

Global Settings Program Settings

Settings:


Feature	Setting
Image Scaling	Off
Ambient Occlusion	Off
Anisotropic filtering	Application-controlled
Antialiasing - FXAA	Off
Antialiasing - Gamma correction	On
Antialiasing - Mode	Application-controlled
Antialiasing - Setting	Application-controlled
Antialiasing - Transparency	Off
Background Application Max Frame Rate	Off
CUDA - GPUs	All
CUDA - System Fallback Policy	Driver Default
DSR - Factors	1.78x DL;2.25x DL
DSR - Smoothness	51%
Low Latency Mode	Off
Max Frame Rate	Off
Multi-Frame Sampled AA (MFAA)	Off

 Restore

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Max Frame Rate	Off
Multi-Frame Sampled AA (MFAA)	Off
OpenGL GDI compatibility	Auto
OpenGL rendering GPU	Auto-select
Power management mode	Normal
Shader Cache Size	10 GB
Texture filtering - Anisotropic sample opti...	Off
Texture filtering - Negative LOD bias	Allow
Texture filtering - Quality	Quality
Texture filtering - Trilinear optimisation	On
Threaded optimisation	Auto
Triple buffering	Off
Vertical sync	Use the 3D application setting
Virtual Reality pre-rendered frames	1
Virtual Reality - Variable Rate Super Sampli...	Off
Vulkan/OpenGL present method	Auto

 Restore