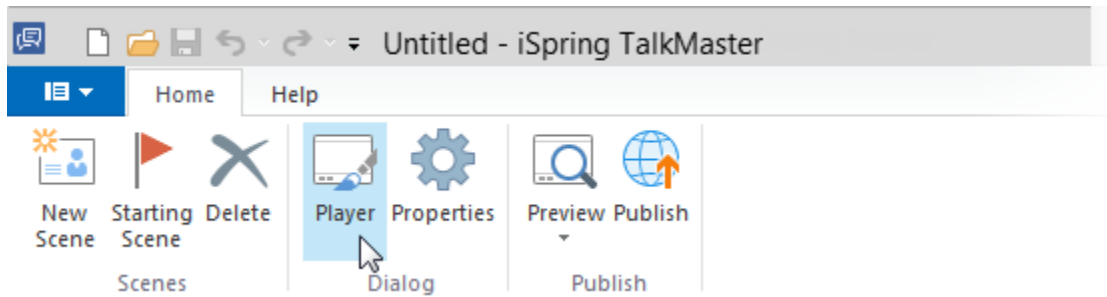


# Working with the Player

You can configure the player prior to publishing your simulation. To do it, click **Player** on the toolbar.



In the player settings window, you can customize the following parameters:

