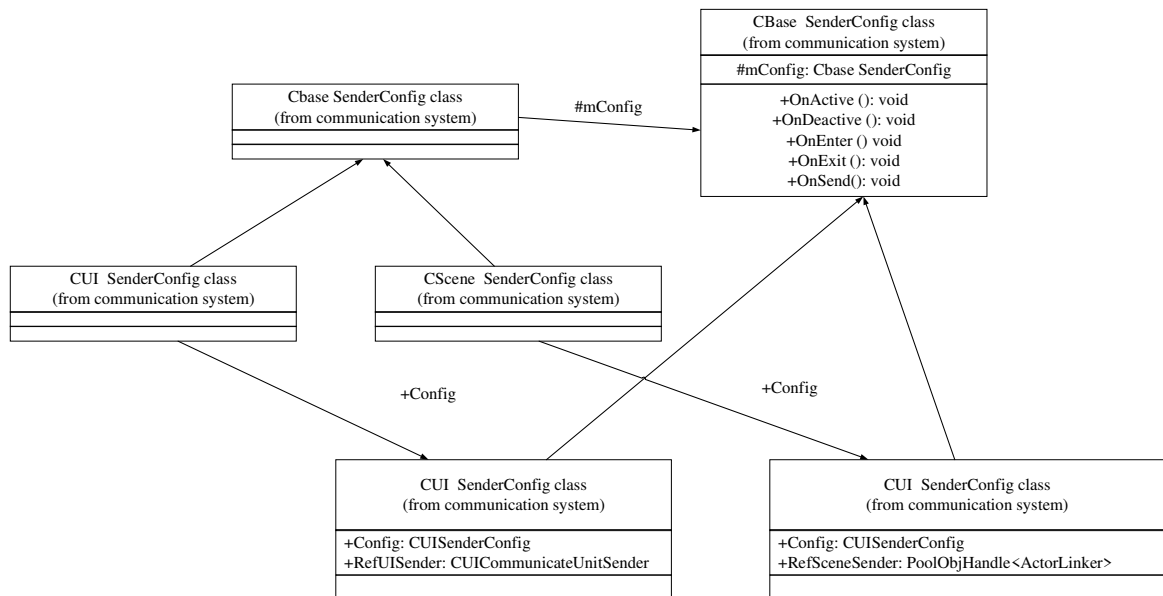


FIG. 52

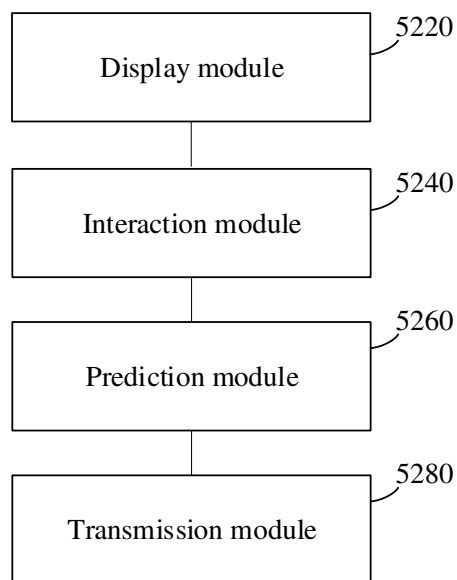


FIG. 53

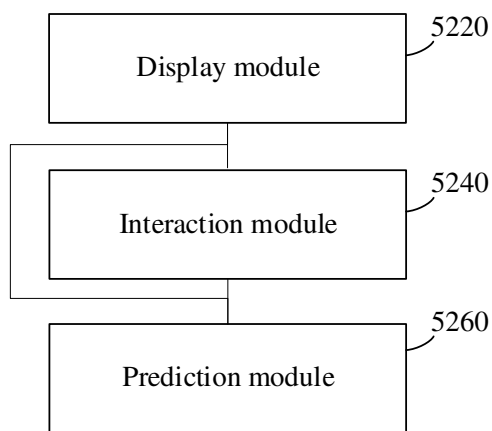


FIG. 54

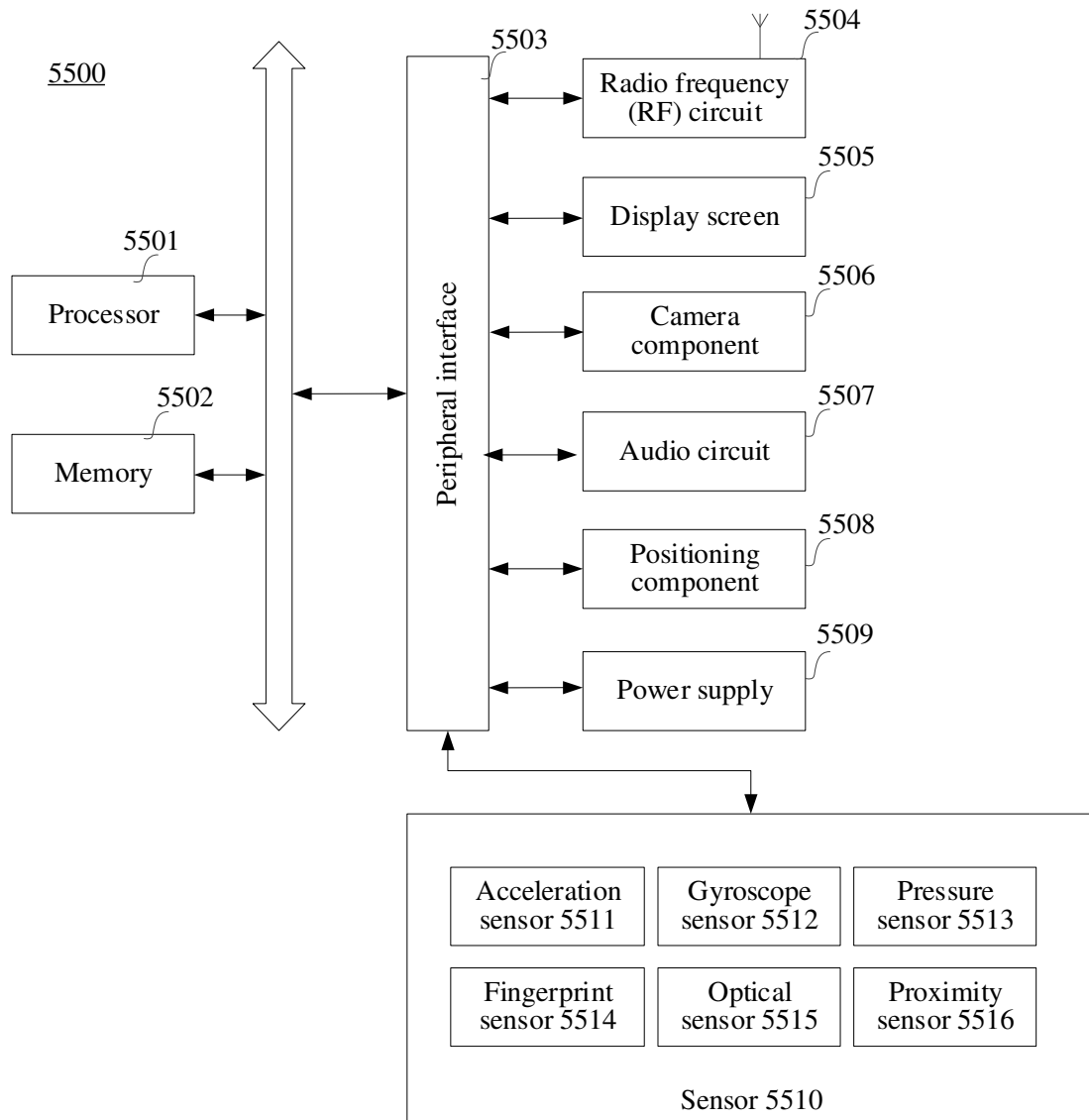


FIG. 55