ZooMin_Mlr 's Nvidia Graphix Setting Guide.

Ok people.everyone usally thinks the higher the framerate the better and smoother your graphics are.,?
Well.not always true.Maybe in FPS shooters but not rFactor.Ever been racing on the ovals and have the
white lines go jagged and disapeer?and come in and out..Prolly cause your monitor is not in Vertical sync with your
video card.Or your settings for your video card need tuned up!Besides that when you make your video card run 150-300 frames it's working the hell out of it and getting hot.Me my self has always been the one to run alot frames.With my 8800GTX 768mb.Well not any more.Here is what i found to work great. But may vary with some cards.

Make sure you have updated drivers at www.nvidia.com go to download drivers.top left on page. OK,

First off,Right Click on your desktop and go to Nvidia Control Panel.And find out what resoulution you should be running, under Display.Go to--- Change Flat Panel Scaling--- You should see something that says --Native resolution: that is what yourmonitor should be at,. Then make sure the circle s slected.----Use my displays built in scaling--------Then slect theHertz:::Under Display,Change Resolution.Note that if you have a CRT monitor, you may have to look on the back of it at the sticker to see the hertz you should be running.And of course always 32 bit color.

Now got to -------3D Settings --------then to ----Manage 3D Settings----- Put every thing on::
NOTE::: If not sure what your video card is capable of i would recomend using the settings highlighted in black first until you actully get on the track with 10+ cars.And Texture Filtering can be set to performance or high performance to increase framerates.But sufffers loss of overall quality.
Anisotropic filtering--------App controlled
Antialiasing - Gamma corr.----------ON
Antialiasing Mode---- Override any application...If you don't like to swicth this from game to game then go 6x with the rfactor config.But it is a 20-30% increase in quality verses rFactors in game...
Antialiasing Setting----------8x (If you expeirence problems try 4x)
Antialiasing- Transparency----------Multisampling (leave off for lower end V.cards)
conformant texture clamp--------Use Hardware
Error reporting---OFF
Extensin limit---OFF
Force mipmaps----bilinear-------(None for lil better performance)
SINGLE DISPLAY PERFORMANCE
Texture filtering-Anisoptropic sample optimization---ON (leave off for lower end V.cards)If Framerate decreases.
Texture filtering- Negative LOD bias----CLAMP
Texture filtering - Quality--- Quality
Texture filtering- Trilinear optimization ---- OFF
Threaded optimization-----Auto
Triple buffering-----ON
VERTICAL SYNC-----------FORCE----ON ---- (if you go under 60 FPS and begin to lag at all then Vsync may not be for you.I would suggest to FORCE Vsync OFF and use the in game AUTO DETAIL FPS under display settings.And try to set it where you think your video card maxes out.then drop it 10.This will act like Vsync but allow you to hit over 60 FPS Versus having the Vsync on.And may clear up any lagging issues.)

Now open your rFactor Config.

Resolution should be your native.
Refresh Rate should be. What your monitor is set at.
Shader Level. Quality (DX9)
VSynce /on Checked
Widesceen UI / Checked (if you have WideS.)
Anti Aliasing: Level 6 (for high end cards) Run 2x for low end cards

Click ok and Load your game up: Now go to SETTINGS in your game.
I myself run everything at FULL besides shadows,,,is at medium,., and blur OFF.,. With Anisoptropic Filtering at 8x.
With MID- Range video cards i would try to get the texture and circut detail as high as possible .If having to run other on Medium.And when cars get in your screen is when you will notice FPS drop for some.... Ctrl + F in game shows FPS..

I Have found that my video Card will only raise about 2-5 degrees in temp with my settings like this!Versus 10-15 degrees, Over 2- 5 hours time.!

Now Guys this is just what i run at.But is the Basic Princibles on what you should follow when setting your video card up.If you try my settings and its not performing well start with Antialiasing and decrease, then anistropic,mipmaps,sampleoptimization etc.,.,., and another thing if you are on crt monitors try going down in res.

My personal specs to give a idea of what els i have are::

Windows Vista x64 - 4 Gigs DDR2 800 mhz. - MSI MOBO - Dual Core 2.5 ghz - 8800 GTX 768mb 384 bit - 250 HD -
650 watt power supply - XtremeGamer X-Fi sound card - ExtemeAirFlow Case and Zalman Heatsink with memory cooler fans. - 22" Samsung Wide Screen 1680x1050 60 Hz.

Note::: Will work best on these cards. **I hope this helps a lot better than 1.0!!????**

GeForce 8800 Ultra
GeForce 8800 GTX
GeForce 8800 GTS 512
GeForce 8800 GTS
GeForce 8800 GT
GeForce 8600 GTS
GeForce 8600 GT
GeForce 8600 GS
GeForce 8500 GT
GeForce 8400 GS
GeForce 8400 SE
GeForce 8400
GeForce 8300 GS
GeForce 7950 GX2
GeForce 7950 GT
GeForce 7900 GTX
GeForce 7900 GT/GTO
GeForce 7900 GS

GeForce 7800 SLI
GeForce 7800 GTX
GeForce 7800 GT
GeForce 7800 GS

I hope this will help a lot of people and better your expeirence online and make you a better racer! ***ZooMin_Michigan Racer*****.....**

INFO_____About V card SETTINGS!!

Transparency antialiasing

This setting helps improve the aliasing (jaggedness) of images with transparent textures, such as grass, chainlink
fences,oval Nascar tracks. etc It can be set to Off, Multisampling and Supersampling. If you want improved image quality when using AA, selecting Multisampling provides an improvement with minimal performance hit, while Supersampling provides the most noticeable image quality improvement, but has a
greater performance hit. If you don't use AA in games, or just want the best performance, set this to Off. Otherwise enable these for a slight performance hit but a

nice improvement in AA quality

Conformant texture clamp

Conformant Texture Clamping refers to a method the Forceware drivers use to determine the way texture boundaries appear. You should note firstly that this setting
only affects OpenGL games, and secondly you should choose whether to enable or
disable this setting based on whether you see any visual anomalies in a particular
game. That is, initially set Conformant Texture Clamping to On for optimal visual quality and performance. Then if in a particular OpenGL game you notice laggy behavior or strange lines in textures for example you can set this option to Off to see

if things improve

Negative LOD Bias

LOD is the Level of Detail, and in some games you can alter the LOD Bias to sharpen
details on screen. In such cases, you should set this setting to Allow, however

note
that altering LOD Bias can introduce aliasing (jaggedness to lines and edges). Since
Anisotropic Filtering can also improve the sharpness of images without adding to aliasing, you should change this setting to Clamp for games in which you use any level of Anisotropic Filtering for better image quality overall.

Anisotropic filtering

When the 'Application Controlled' box is unticked, the possible sample rates of Anisotropic Filtering here are Off, 2x, 4x, 8x and 16x. Depending on your particular
Nvidia graphics card, some of these modes will not be available to you. In general,
the higher the sample rate of Anisotropic Filtering used, the clearer textures (the 2D
images on the surface of all 3D objects) remain as they fade into the distance, especially when viewed at sharp angles. However the higher the level of Anisotropic
Filtering is applied, the lower your graphics performances are. The precise performance and visual impact depends on your graphics hardware and the resolution of the game in question.

Force mipmaps

The available options here are None, Bilinear and Trilinear. For games which don't
support mipmaps a
sequence of textures which improve the way textures appear you
can force Bilinear or Trilinear texture filtering to further improve image quality. In general, None is the recommended option as it provides the best performance and
the least possibility of visual anomalies. However, if you want to try to improve texture
quality, you can choose Bilinear here for a slight improvement at minimal performance
cost. Trilinear further improves texture quality but can reduce performance even more
than Bilinear.

Anisotropic sample optimization

This option can be set to On or Off, and the default value is dependent on the setting

you have chosen under Image Settings. If set to On, it uses an optimized texture sampling technique resulting in slight drop in image quality in return for faster performance. If you want the highest quality graphics set this option to Off, otherwise

set it On for best performance

Trilinear optimization

This option can be set to On or Off, and the default value is dependent on the setting
you have chosen for the Image Quality setting (See Image Setting above). The option
may be disabled (greyed out) if you've chosen High Quality under Image Settings.
Enabling Trilinear Optimization will result in better performance, but can reduce the
quality of textures slightly. In general it is recommended that you enable Trilinear Optimization (set it to On), however if you want the highest quality graphics and/or

you are experiencing texture glitches you should set this option to Off.

Antialising settings

When the 'Application Controlled' box is unticked, the possible sample rates of Antialiasing here are Off, 2x, 2xQ, 4x, 4xG, 4xS, 6xS, 8xS. You can also select Transparency and Gamma Correct Antialiasing (See below) to add to these modes,
but not in this section. Depending on your particular Nvidia graphics card, some of
these modes will not be available to you. In general, the higher the sample rate of Antialiasing used, the smoother jagged lines in games will appear, but the lower your
performance. The precise performance and visual impact depends on your graphics
hardware and the resolution of the game in question.
It is important to note that on Nvidia graphics cards, any Antialiasing modes ending in
'Q' stand for Quincunx Antialiasing a
form of Antialiasing which provides a higher
level of visual quality for a lower level of performance loss. For example, the 2xQ (Quincunx) mode offers similar visual improvements to 4x Antialiasing, with a performance level similar to that of 2x Antialiasing. Any Antialiasing modes ending in
'S' provides greater subpixel
coverage, meaning the quality of Antialiasing provided

is better, however performance may be lower. For example, 4xS Antialiasing looks
better than 4x Antialiasing, but also performs slightly worse. Note that any 'S' mode
Antialiasing setting only works in Direct3D games. Finally, any 'G' mode (Gaussian)
Antialiasing mode provides better image quality than the equivalent standard Antialiasing sample rate, but at a lower performance level. The Transparency Antialiasing and Gamma Correct Antialiasing descriptions are found further below and
only work on the 7800 series cards or newer.
If you want to select your level of Antialiasing in each particular application (without
using Profiles see
above), tick the 'Application Controlled' box. This will mean thatthe level of antialiasing is determined by your application's inapplication antialiasing
settings (if such settings exist in the application). If you want to guarantee the fastest
performance in all application you should untick the 'Application controlled' box and
manually set the Antialiasing slider to Off, and also ensure Antialiasing is set to 1x or
Off in all the applications you use. If you want to set a global Antialiasing mode in the
Forceware Control Panel, make sure the 'Application Controlled' box is unticked and
select it here once
again make sure that any inapplication
Antialiasing settings are

set to 1x or Off to prevent problems or conflicts

Vertical synchronization

Vertical Synchronization (also called Vertical Sync or VSync) is the synchronization of
your monitor and graphics card's abilities to draw a certain number of frames per second (or FPS) on the screen. This is referred to as the Refresh Rate, and is measured in frequency per second (Hz). Different monitors can achieve different refresh rates at various resolutions, for example some monitors provide 85Hz refresh
rate at 1280x1024 – this means the screen is redrawing itself 85 times per second at
this resolution. If Vertical Sync is enabled, your maximum FPS cannot exceed your
monitor's refresh rate at your chosen resolution, and your FPS may in fact be

reduced
overall. If Vertical Sync is disabled, your FPS will improve, and it can now also exceed
the refresh rate cap, however you may notice some screen "tearing" – the top portion
of the screen being slightly out of alignment with the bottom. This causes no damage
to your monitor, and in general it is strongly recommended that Vertical sync be disabled in all games to improve performance. Since almost every current game has
the option to enable or disable VSync in the ingame
settings, I recommend you tick
the 'Application Controlled' box here, and manually set the VSync in each game. This
prevents conflicts between games and the Forceware drivers. Note that if you insist
on forcing VSync to On here, try enabling Triple Buffering to improve overall
performance when VSync is enabled (See Triple Buffering below).

Triple buffering

If set to On, this setting allows your overall performance to improve when Vertical Synchronization (VSync) is enabled in games. Therefore if you want to enable VSync
whether
in the ingame
settings or in the Nvidia Control Panel, it is recommended
you enable Triple Buffering as well. However note that using Triple Buffering may cause problems for graphics cards with lower Video RAM, so disable this option if
you're experiencing problems such as mouse lag in games. Note further that this
option only works for OpenGL games at the moment.

Well i hope this explains things in a little better MANNER!!!!!!! and NP