

| GRAPHICS SETTINGS | | | | | | |
|--------------------|---|------------|----------|-----------|---------------|-------------|
| | Streaming to Twitch using OBS Studio with NVENC. 1080p downscaled to 720p @ 6000kpbs with bilinear filtering. | | | | NOT STREAMING | |
| | ALL LOW | ALL MEDIUM | ALL HIGH | ALL ULTRA | MY SETTINGS | MY SETTINGS |
| 1440P SCALE | | | | | | |
| 100% | 146-147 | 114-115 | 108-109 | 103-104 | 148-149 | 162-163 |
| 75% | 194-195 | | | | 192-193 | 209-210 |
| 60% | 208-209 | | | | 208-209 | 220-221 |
| 1080P SCALE | | | | | | |
| 100% | 196-197 | 163-164 | 152-153 | 146-147 | 196-197 | 216-217 |
| 85% | 208-209 | | | | 208-209 | 219-220 |

OTHER

Effects on low = OFF. Effects on Medium and above enables Fog. FPS impact ~8 regardless of setting above Medium. So either OFF or Ultra.

Antialiasing doesn't do anything to visuals or performance

Changing Shadow Quality appears to do nothing on solo server, regardless of Lighting Setting. It might effect enemy shadows? Can never see own shadow.

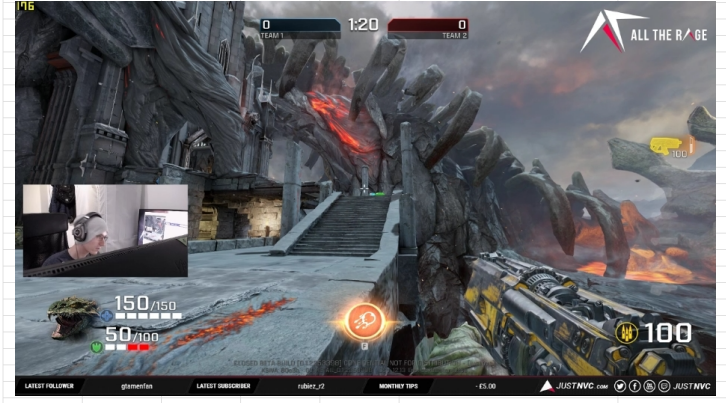
Lighting setting is ~20fps better at low over medium

Texture Filtering still "renders" 3D terrain after ~8-10 meters regardless of setting in a wave like fashion. Subtract ~2fps each time you increase setting.

I'm not sure about Post Processing

TEST SETUP

Create TDM server on Burial Chamber. Navigate to this position and walk over the edge into the little cubby. Point crosshair at this position and open FRAPS.



Specs

(All LOW except Texture Quality and Details which are ULTRA... on my GPU these do not effect FPS)

Intel i7 3770k at 4.5ghz with an EVGA GTX980TI SC ACX 2.0. All tests done using 111 FOV.

210-211 on 13 November 2017

Notes

This test is on an empty server, obviously.

The game is currently in BETA and performance is likely to improve.

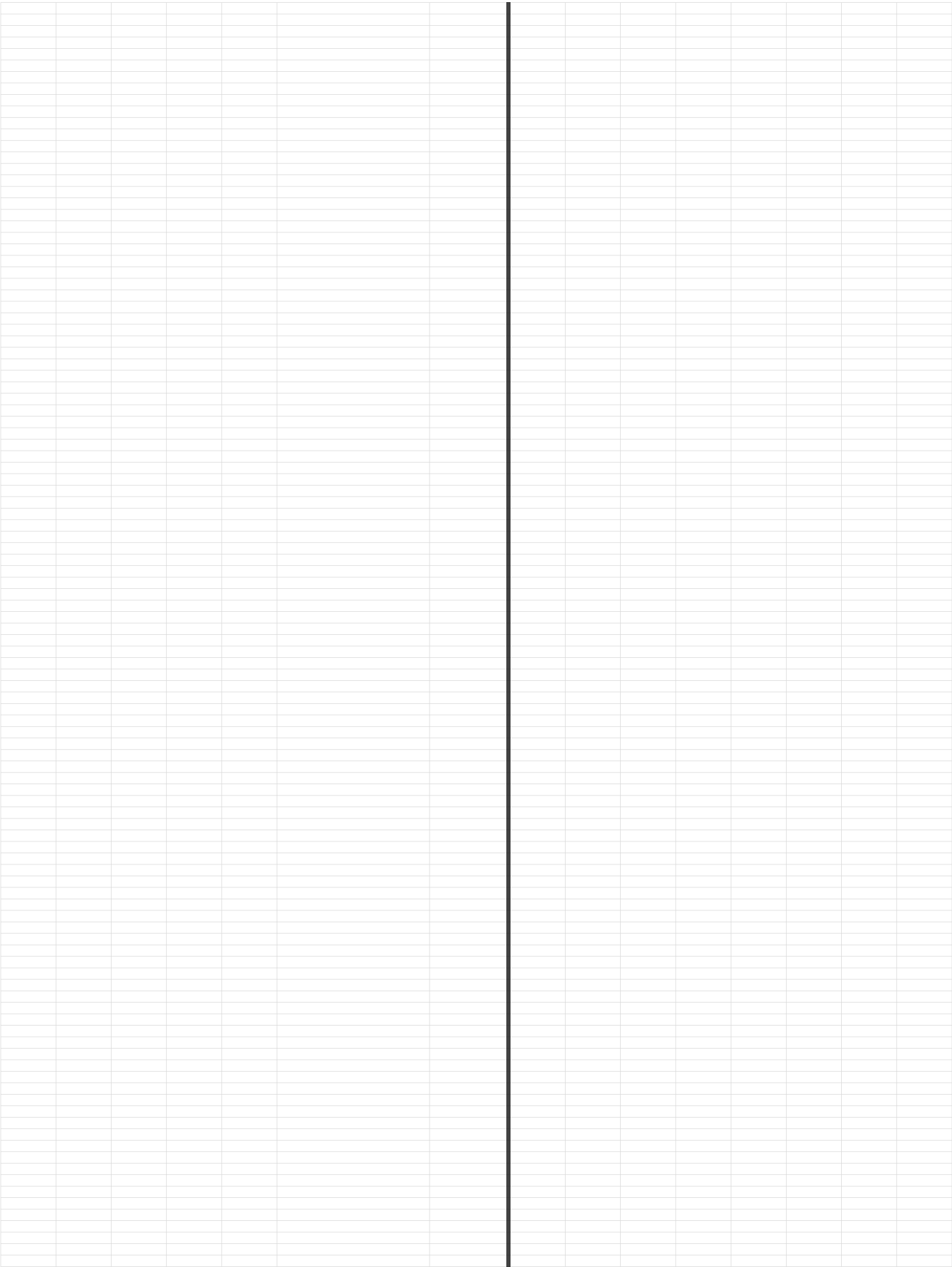
This methodology simply enables a quick way to compare system A to system B in a non realistic way.

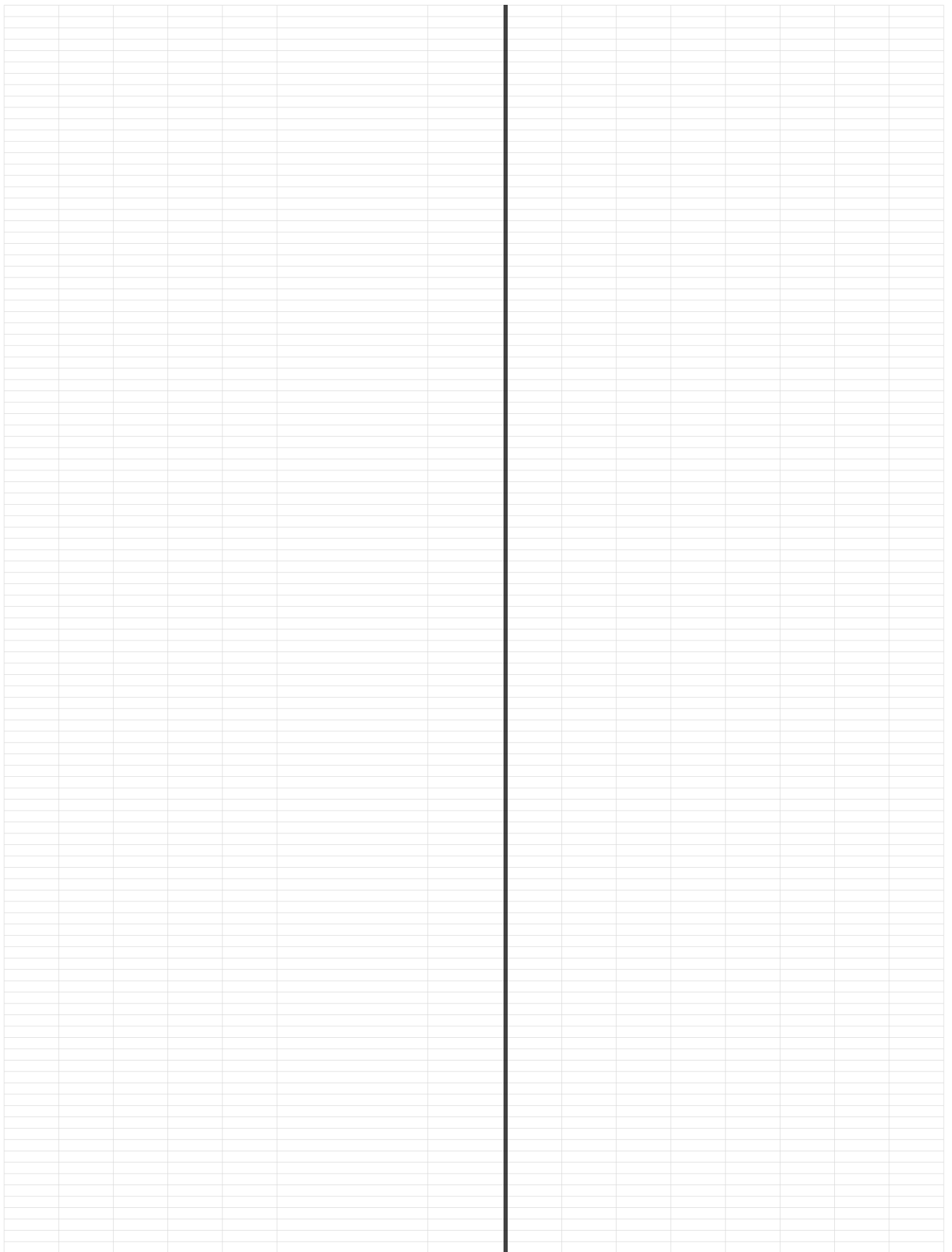
[You can follow my Twitch stream. http://twitch.tv/justmvc](http://twitch.tv/justmvc) if you have any questions.

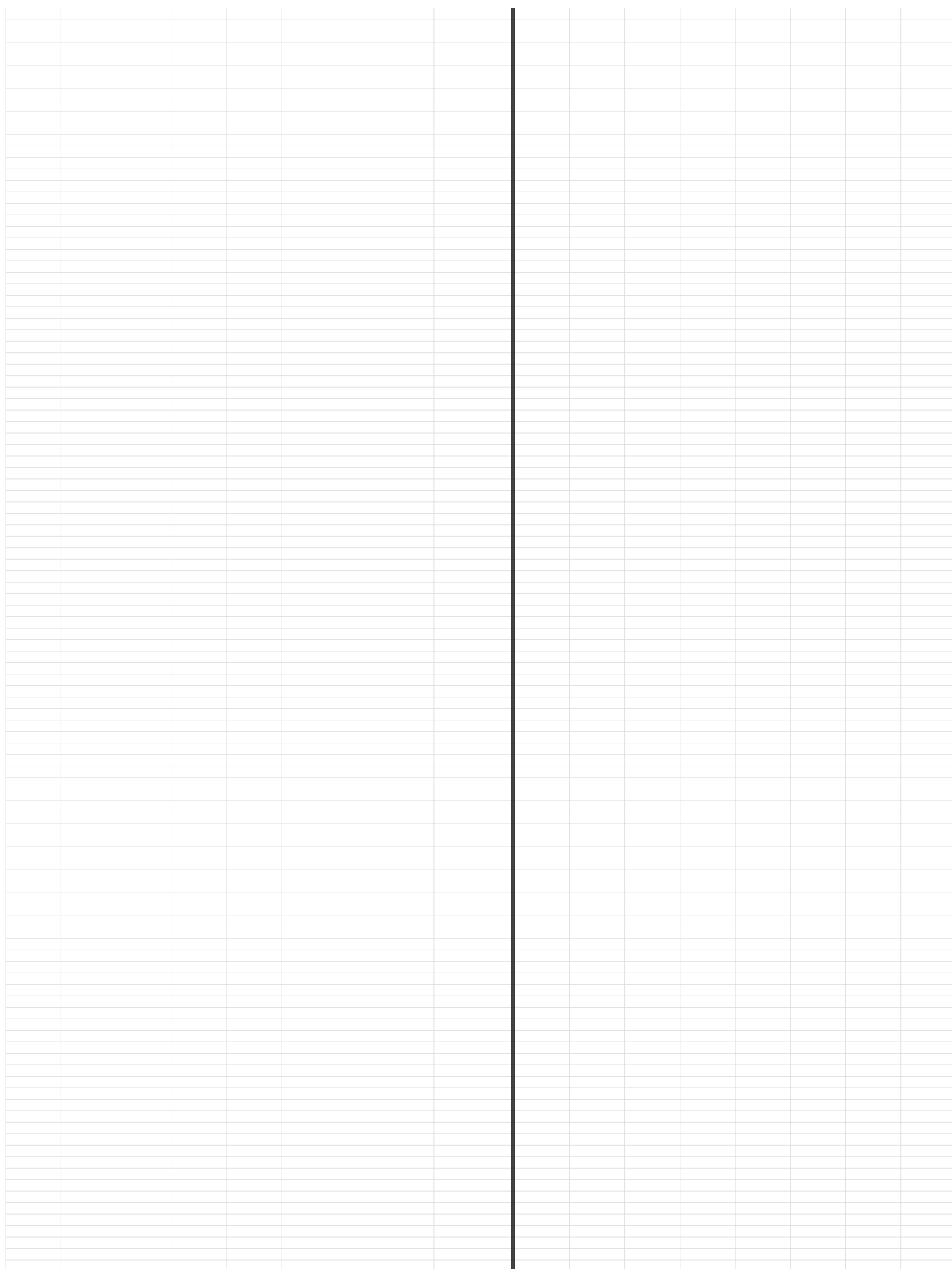
I will be compiling similar data for a review of the Viewsonic XG2703.

SyncError please make them add an in-game benchmarking tool with minimum, average and highest fps results e.g. Tomb Raider.

HELLO REDDIT LOL







The image shows a blank ledger page. It features a grid of 13 columns and 28 rows. A thick vertical black line runs down the center of the page, separating the columns into a 6-column left section and a 6-column right section. The grid lines are thin and grey, and the page is otherwise empty of text or markings.

This image shows a double-page spread of graph paper. A vertical black line runs down the center of the spread, separating two identical pages. Each page is covered with a grid of small squares, typical of graph paper. The grid is composed of 20 columns and 20 rows of squares. The lines are thin and light gray, while the central line is thicker and black.

The image shows a blank ledger page with a grid of 14 columns and 30 rows. A thick vertical line is positioned between the 7th and 8th columns, dividing the page into two equal halves of 7 columns each. The grid consists of thin lines forming the cells, while the central dividing line is significantly thicker than the other grid lines.

