

Performance Optimization

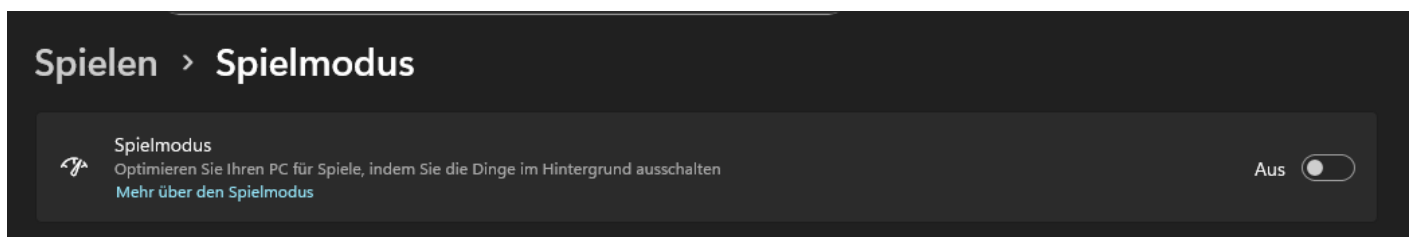
Windows Settings

Game Mode

Windows 11 introduced "Game Mode" that is supposed to optimize Scheduling and Background Processing specifically for Gaming. That is, surprise surprise, not the Case. It actually f's up Performance for most Games.

Therefor, it should be disabled

Settings - Gaming - Game Mode

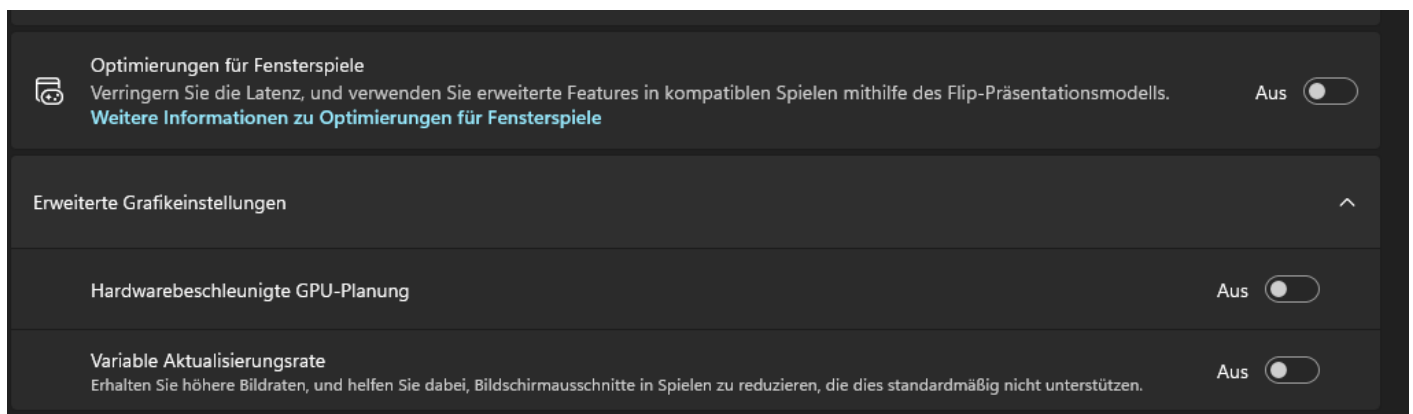


GPU-accelerated Scheduling

This is a Windows 11 Feature that should reduce CPU load by offloading certain Memory Allocation and Task Scheduling Tasks to the GPU. While this does work for a very small percentage of Games - in general, it worsens Performance by introducing Micro-Input-Lag.

It should be fully disabled

Settings - Settings - Display - Graphics



Power Mode

For Gaming, Windows should be set to the "Ultra Performance" Mode

Control-Panel - Hardware and Sound - Energy Options

> Systemsteuerung > Hardware und Sound > Energieoptionen

Auswählen oder Anpassen eines Energiesparplans

Ein Energiesparplan ist eine Sammlung von Hardware- und Systemeinstellungen (z. B. Bildschirmhelligkeit, Energiesparmodus usw.), mit denen der Energieverbrauch des Computers gesteuert wird. [Weitere Informationen über Energiesparpläne](#)

Bevorzugte Energiesparpläne

- Ausbalanciert (empfohlen)** [Energiesparplaneinstellungen ändern](#)
Stellt automatisch einen Ausgleich zwischen Leistung und Stromverbrauch der Hardware her, die diese Funktion unterstützt.
- Höchstleistung** [Energiesparplaneinstellungen ändern](#)
Die Leistung des Computers hat Vorrang, der Energieverbrauch kann aber höher sein.

Weitere Energiesparpläne ausblenden

- Bitsum Highest Performance** [Energiesparplaneinstellungen ändern](#)
Provides Bitsum optimized CPU performance.
- Energiesparmodus** [Energiesparplaneinstellungen ändern](#)
Spart Energie, indem der Stromverbrauch des Computers nach Möglichkeit reduziert wird.

Nvidia Control Panel Settings

Function	Setting
Max. Frameraate	Disabled
Low Latency Mode	Ultra
Monitor-Technology	Fixed Refresh Rate
Texture Filtering - Anisotropic [...]	Disabled
Texture Filtering - Negative LOD Bias	Allowed
Texture Filtering - Quality	High Performance

Texture Filtering - Trilinear Optimization	Enabled
Thread Optimization	Enabled

Game Settings

[Display]

Mode=Fullscreen
FullscreenMode=Fullscreen
FullscreenRefresh=0
FullscreenWidth=3840
FullscreenHeight=2160
WindowedWidth=3840
WindowedHeight=2160
Maximized=0
RenderQuality=1.000000

[Rendering]

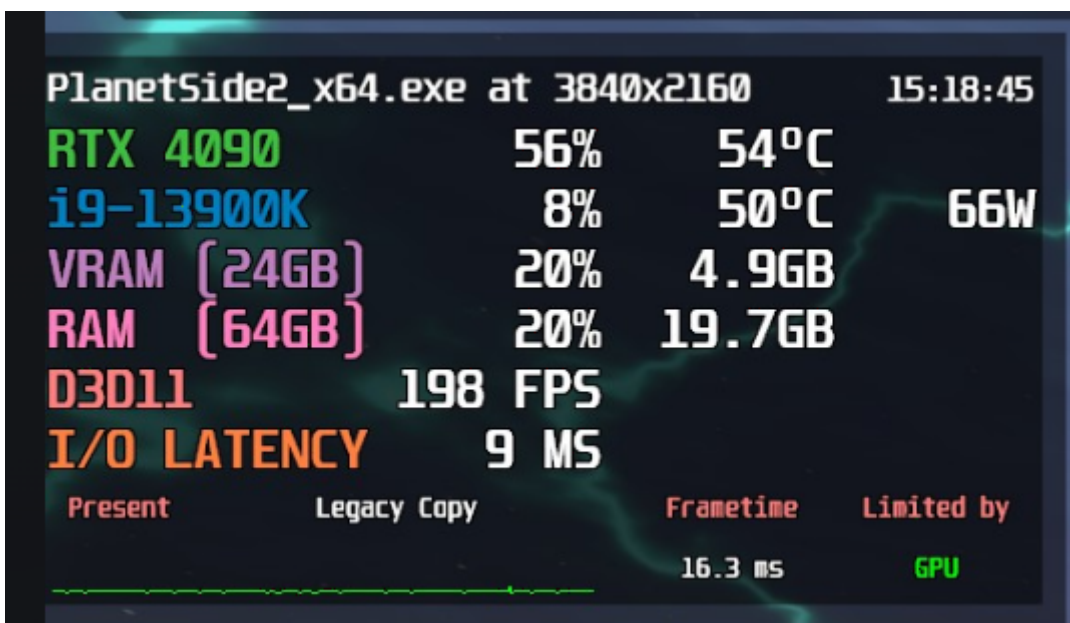
OverallQuality=-1
GraphicsQuality=3
AAQuality=-1
SSLRQuality=0
FSRQuality=-1
FSRSharpness=0.000000
DLSSQuality=-1
DLSSSharpness=0.000000
Tessellation=0
WaterQuality=0
UnderwaterGodRaysQuality=1
TextureQuality=0
ShadowQuality=0
LightingQuality=2
EffectsQuality=1
TerrainQuality=1
FloraQuality=4
ColorBlindFilterType=0
ColorBlindFilterAmount=1.000000
ColorBlindFilterStrength=1.000000
ModelQuality=1

```
RenderDistance=300.000000
Gamma=0.750000
VerticalFOV=100
ParticleLOD=5
FogShadowsEnable=0
MotionBlur=0
VSync=0
AO=0
MaximumFPS=200
UseLod0a=0
BloomEnabled=0
InfantryRenderDistance=300.000000
GroundVehicleRenderDistance=1000.000000
AirVehicleRenderDistance=2500.000000
UseGlobalRenderDistance=0
UseAspectFOV=1
Smoothing=0
SmoothingMaxFramerate=0
ParticleDistanceScale=0.650000
```

RTSS

RivaTuner Statistics Server can be used to analyze Bottlenecks and select the correct Settings.

Link to this Overlay: <https://git.oliver-karger.de/oliver/RTSS>



Important Information:

- I/O Latency should generally be below 10ms
- Present should always be Legacy Copy for the least amount of Input Lag
- Limited by should generally be CPU for most People (ignore the Value in the Screenshot please)

INI Optimization Link

<https://piratebosun.com/planetside-2-settings/>

Revision #2

Created 1 March 2026 14:10:29 by Oliver Karger

Updated 15 May 2026 22:00:17 by Oliver Karger