

File Explorer window showing the contents of the .minecraft directory. The file list includes folders like .fabric, assets, backups, and files like options.txt. The options.txt file is open in a text editor, displaying game settings such as version, autoJump, chatColors, and gamma: 1.0.

Name	Änderungsdatum	Typ	Größe
.fabric	11.01.2020 19:10	Dateiordner	
.mixin.out	11.11.2019 17:45	Dateiordner	
assets	15.10.2019 18:05	Dateiordner	
backups	30.09.2020 13:07	Dateiordner	
bendspacks	12.08.2020 22:50	Dateiordner	
bin			
config			
crash-reports			
defaultconfigs			
LabyMod			
libraries			
local			
logs			
mods			
resourcepacks			
resources			
saves			
schematics			
screenshots			
server-resource-packs			
shaderpacks			
stats			
texturepacks			
versions			
webcache			
hs_err_pid7876.log			
hs_err_pid8388.log			
hs_err_pid10100.log			
launcher_log.txt			
launcher_profiles.json			
launcher_settings.json			
launcher_skins.json			
launcher_ui_state.json			
options.txt			
optionsof.txt			
optionsshaders.txt			
realms_persistence.json			
servers.dat			
servers.dat_old			
updateLog.txt			
usercache.json			
usernamecache.json			

```
options.txt - Editor
Datei Bearbeiten Format Ansicht Hilfe
version:2584
autoJump:false
autoSuggestions:true
chatColors:true
chatLinks:true
chatLinksPrompt:true
enableVsync:false
entityShadows:true
forceUnicodeFont:false
discrete_mouse_scroll:false
invertYMouse:false
realmsNotifications:true
reducedDebugInfo:false
snooperEnabled:false
showSubtitles:false
touchscreen:false
fullscreen:false
bobView:true
toggleCrouch:false
toggleSprint:false
mouseSensitivity:0.5
fov:0.0
screenEffectScale:1.0
fovEffectScale:1.0
gamma:1.0
renderDistance:16
entityDistanceScaling:1.0
guiScale:2
particles:0
maxFps:260
difficulty:2
graphicsMode:1
ao:2
biomeBlendRadius:2
renderClouds:false
resourcePacks:["vanilla","file/S\u0026K Photo Realism x512 (v0.4.2).zip"]
incompatibleResourcePacks:["file/S\u0026K Photo Realism x512 (v0.4.2).zip"]
Zeile 25, Spalte 1 100% Windows (CRLF) UTF-8
```