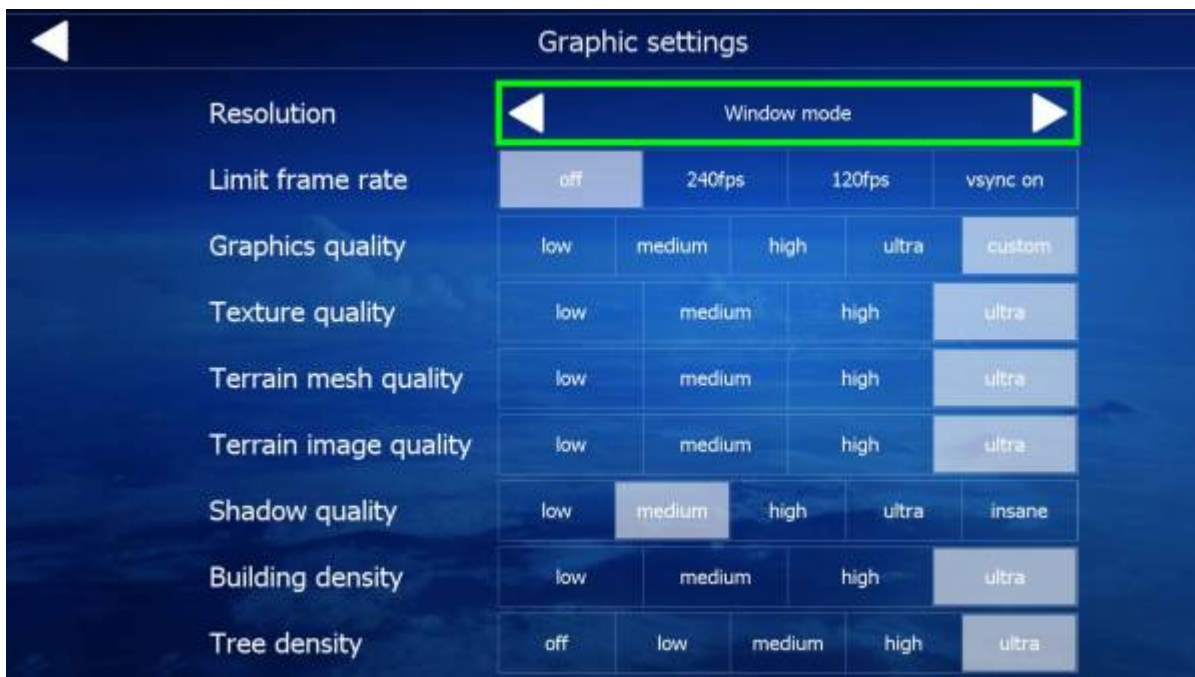


# Graphic settings

In the graphic settings you can adjust the overall quality of how Aerofly FS 2 looks. Adjusting graphics settings provides you with the ability to balance performance and graphics quality. Open the graphics settings from the main menu by clicking on “Settings” and “Graphics Settings”. **Note** - If you experience poor performance or graphical anomalies, always check to make sure you have the latest GPU (Graphics Card) driver installed.



## Resolution



Use the resolution setting to select the screen size that best fits your situation. Most users will use the highest resolution available to you (that your monitor can handle), however, if you experience performance issues at higher resolutions, you can lower the screen size to improve performance.



If you have a special resolution or encounter issues with low frame rates then you can set the resolution to “Window mode”. In window mode you can scale the window size to the size that you want. **Note** - In **VR** mode, “window mode” is automatically selected for you, and the setting is locked.

## Limit frame rate

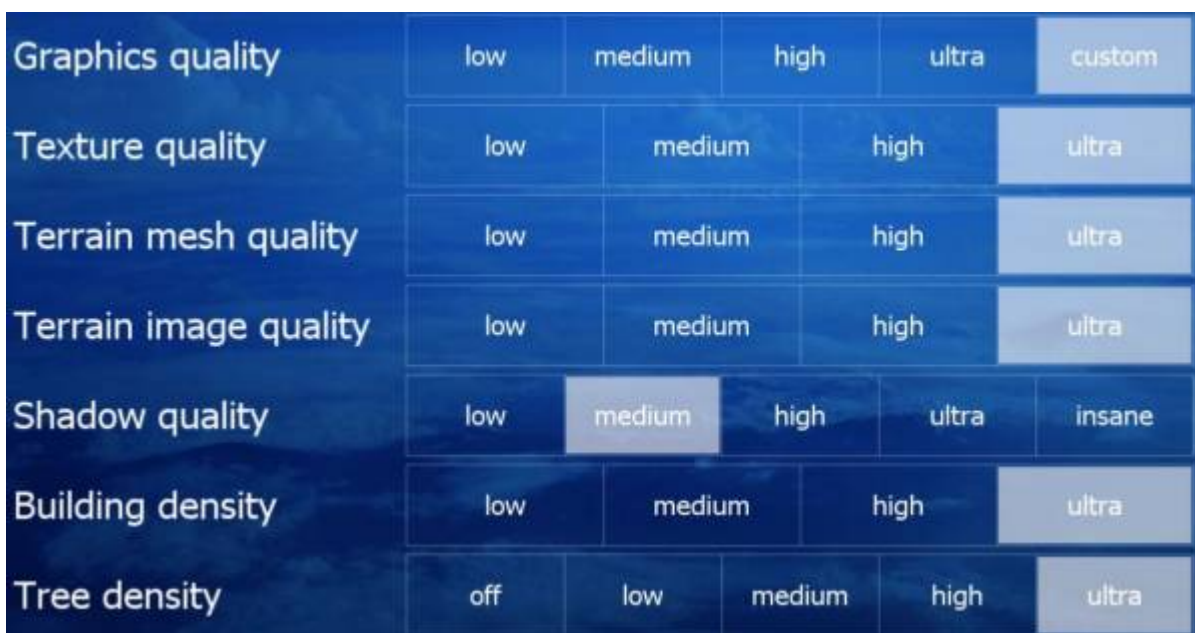


Limit Frame Rate provides you with options to turn VSync off and on, or lock the max frame rate to 120 or 240

Vsync attempts to run the game at the same refresh as the monitor, often causing for a smoother overall experience. Turning VSync on forces the images being displayed to be shown as a whole. When V-sync is off, the image can “tear” and the top and bottom half of the screen can become disjointed if performance is low. Having V-sync on definitely impacts your performance. If you're getting low FPS, try turning V-sync off.

You can also set limits to free up graphical resources by setting your limit to 120 or 240. Always try different settings to find what works best for you. **Note** - It is recommended to turn VSync off if you are running Aerofly FS 2 in **VR**.

## Customizing Your Graphics Settings



The **Graphics Quality** setting can provide you with specific pre defined quality settings (Low, Medium, High, Ultra), or allow for you to customize your settings field by field (Custom) To enable the individual graphics settings click on “custom”, this will enable the next five settings. **Note:** Use the (Insane) shadow setting with caution as it will impact performance. Recommended GPU 1080 or higher.

# System Requirements

## Minimum

**OS:** Windows 7, Windows 8, Windows 10 (64 Bit Required) **Processor:** Intel Dual core CPU 2.4 GHz  
**Memory:** 4 GB RAM **Graphics:** OpenGL 3.0 compatible 3D graphic card with at least 1 GB of RAM  
**Storage:** 35 GB available space **Sound Card:** DirectX Compatible soundcard

## Recommended

**OS:** Windows 10 (64 Bit Required) **Processor:** Intel Core i7 CPU 3.0 GHz **Memory:** 16 GB RAM  
**Graphics:** NVidia 980 GTX **Storage:** 107 GB available space **Sound Card:** DirectX Compatible soundcard

In most circumstances you should achieve framerates over 100 in configurations that meet the recommended system requirements.

## Systems: Quality Vs. Performance in VR Guide

Want ULTRA quality settings, with smooth performance, in VR? Look no further. Through testing and user feedback we put together some scenarios to help you make an informed decision. AeroFly FS 2 in VR provides you some amazing visuals but you will need the horsepower to run it smoothly.

### VR: Recommended Configuration for ULTRA Settings

**OS:** Windows 8, 10 64 Bit **Processor:** Intel Core i7 CPU 3.0 GHz **Memory:** 16 GB RAM **Graphics:** NVidia 980 GTX (Latest Driver Version Required) **Render Scale Factor:** 1.60 **Note:** - This setting can be found under **Settings/Virtual Reality Limit Frame Rate:** VSync OFF **Note:** This setting can be found under **Settings/Graphic Settings** Oculus Rift or HTC Vive.

**Note** - If stuttering occurs in densely populated areas, reducing the **Building Density** will greatly improve performance with limited graphical degradation.

### VR: Ultimate Configuration for ULTRA Settings

**OS:** Windows 10 64 Bit **Processor:** Intel Core i7 CPU 4.0 GHz **Memory:** 32 GB RAM **Graphics:** NVidia 1080 GTX (Latest Driver Version Required) **Render Scale Factor:** 2.00 **Note:** - This setting can be found under **Settings/Virtual Reality Limit Frame Rate:** VSync OFF **Note:** This setting can be found under **Settings/Graphic Settings** Oculus Rift or HTC Vive.

**Note** - Systems with less than the above configurations can also run Aerofly FS 2 in VR by reducing some graphic settings. Most reductions of graphic settings will not take away from your VR experience.

**Note** - If you experience flashing shadows while in VR, reducing the **Shadow Quality** to MEDIUM will reduce the distance that the building shadows are seen but not reduce the overall quality of the shadows rendered. This may improve your VR experience in Aerofly FS 2.

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Last update: **2017/10/12 11:21**

