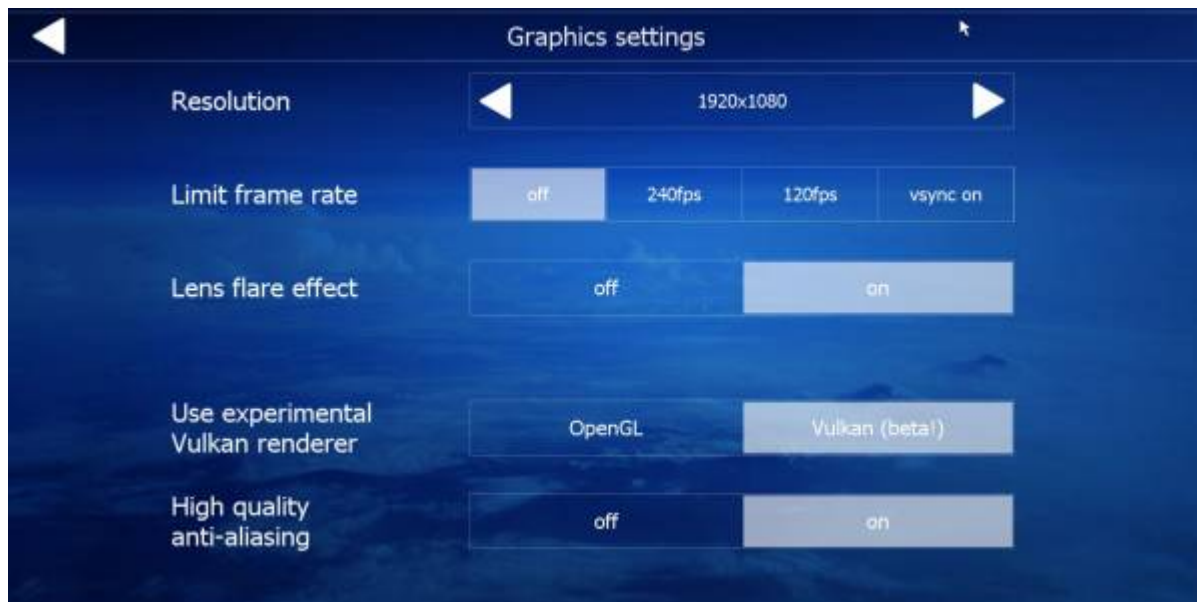


# Graphics settings

In the graphics settings you can choose your preference for graphics rendering, your resolution and VSync settings, and toggle whether you wish to see lens flare while flying. **Note** the Vulkan rendering system is still in beta so it's up to you to choose which option works best for you. In general you should see anywhere from 5-15% performance increase in certain configurations.



## 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

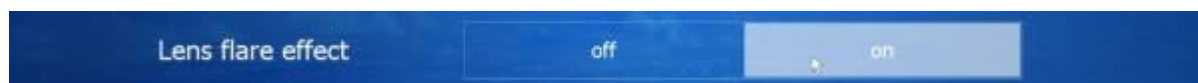


Limit Frame Rate provides you with options to turn VSync off and on, or lock the max frame rate to 120 or 240

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**.

## Lens Flare Effect

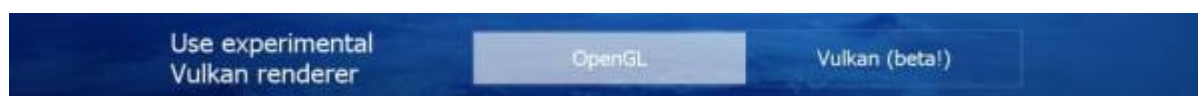


Use this setting to toggle the suns rays graphical effect on and off.

**note** Turning off the lens flare effect will still show the sun, only those round color auras will be turned off.

## Graphical Renderer Options

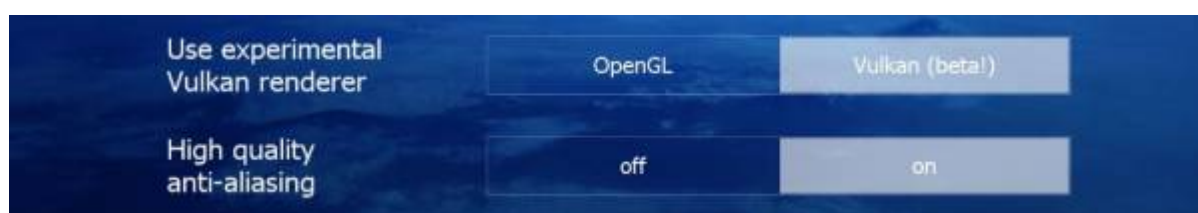
### OpenGL



OpenGL rendering is the core standard graphics rendering system for Aerofly FS2, choose this setting if you are seeing better performance than Vulkan or you are having problems in general running the beta Vulkan rendering engine.

**Note** You won't have the option of using High Quality Anti-aliasing in this rendering mode.

### Vulkan



Vulkan rendering is a new beta graphics rendering engine that has potential to increase performance

by 5-15% over OpenGL rendering. Choosing this option will unlock the High Quality Anti-aliasing option. This option will provide better management over jagged edges and flickering objects. Using high Quality Anti-aliasing may reduce performance in certain configurations.

Use the Vulkan rendering option and High Quality Anti-aliasing with the understanding that these settings are currently in beta.

## Customizing Your Graphics Settings

Graphics quality	low	medium	high	ultra	custom
Texture quality	low	medium	high	ultra	
Terrain mesh quality	low	medium	high	ultra	
Terrain image quality	low	medium	high	ultra	
Shadow quality	low	medium	high	ultra	insane
Building density	low	medium	high	ultra	
Tree density	off	low	medium	high	ultra

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:** 1.25 **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 or higher (Latest Driver Version Required) **Render Scale Factor:** 1.50 **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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