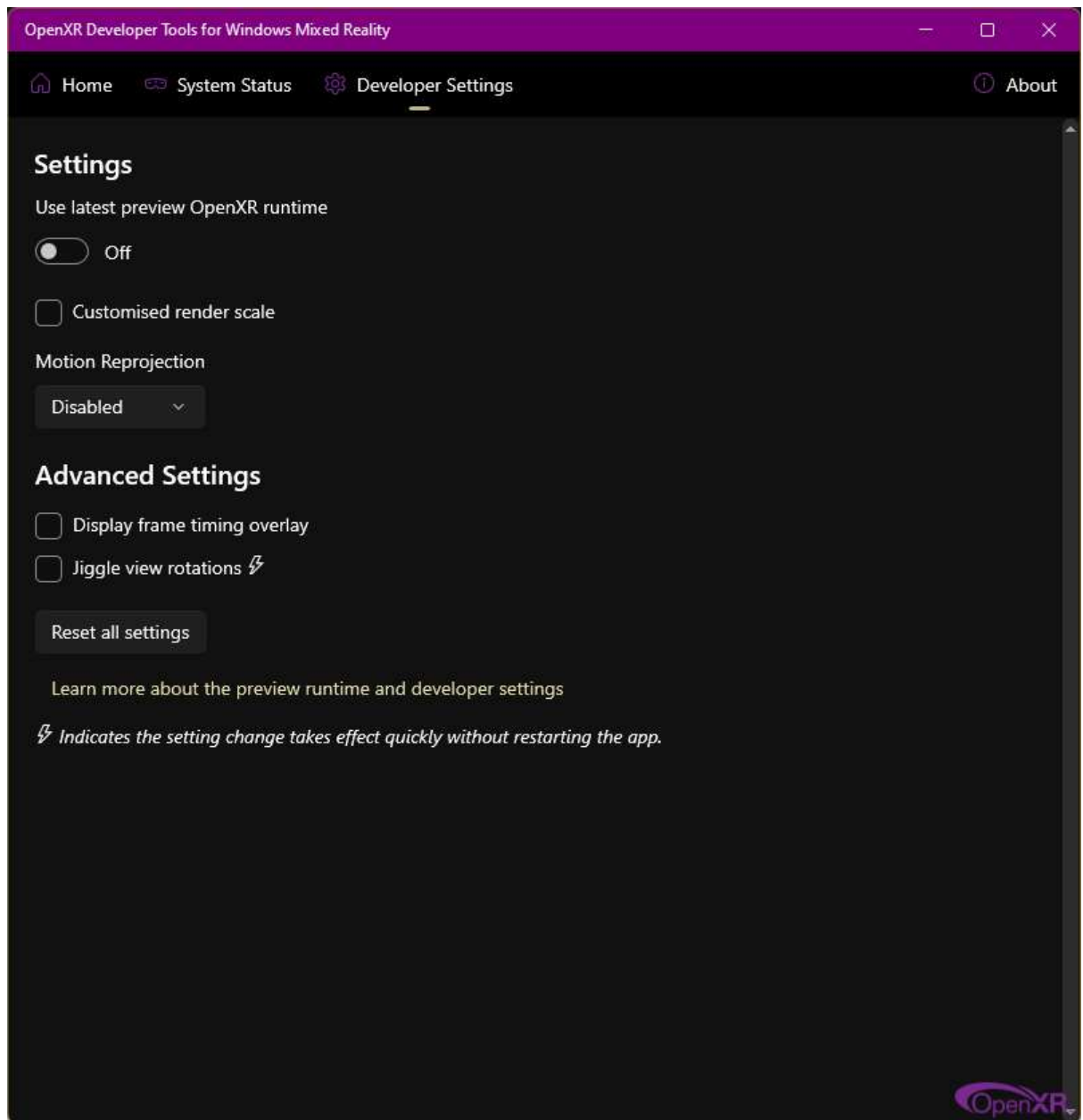


Reprojection off



Windows graphics settings turn these OFF:

... > Display > Graphics > Default graphics settings

Hardware-accelerated GPU scheduling

Reduce latency and improve performance. You'll need to restart your PC to have your changes take effect.


☐ Off


Restart your PC to apply your changes.

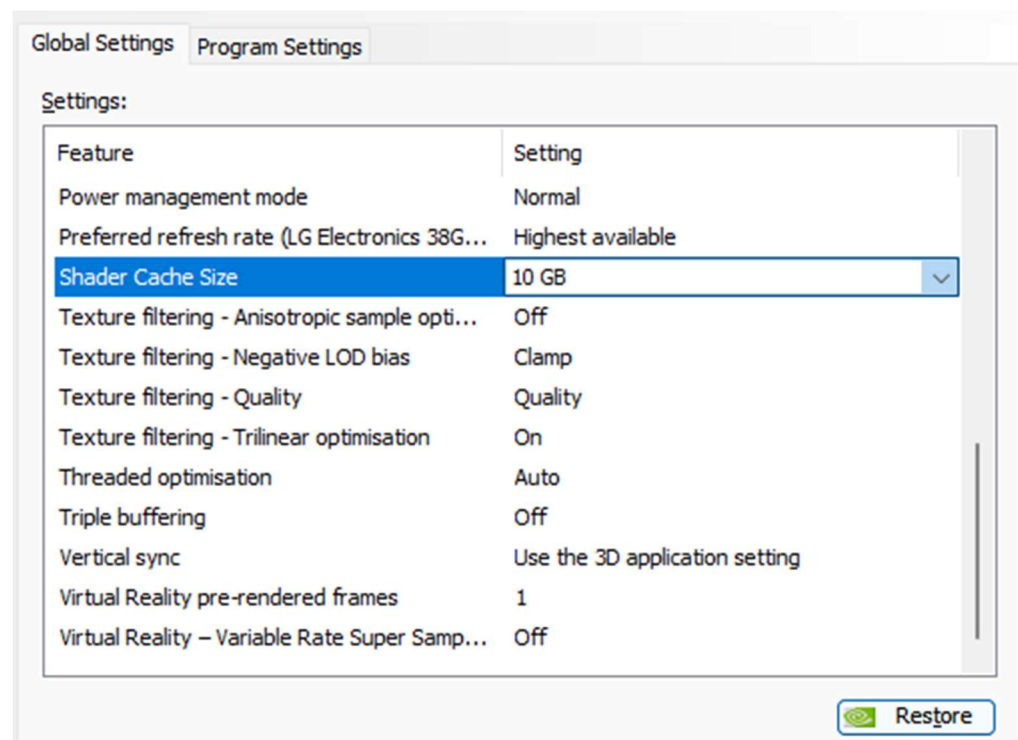
Variable refresh rate

When possible, get a higher frame rate and reduce screen tearing in games that don't support variable refresh rate by default. You might need to restart your game for this to take effect.

☐ Off

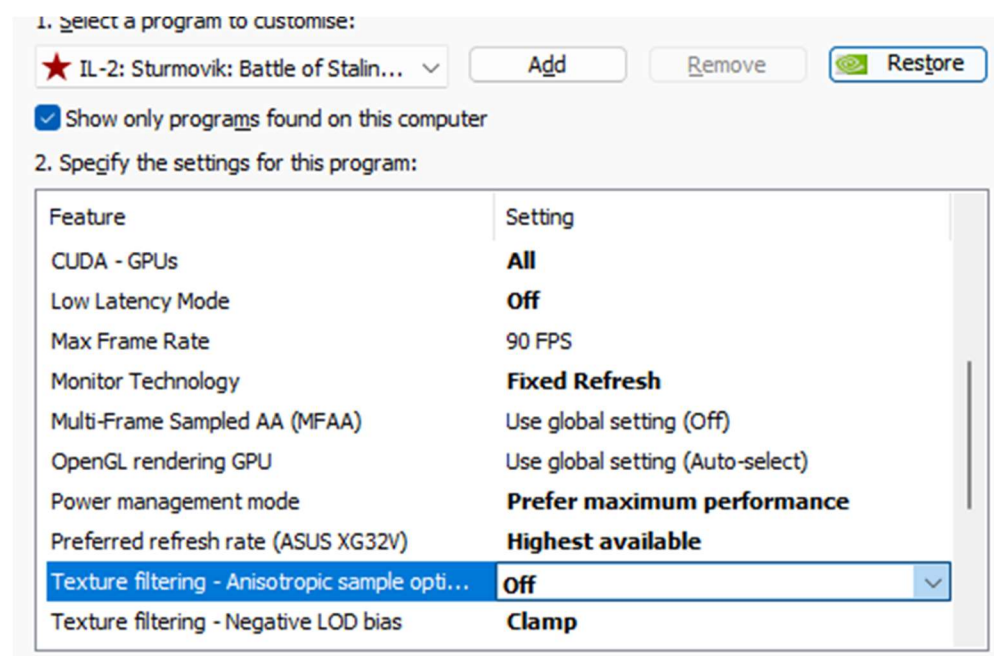
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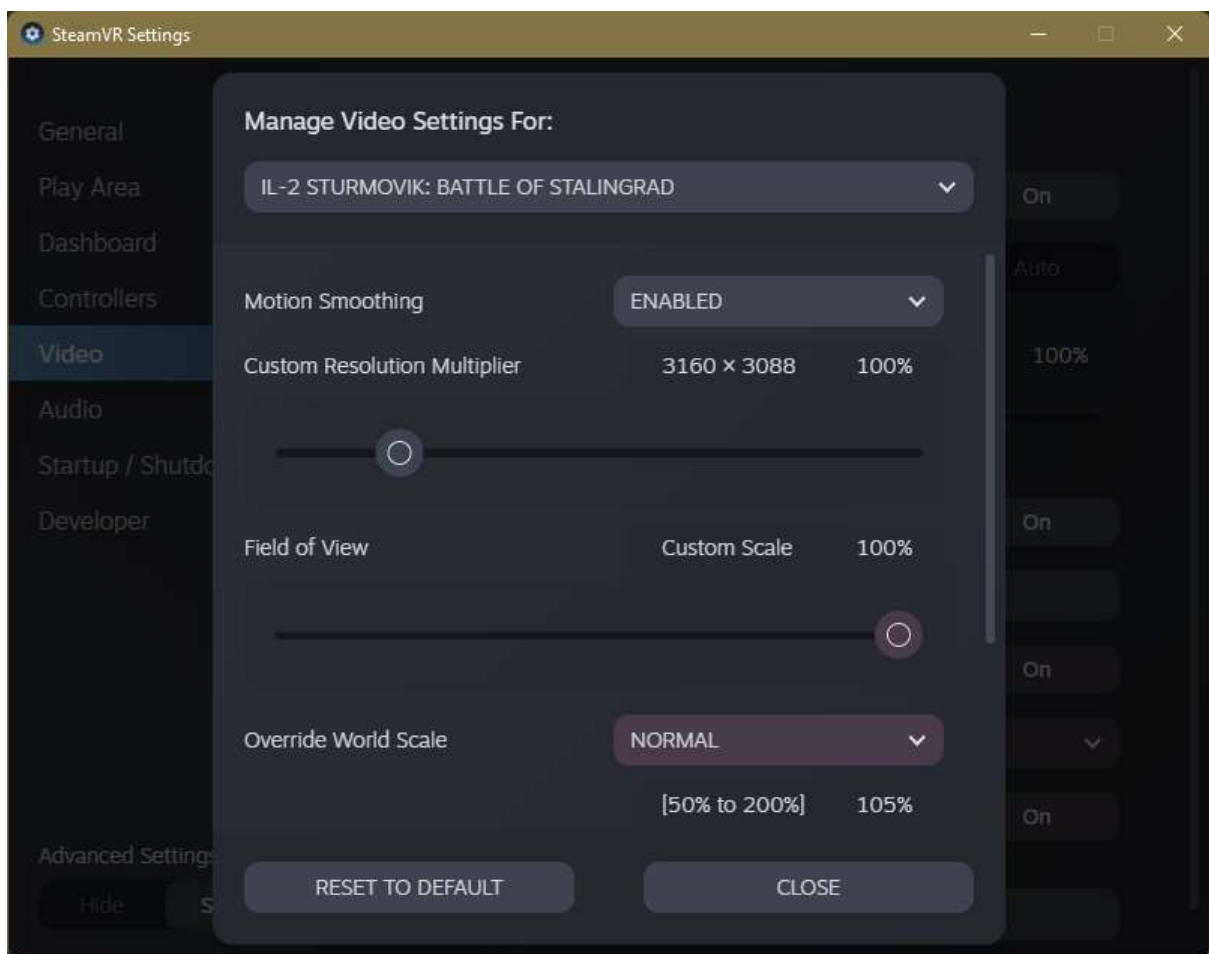
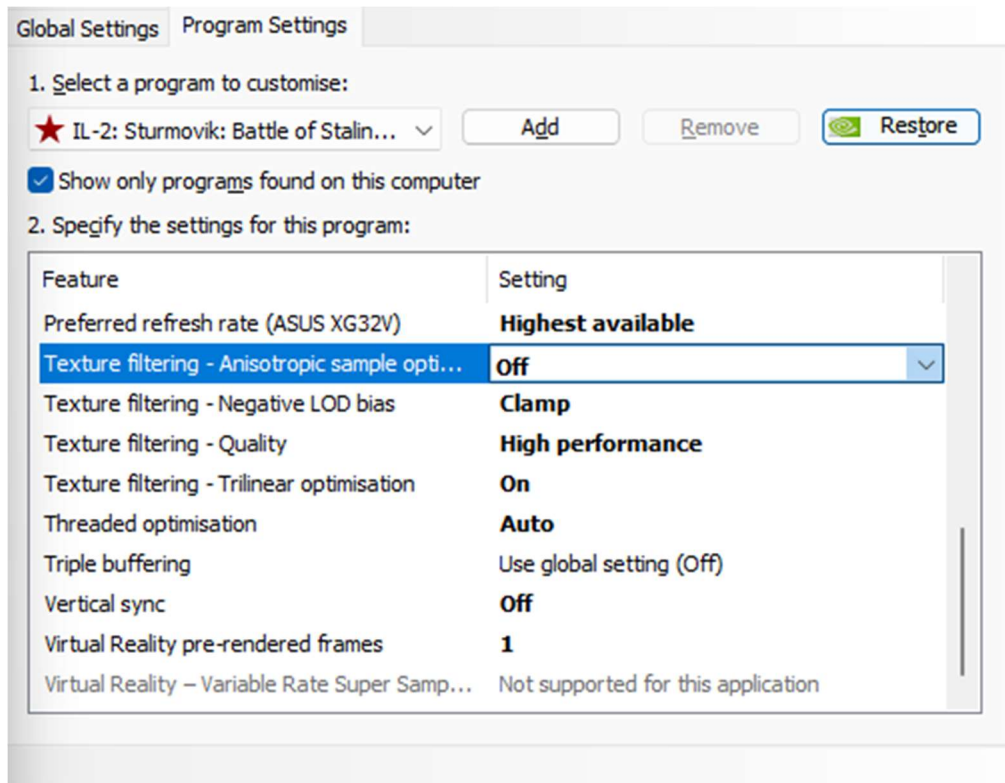


Global settings – increase Shader cache – to 10mb (driver default is 4mb), shader cache is NOT available in application level settings

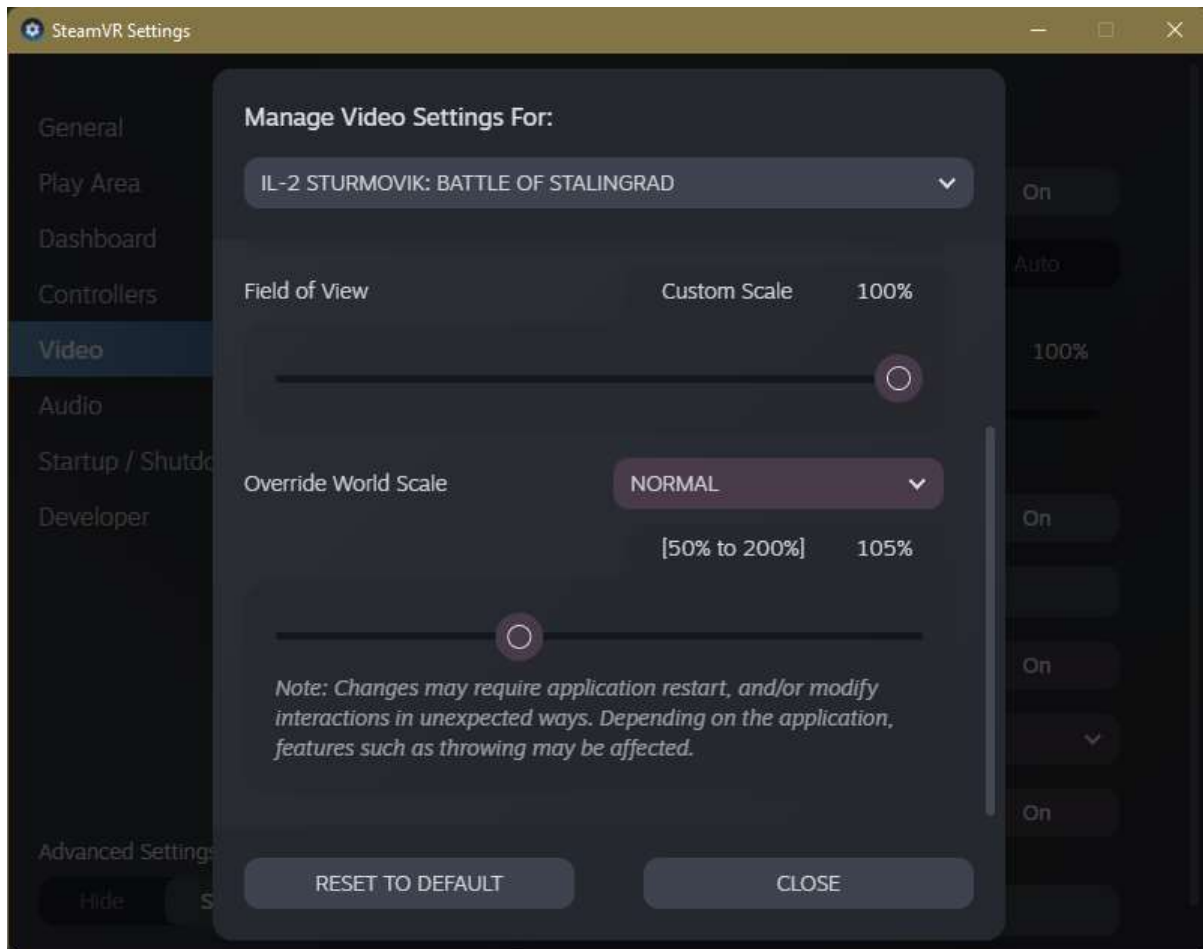
PROGRAM level settings:



VR Pre-rendered frames – can increase FPS but too much gives latency and less “sense of presence”. Can play with it, but watch out for issues



Set the world scale to Normal: 105% - stops the cockpit being too small, head movement being too large and ground units being too small. 105-108% is ideal for me. Tried 110 and 120% but was a bit off.



IL2 Settings in-game:

- VR: 100% SS – Can't deal with an unclear cockpit
- VR: 90Hz
- VR: Leave **Motion Smoothing ON** – otherwise get that jittery head movement even if at **87fps.. motion smoothing helps that last 1%**
- **ALL CAREER MODE CAMPAIGNS – SET FRONTLINE DENSITY TO MODERATE NOT HIGH**
- Sharpen ON
- Blur landscape filter
- AA OFF totally – preferred to have 100% SS for clearer cockpit.. can't do both
- Dynamic resolution 0.7 – it only kicks in if needed
- Target FPS 90 but is ignored in VR
- Res 1024x768
- Keep HUD OFF by default
- **Balanced for Preset can help CPU INTENSIVE**
- Distance Landscape Detail 4x is fine, horizon draw distance has a bigger impact

- Horizon draw distance 100km cos can't handle max – this adds more clouds too if go too far
- Mirrors set to OFF – mirrors has a huge impact.
- Shadows to MED (it's only in-cockpit) – Shadows are **CPU INTENSIVE, not GPU**
- Clouds EXTREME. GPU intensive but not a big impact unless turn off. Need good clouds, clouds generally look shit compared to DCS so can't go lower.. High & Extreme both use similar
- Grass OFF, don't need it.
- Ground roughness ON – useful for sense of depth