

1. Make sure cores are not parked and overall pc is at highest performance.
2. Headset in Quest app

Graphics Preferences ✕

Set your Quest 3 graphics preferences. Recommended settings are based on your computer's specs. [Learn More](#)

Refresh Rate

- 72Hz (Recommended)
- 80Hz
- 90Hz
- 120Hz

Automatic (Recommended)

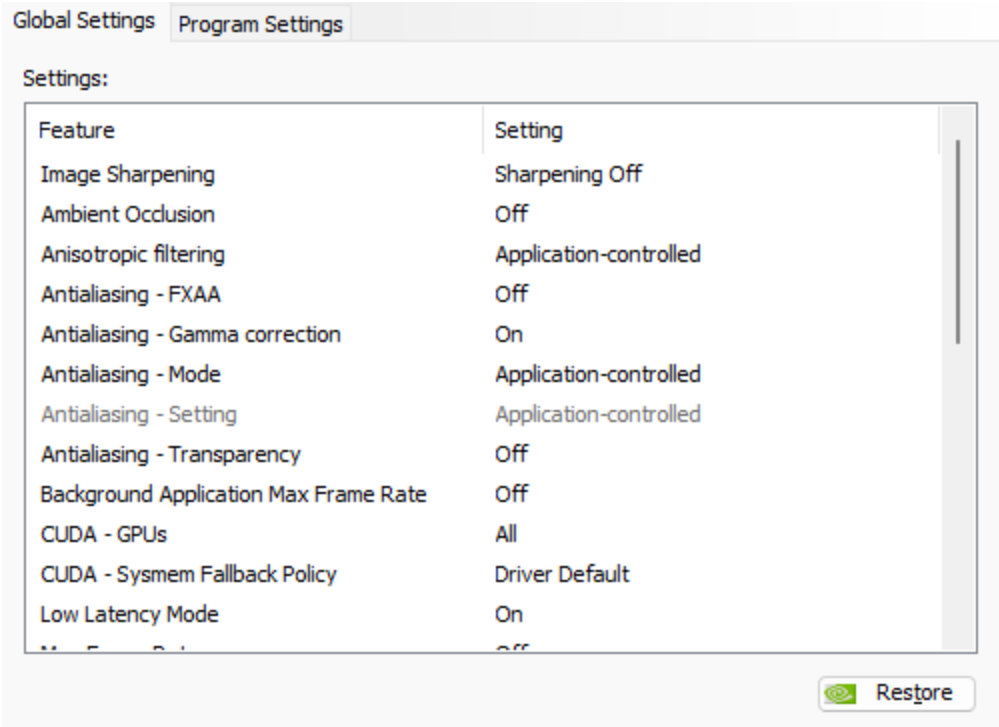
Render Resolution 4864 x 2592

1.3x

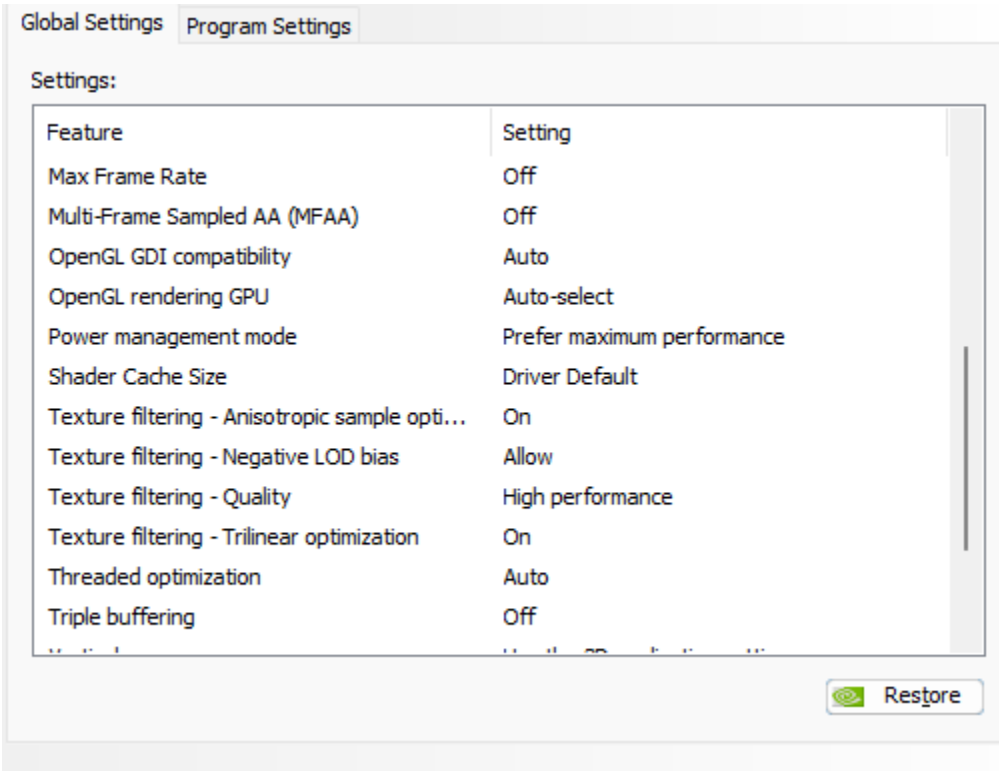
Not using the recommended settings may affect performance.
To apply any changes, the app will restart. [Reset to Default](#)

Cancel **OK**

- 3.
4. Nvidia settings




5.



6.



Threaded optimization	Auto
Triple buffering	Off
Vertical sync	Use the 3D application setting
Virtual Reality pre-rendered frames	2
Virtual Reality - Variable Rate Super Samp...	Off
Vulkan/OpenGL present method	Auto

 Restore

7.

Global Settings Program Settings

1. Select a program to customize:

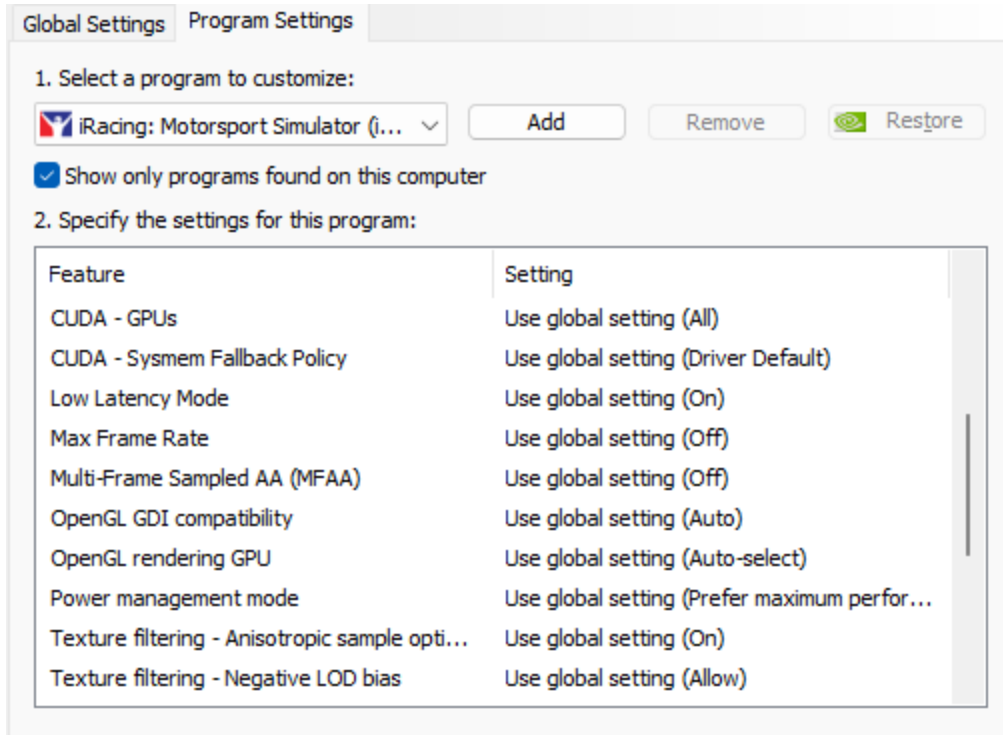
 iRacing: Motorsport Simulator (i...  Restore

Show only programs found on this computer

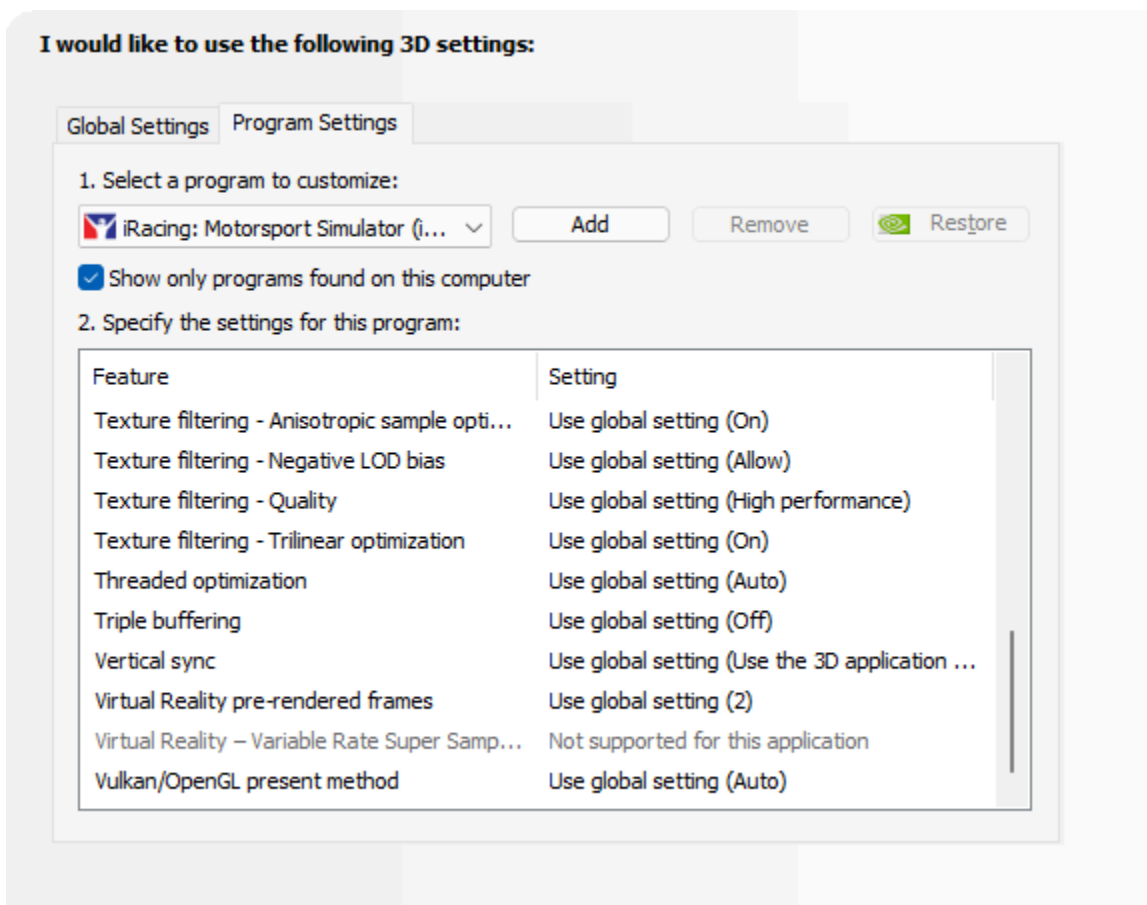
2. Specify the settings for this program:

Feature	Setting
Image Sharpening	Use global setting (Off)
Ambient Occlusion	Not supported for this application
Anisotropic filtering	Use global setting (Application-controlled)
Antialiasing - FXAA	Use global setting (Off)
Antialiasing - Gamma correction	Use global setting (On)
Antialiasing - Mode	Use global setting (Application-controlled)
Antialiasing - Setting	Use global setting (Application-controlled)
Antialiasing - Transparency	Use global setting (Off)
Background Application Max Frame Rate	Use global setting (Off)
CUDA - GPUs	Use global setting (All)

8.



9.



10.

11. Oculus Debug Tool Settings

[-] Service	
Pixels Per Display Pixel Override	0
Force Mipmap Generation On All Layers	On
Offset Mipmap Bias On All Layers	0
[+] FOV-Tangent Multiplier	0; 0
Use FOV Stencil	Auto
Bypass Proximity Sensor Check	Off
Adaptive GPU Performance Scale	Default
(PC) Asynchronous Spacewarp	Disabled
Frame Drop Indicator	Disabled
Debug HMD Type	Disabled
Pose Injection	Disabled
[-] Oculus Link	
Distortion Curvature	Low
Video Codec	Default
Sliced Encoding	Default
Encode Resolution Width	0
Encode Dynamic Bitrate	Disabled
Dynamic Bitrate Max	0
Encode Bitrate (Mbps)	450
Dynamic Bitrate Offset (Mbps)	0
Link Sharpening	Normal
Local Dimming	Enabled
[+] Layer Properties	
[-] HUDs	
Visible HUD	None
[+] Performance HUD	
[+] Stereo Debug HUD	
[+] Layer HUD	

12.

13. Oculus (everytime before opening iRacing disable async space warp)

14. Iracing Settings

OPTIONS
✕

DISPLAY

Resolution: 400x220 Full Screen Align: None 0 Gamma

Res Scaling: None Border Reflex: Disabled 0 Brightness

UI Zoom: 100% Enable SPS (VR) **Monitors** 0 Contrast

PERFORMANCE

Max Quality Max Frame Rate CUSTOM

Sky/Clouds: Medium Detail

Cars: High Detail

Pit Objects: Low Detail

Event: Off

Grandstands: Off

Crowds: Off

Objects: Low Detail

*Foliage: Off

Particles: High Detail

Full Res

Max Cars: Draw 40(20) Cars

Draw 40(6) Pits

Dynamic LOD World +/- med

FPS: 60 Cars -only

Frame Rate: No Limit

Limit: 91 Vertical Sync

Max Prerendered Frames: 1

*Anti Aliasing Method: MSAA

*MSAA Samples: 4x simple

Shadow maps/Cloud Shadows on

Object Self Shadowing

Dynamic Objs: Off

Night Shadow Maps

Walls

Number of Lights: 3

pcf4 filter

Dynamic Cubemaps: 0

Fixed Cubemaps: 0

Shader Quality: Ultra Detail

Hide Obstructions: All

Show Driver Arms

Two Pass Trees

High Quality Trees

Cockpit Mirrors Max: 3

Higher Detail In Mirrors

Headlights - High Detail

Headlights on track in mirrors

Virtual Mirror FOV: 100°

*Motion Blur: Off

SSR: Off

Sharpening Distortion

HDR Heat Haze

*SSAO

Video mem swap high-res cars

2048x2048 car textures

Hide car numbers

Done

rendererDX11Oculus.ini *Some changes take effect only AFTER exiting the session.

DRIVE ▶
OPTION ▶
MISC ▶
GRAPHIC ▲
REPLAY ▶
SOUND ▶
CONTROL ▶

15.