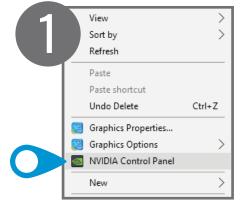
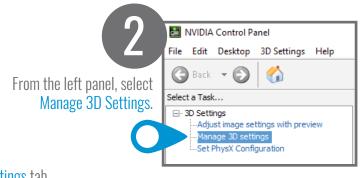
NVIDIA Graphics Card Settings

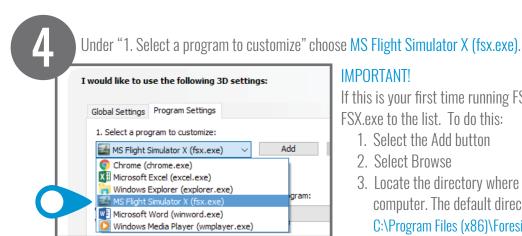
Optimizing Performance for *F*



Right click on your computer desktop and select NVIDIA Control Panel.



Select the Program Settings tab. Manage 3D Settings Restore Defaults You can change the global 3D settings and create overrides for specific programs. The overrides will be used automatically each time the specified programs are launched I would like to use the following 3D Global Settings | Program Settings



1. Select a program to customize: MS Flight Simulator X (fsx.exe)

IMPORTANT!

If this is your first time running FSX, you will need to add FSX.exe to the list. To do this:

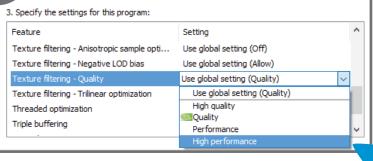
- 1. Select the Add button
- 2. Select Browse
- 3. Locate the directory where FSX was installed on your computer. The default directory is:

C:\Program Files (x86)\Foresight Sports Experience\FSX.exe

NVIDIA Graphics Card Settings : Optimizing Performance for FS

Under "2. Select the preferred graphics processor for this program" choose High-performance NVIDIA processor. 2. Select the preferred graphics processor for this program: High-performance NVIDIA processor Use global setting (Auto-select: NVIDIA GPU) Integrated graphics Ambient Occlusion Not supported for this application Anisotropic filtering Use global setting (Application-controlled) Antialiasing - FXAA Use global setting (Off) Antialiasing - Mode Use global setting (Application-controlled) Antialiasing - Setting Use global setting (Application-controlled) Antialiasing - Transparency Use global setting (Off)

Under "3. Specify the settings for this program" scroll down to Texture filtering–Quality and select High Performance.



Click the "Apply" button to save your new settings. $\ igsim$ Show only programs found on this computer 2. Select the preferred graphics processor for this program: High-performance NVIDIA processor 3. Specify the settings for this program: Multi-display/mixed-GPU acceleration Use global setting (Multiple display perfor... Use global setting (Adaptive) Power management mode Shader Cache Use global setting (On) Texture filtering - Anisotropic sample opti... Texture filtering - Negative LOD bias Use global setting (Allow) Texture filtering - Quality High performance Cancel