

PC / Peripheral

StealthyGPT PC / Peripheral Complete

PC Specs

- CPU: AMD Ryzen 7 9800X3D
- MB: GIGABYTE AORUS B650E STEALTH ICE
- RAM: Lexar ARES RGB 32GB White (2x16) DDR5 6400 CL32
- CPU Cooler: Corsair iCUE Link Titan 360 RX
- GPU: Gigabyte GeForce RTX 5070 Ti AERO 16GB GDDR7
- SSD:
 - ➔ 2x Western Digital SN7100 2 TB
 - ➔ Samsung 970 EVO Plus 2TB
- HDD: Western Digital 2TB Blue
- Case: Corsair 4000D Frame White
- PSU: MSI MPG A850G PCIe 5.0

Peripheral Specs

- Main monitor: LG UltraGear 27GS95QE-B, 240 Hz, 1440p, WOLED
- Second monitor: Corsair XENEON EDGE
- Mouse: Endgame Gear OP1 8K V2
- Keyboard: Luminkey Magger68 HE Ultra
- Mousepad: Artisan Ninja FX Zero XSoft Daidai Orange
- Earbuds: Sony INZONE Buds
- Microphone: Audio Technica AT2020USB+
- Controller: SCUF Envision Pro V2 - Hall Effect Joysticks / PS5 AimControllers TMR

Peripheral Settings

- Mouse DPI: 1600 (before 800 DPI, just divide by 2)

GTA V Settings (Legacy/Enhanced)

GTA V Settings (Legacy)

DirectX Settings: DirectX 11
Screen Type: Windowed Borderless / Fullscreen
Resolution: 2560x1440
Aspect Ratio: 16:9
Refresh Rate: Auto / 240Hz
Output Monitor: 1
FXAA: Off
MSAA: X2
NVIDIA TXAA: Off
VSync: Off
Pause Game on Focus Loss: Off
Population Density: 100%
Population Variety: 100%
Distance Scaling: 100%
Texture Quality: Very High
Shader Quality: Very High
Shadow Quality: Very High
Reflection Quality: High
Reflection MSAA: X4
Water Quality: Very High
Particles Quality: High
Grass Quality: High
Soft Shadows: NVIDIA PCSS
Post FX: High
Motion Blur Strength: 40%
In-Game Depth of Field Effects: Off
Anisotropic Filtering: X16
Ambient Occlusion: High
Tessellation: Very High

Long Shadows: Off
High Resolution Shaders: Off
High Detail Streaming While flying: On
Extended Distance Scaling (EDS): 0%
Extended Shadows Distance (ESD): 0%
Frame Scaling Mode: Off

GTA V Settings (Enhanced)

Pause Game On Focus Loss: Off
Output Adapter: NVIDIA GeForce RTX 4070
Output Monitor: 1 (LG UltraGear 27GS95QE-B OLED)
Screen Type: Borderless Fullscreen
Resolution: 2560x1440
Refresh Rate: 240 Hz
Frame Limit: Off
VSync: Off
NVIDIA Reflex: On With Boost

Graphics Presets: Custom
Enable Ray Tracing: On
Ray Traced Shadows: Very High
Ray Traced Reflections: High
High Resolution Ray Traced Reflections: On
Ray Traced Global Illumination: High
Second Ray Traced Global IlluminationL Off
Ray Traced Ambient Occlusion: High
Ray Tracing Scene BVH Quality: Very High
Frame Scaling: NVIDIA DLSS
NVIDIA DLSS Quality: DLAA
Frame Generation: NVIDIA DLSS
NVIDIA DLSS Frame Generation Mode: 2X (or 3X) - add more input lag, enable
NVIDIA Reflex to compensate input lag
Anti-Aliasing: none
Sharpness: 7/10

Shader Quality: Very High
Texture Quality: Very High
Anisotropic Filtering: X16
Particle Quality: High
Tessellation: Very High
Water Quality: Ultra
Grass Quality: Very High
Lightning Quality: High
Reflection Quality: Very High
Shadow Quality: Very High
Soft Shadows: Softer
Long Shadows: On
High Resolution Shadows: Off
Extended Shadows Distance: 0/10
Post FX: High
Motion Blur Strength: 0/10
Ambient Occlusion: HBAO

Population Density: 5/10

Population Variety: 5/10

Distance Scaling: 10/10

High Detail Streaming While Streaming

Extended Distance Scaling: 5/10

Black Ops 6 Settings

Black Ops 6 Settings

Display

Display Mode: Fullscreen Exclusive
Display Monitor: LG UltraGear+
Display Adapter: NVIDIA GeForce RTX 4070
Screen Refresh Rate: 240Hz
Display Resolution: 2560x1440
Aspect Ratio: Wide 16:9
Display Gamma: 2.2 (sRGB)
Gamma/Brightness: 50
NVIDIA Reflex Low Latency: On+Boost

Eco Mode Preset: Custom
V-Sync (Gameplay): Off
V-Sync (Menus): Off
Custom Frame Rate Limit: Off
Reduce Menu Render Resolution: Native
Pause Game Rendering: Off
Reduce Quality When Inactive: Off
Focused Mode: 0

High Dynamic Range (HDR): Auto
HDR Calibration: 0.00

Quality

Graphic Preset: Custom
Render Resolution (2560x1440): 100 (Locked)
Dynamic Resolution: Off (Locked)
Upscaling / Sharpening: NVIDIA DLSS

- NVIDIA DLSS Preset: Quality
- NVIDIA DLSS Sharpness: 100

NVIDIA DLSS Frame Generation: Off
AMD FSR 3 Frame Generation: Off
VRAM Scale Target: 75
Variable Rate Shading: On (Locked)

Texture Resolution: Normal
Texture Filter Anisotropic: Normal
Depth of Field: Off
Detail Quality: Low
Particle Resolution: Very Low
Bullet Impacts: Off
Persistent Effects: Off

Shader Quality: Low
On-Demand Texture Streaming: Optimized
Allocated Texture Cache Size: 32
Download Limits: Off
Daily Download Limit (GB): 1.0 (Locked)
Local Texture Streaming Quality: Low
Shadow Quality: Very Low
Screen Space Shadows: Off
Occlusion and Space Space Lightning: Off
Screen Space Reflections: Off
Static Reflection Quality: Low
Tessellation: Off
Volumetric Quality: Low
Deferred Physics Quality: Off
Weather Grid Volumes Quality
Water Quality: Off

View

Motion Reduction Preset: Off
Arachnophobia Mode: Off (Zombie Exclusive)
Field of View (FOV): 120
ADS Field of View: Affected
Weapon FOV: Wide
3rd FOV: 90
Vehicle FOV: Wide
World Motion Blur: Off
Weapon Motion Blur: Off
1st Person Camera Movement: Least (50%)
3rd Person Camera Movement: Least (50%)
3rd Person ADS Transition: 3rd Person ADS
Inverted Flashbang: On

Mouse Settings

Mouse Sensitivity: 2.275

ADS Sensitivity Multiplier: 1.00

Look Inversion (On Foot): Standard

Simplified Controls Preset: Off

Low Motor Strain Preset: Off

Mouse Advanced Settings

- ADS Sensitivity Transition Timing: Gradual
- ADS Sensitivity Type: Relative
- 3rd Precision ADS Correction Type: Precision
- Look Inversion: Standard
- Monitor Distance Coefficient: 1.78 (16:9 Aspect Ratio)
- Mouse Acceleration: 0.00
- Mouse Filtering: 0
- Mouse Smoothing: Off
- Mouse Wheel Delay: 0
- Use System Mouse Cursor: Off
- Constrain Mouse to Game Window: Off

Movement

Sprint Assist: Tactical Sprint Assist

- Sprint Assist Delay: 0
- Sprint Assist Sideways: On
- Sprint Assist Backward: On

Mantle Assist: Off

Crouch Assist: Off

Corner Slice: On

Crouch Behavior: Toggle

Prone Behavior: Toggle

Sprint/Tactical Sprint Behavior: Toggle

Automatic Airborne Mantle: On

Parachute Automatic Behavior: Free Fall

Sprint Restore: On

Slide Maintains Sprint: On

Mantle Cancels Reload: On

NVIDIA Settings

NVIDIA Settings

Manage 3D Settings

Image scaling: Off
Ambient Occlusion: Quality
Anisotropic filtering: Application-controlled
Antialiasing - FXAA: Off
Antialiasing - Gamma correction: On
Antialiasing - Mode: Application-controlled
Antialiasing - Setting: Application-controlled
Antialiasing - Transparency: Off
Background Application Max Frame Rate: Off
CUDA - GPUs: All
CUDA - Sysmen Fallback Policy: Driver Default
DSR - Factors: Off
DSR - Smoothness: Off
Low Latency Mode: Ultra
Max Frame Rate: Off / 237 FPS (if G-SYNC was Enabled)
Monitor Technology: Fixed Refresh / G-SYNC Compatible
Multi-Frame Sampled AA: Off
OpenGL GDI compatibility: Auto
OpenGL rendering GPU: NVIDIA GeForce RTX 4070
Power management mode: Prefer maximum performance
Preferred refresh rate: Highest available
Shader Cache Size: Unlimited
Texture filtering - Anisotropic sample optimization: On
Texture filtering - Negative LOD bias: Allow
Texture filtering - Quality: High performance
Texture filtering - Trilinear optimization: On
Threaded optimization: Auto
Triple buffering: On
Vertical sync: Off / On (if G-SYNC was Enabled)
Virtual Reality pre-rendered frames: 1
Virtual Reality - Variable Rate Super Sampling: Off
Vulkan/OpenGL present method: Auto

Configure Surround, PhysX

PhysX Settings

- Processor: NVIDIA GeForce RTX 4070

Surround configuration

- Span displays with Surround: Off

Adjust desktop color settings

Main monitor: LG OLED UltraGear 27GS95QE-B

Color Channel: All channels

- Brightness: 50%
- Contrast: 50%
- Gamma: 1.00
- Digital vibrance: 86%
- Hue: 0

Second monitor: ASUS TUF IPS VG249Q3A

Color Channel: All channels

- Brightness: 50%
- Contrast: 50%%
- Gamma: 1.00
- Digital vibrance: 79%
- Hue: 0

Adjust desktop size and position

Main monitor: LG OLED UltraGear 27GS95QE-B

- No scaling
- Perform scaling on: Display
- Override the scaling mode set by games and programs: Off

Second monitor: ASUS TUF IPS VG249Q3A

- Aspect ratio
- Perform scaling on: Display
- Override the scaling mode set by games and programs: Off

Set up G-SYNC

Apply following changes.

- Enable G-SYNC, G-SYNC Compatible: Off / On (if G-SYNC was Enabled on the monitor, especially my main monitor LG OLED 27GS95QE-B, and FPS Frame Rate was applied)
 - Enable for full screen mode
 - Enable settings for the selected display model: On

Monitor refresh rate (Hz) **Recommended ceiling for G-SYNC (FPS capping) - deduct at least 3 FPS or 2 FPS**

60 Hz	58 FPS
75 Hz	72 FPS
100 Hz	97 FPS
120 Hz	117 FPS
144 Hz	141 FPS
165 Hz	162 FPS
175 Hz	172 FPS
180 Hz	177 FPS
200 Hz	197 FPS
240 Hz	237 FPS
280 Hz	277 FPS
300 Hz	297 FPS
360 Hz	357 FPS
380 Hz	377 FPS
390 Hz	387 FPS
480 Hz	477 FPS
500 Hz	497 FPS
520 Hz	517 FPS
540 Hz	537 FPS

