

Nvidia Control Panel
Recommended Settings

DCS VR

[V 1.1]



Testing Rig Specs

DCS Version: OB 2.3.6.55960
Nvidia Driver Version: 456.71
Windows 10 Version: 19041.572
HP Reverb G1
i7 8700K (4.8)
3080 FTW3 Ultra
32 GB RAM - XMP 1

CP Item	Feature State	Description	Recommended Setting
Image Sharpening	NA	<ul style="list-style-type: none"> Useful when running in lower resolutions on full-screen and up-scaling to a native higher resolution. Scaling will not work with VR. May be performance enhancing when used with non-VR games. 	NA
Ambient Occlusion	NA	<ul style="list-style-type: none"> Reduces the intensity of ambient light on surfaces blocked by other objects. Enhances depth perception. Performance degrading. 	NA
Anisotropic Filtering	ON	<ul style="list-style-type: none"> Increases the visual quality of texture at steep angles to the viewer, such as those that recede into the distance. Newer GPU's may have no real notable loss of performance. Always test impact in low FPS situations. Need for this is reduced at higher resolutions, experiment for acceptable quality at the lowest setting. 	APPLICATION CONTROLLED
Antialiasing FXAA	OFF	<ul style="list-style-type: none"> Card forced antialiasing across the whole scene. In-game anti-aliasing effects are better and have less impact. 	OFF
Antialiasing Gamma Correction	OPTIONS	<ul style="list-style-type: none"> Enhances accuracy of brightness levels in an antialiased image. Optional and should be tested for your preference. 	ON
Antialiasing Mode	OPTIONS	<ul style="list-style-type: none"> Selecting Enhance the Application Mode enables a finer level of control and effect. Use the in-game settings to choose how much is applied and which type of AA. Performance impact is variable to high. Select Application Controlled if the FPS impact is high. 	ENHANCE THE APPLICATION SETTING APPLICATION CONTROLLED
Antialiasing Setting	OPTIONS	<ul style="list-style-type: none"> Value in use if forcing AA over the application controls. Leave at 2X and control the values inside of DCS. Ignored if Antialiasing Mode is set to Application Controlled. 	2X APPLICATION CONTROLLED
Antialiasing Transparency	OFF	<ul style="list-style-type: none"> TSAA Can be mixed with FXAA. Performance Impacting, best to use MSAA. 	OFF
CUDA GPUs	OPTIONS	<ul style="list-style-type: none"> Use or Exclude a graphics card for use of the CUDA cores. No documented value either way for DCS. Some Nvidia administrative overhead "may" be handled by a second card if on. 	ALL SELECT CARD
Low Latency Mode	OFF	<ul style="list-style-type: none"> Frame queuing technology when CPU bound. OFF allows queued frames. OFF leads to Maximum Render Throughput. ON Limits queuing to 1 frame. Ultra - minimized flat screen latency with V-SYNC/G-SYNC on. Only effective at 60 - 100 FPS. 	OFF
Max Frame Rate	OFF	<ul style="list-style-type: none"> Flat screen, used to limit FPS below the refresh of a G-SYNC monitor. 	OFF
Multi-Frame Sampled AA (MFAA)	ON	<ul style="list-style-type: none"> High FPS Impact AA technique. Higher Quality if the Rig can handle the processing. Only useful if the application also supports MFAA and has settings available. 	ON
OpenGL rendering GPU	NA	<ul style="list-style-type: none"> Not useful for DCS. 	AUTO SELECT
Power Management Mode	ON	<ul style="list-style-type: none"> Demand full power for the GPU at all times. 	PREFER MAX PERFORMANCE
Shader Cache	ON	<ul style="list-style-type: none"> Reduce CPU Usage. Reduce stutter and load times. Uses disk space. 	ON
Texture Filtering Anisotropic Sample Optimization	OFF	<ul style="list-style-type: none"> Used to limit the amount of Anisotropic Filtering being performed, reduces the effect/quality of AF. Small performance bump if used, but less than turning off AF. 	OFF
Texture Filtering Negative LOD Bias	ON	<ul style="list-style-type: none"> May sharpen static images if ALLOW, but it creates aliasing in a moving scene. Set to CLAMP when using Anisotropic Filtering for better image quality. 	CLAMP
Texture Filtering Quality	OPTIONS	<ul style="list-style-type: none"> Makes adjustments to what you set in Texture Filtering based on performance. Set to High Quality and test, stepping down through the options to High Performance for lower end systems. Best view in VR on higher end systems, High Quality. 	HIGH QUALITY
Texture Filtering Trilinear Optimization	OFF	<ul style="list-style-type: none"> Improves texture filtering speeds by allowing a reduce (bilinear) method occasionally. OFF for best image quality. Lower end systems may have a slight performance increase if ON. 	OFF
Threaded Optimization	ON	<ul style="list-style-type: none"> Uses multiple CPU's if available. 	AUTO
Triple Buffering	OFF	<ul style="list-style-type: none"> Used only with VSync for flat screens. Increase input lag if used. 	OFF
Vertical Sync	OPTIONS	<ul style="list-style-type: none"> Applicable to Flat-Screen DCS flying. 	Use The 3D Application Setting
Virtual Reality Pre-Rendered Frames	OPTIONS	<ul style="list-style-type: none"> Limits the number of frames the CPU prepares before sending to the GPU. Increasing the value may increase latency on mid to low end Rigs. Experiment for the best setting for your Rig - lower to (1) if your FrameTimes are above mid-20's. DCS VR: (3) or (4) for higher end rigs. Try (1) If you are CPU Bound with a high-end GPU. 	1 or 3 or 4