
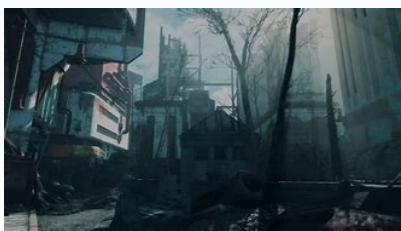


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I still see a lot of issues regarding FPS issues. As at least one on the main page every day I check the Steam forums. Fallout 4 is, unfortunately, one of those games that requires a lot of troubleshooting and configuration in order to get the most out of them. It can be very daunting and frustrating, even seemingly hopeless, so I figured adapting a fairly complete list of some fps fixes that I posted on another topic, and that I've discovered and personally tested in my many, many, (God kill me) many hours of solving Fallout 4 problems to work at (hopefully or close) in Maximum efficiency. So a few things first: Some, none or all of these listed corrections can provide you with either a small or large increase to your noticed fps or a reduction in your stuttering. But take it all with a grain of salt and understand that there are many, many factors, especially the hardware configuration and the game settings related to that. What happens with the small fixes is that, as most PC players realize, even the smallest amount matters in relation to the falls and rates of fps, and even more, you're looking for that cumulative effect. So first of all, I recommend you make sure that you really meet the minimum or suggested requirements to play the game. From there you can move on to find that sweet spot and reach the hopeful goal of playing the game at a relatively stable level of 60 fps or more. I recommend going to Link if you are not sure that your hardware meets these standards. I won't get into real sharpness when it comes to applying certain corrections or adjustments (overclocking, for example), especially when it comes to playing with things on Windows. That's up to you to search Google for the right information. As I said, unfortunately, to pull out the benefit of Fallout 4, you have to dedicate time to trial and error, and to research. I don't take any particular credit for any of these solutions individually, and in no way am I some kind of technical technique. These are only the solutions I have tried, used and found effective myself, after countless hours of troubleshooting with Fallout 4. Your mileage will vary, again, based on a multitude of factors that are a little out of my sight in most cases. As an example of this, some of my suggestions are based on the configuration/hardware of Nvidia because that's what I run. So without further additions: List of common fixes/suggestions Download and install ENB/ENBoost. Note that you don't actually need to use a preset to get the benefits of ENBoost. ENBoost is especially useful to use the memory hack (ForceVideoMemorySize on enblocal.ini) to bypass the limitations of your VRAM if you have a weaker GPU. You can use Google to find the ENB site. Make sure you set up the memory settings correctly, if you use it. Run in Borderless Windowed mode (mainly to reduce stuttering, but some report otherwise, so try Borderless or Fullscreen and see which has the least frame stuttering). Make sure you have up-to-date drivers for your GPU, installed properly (me always with DDU). To clean up the log files residuals and such). If you notice serious performance problems or losses with a particular driver (although you really shouldn't), then consider going back to a previous version and see which version works best for you. On the Nvidia Control Panel make sure that you are configured to use "Prefer Maximum Performance" in "Power Management". I also recommend that you configure the Fallout 4 application to "Use 3D application configuration." "V-Sync" and then have V-Sync activated on your Fallout4 and Fallout4Prefs.ini. The configuration is "PresentInterval=1". For AMD users, I guess the settings are analogous to those. Sorry, I haven't been a ATI since the early 2000s, or alternatively, use V-Sync or ENB Frame Limiter. Please note that frame rate is linked to certain engine behaviors, so it is not recommended the mark of 60fps plus or minus. Some people will say otherwise. However, extreme peaks in higher numbers will cause strange behaviors in the game. Some report anything more than 100fps, 140ish fps, etc. Play around and watch, but be careful it's going to play hell with some things like lockpicking and dialogue. Make sure that your power management is also set to "High Performance" on Windows. This works if you use Godrays in High or Ultra: "Link" ("Otherwise, convert them to Low"). This arrangement for the fps urban area is reduced in relation to the shadows: "Link" In addition to this other "Link" for other shadows settings. This mod, strangely, seems to positively impact fps, although the only prescribed effect is to remove the artificial boundaries of the game world: "Link" seems to work for me. I don't take credit for discovering this solution or making the mod, obviously. Additionally it is worth noting that if you use the "Scrap Everything" mod it would conflict with this mod. If you put Scrap Everything after it in your upload order, you won't see the fps improvements, but if you put it after, Scrap Everything doesn't work properly at not only does it not allow you to discard certain other objects, but it also causes something like the cell restart error, causing all the objects to be discarded before reappear unless you load SE again at the bottom. My own personal experiences. You may believe that it is snakeoil, and I would not blame you, as that was my initial response. But now, without any noticeable difference in graphic fidelity, I now have a constant of 60 fps at Bunker Hill, a place famous for the horrible picture drops. The same goes for many other trouble spots, which is usually the main culprit for bad fps in Fallout 4, apart from too many crazy things happening at the same time in random fights/events. Depending on what your motherboard supports, consider upgrading to more RAM and faster. Fallout 4 has actually been measured to have its performance impacted by RAM more than most other games, probably due to the game and engine (Game World Open Always loading information to the background, ready to broadcast on). Reduces its resolution. Fallout 4 is a great HOG hardware and hoping for anything beyond a fairly stable 60FPS, even at 1080p and with reduced settings, it's wishing a bit with most hardware configurations, I'm afraid. What clock speed is your CPU? If it's not OC, consider hitting it (if it's not OC), consider hitting it (if it's not OC), consider hitting it (if it's not OC), consider hitting it (if it's not OC). Make sure you know what you are doing and have the proper temperature control settings before playing with this! There are many complete guides on the Internet. The performance of Fallout 4 is largely based on the CPU, as it is, the way the engine handles the shadows, which are the heaviest elements of the game. If you haven't, consider also overclocking your GPU. The same advice goes over. ALWAYS BENCHMARK AND THE STRICTEST TEST YOUR TEST OF THE OFERCLES, both the CPU and the GPU, while monitoring their temperatures. Do your homework and you should not only avoid a major headache like cooking your parts (unlikely, but it can happen in the long run) or have unstable clocks that cause accidents and constant hardlocks, but you will be rewarded with better performance! Every bit can help you. Are you on an SSD? True, it should only really impact the charging times, but seeing it, since it affects the speed at which the charge of the cells is entered and the data is entered, could affect the noticeable momentary drop of frames or stuttering. SSDs are also super cheap and much more reliable now, so consider it an option if you are looking to upgrade and play Fallout 4 even more smoothly. Some modifications and enb will severely impact your FPS. That's just compensation. If you are using textures of higher resolution or extreme foliage on top of the shade settings higher, well... all dives will be hard and unavoidable. Unfortunately, the only real way to find a happy medium that's right for you, you, lots of experimentation and playing with mods and settings. If you experience a noticeable drop in frame speed or chug during shootouts or explosions, consider turning off or off the game's launch options. Consider downloading a reduced resolution size or an optimized texture package from "Link". There are plenty of good options there, so look around and see what best suits your needs. This tip applies especially to those who are feeling the technical limitations of your VRAM from your GPU. If you know what you are doing and it applies to you, try playing on your BIOS or PrecisionX or Nvidia Inspector and make sure you are getting the right amount of performance from your GPU (e.g. have it set up to work), as the main card of your team, and not as an integrated platform). GPU, if your CPU has one). Just like your CPU (you don't have any configuration enabled that can cause strangulation or whatever, which can be a potential suspect if you're experiencing very hard crashes and hectic gameplay). Using a third-party utility to monitor your CPU and GPU usage while you're playing can help you determine if any of these things may hinder your game's performance. You may try to manually configure the CPU affinity of the game once you have launched it. Once the game is started, open the Task Manager, go to the "Details" tab, right click on the Fallout 4 process, and then on "Set Priority" choose "High". NEVER SELECT REALTIME!!! This sometimes works for games that are not using the CPU properly and suffer from CPU performance issues. You'll have to do it every time you start the game, if you want and it works for you. And finally, just experiment with your in-game settings. A lot. Be honest with yourself about the of your hardware, what you find are acceptable graphical settings for that hardware, and also your expectations for what you yourself. A photo speed "stable" or "acceptable" to be. While it could be nice to have a very nice game, personally I create a much more fluid experience with fewer discordant drops or technical problems to overcome with a lot of eye candies, ten out of ten times. But in the end it is your call. I bet your eyes are bleeding from now that the previous corrections will help alleviate some of those problems related to Framerate and stuttering, but even so, almost guaranteed that you will still have FPS Drops from time to time. It is only the nature of the beast. That said, I hope that some of the previous corrections and tips are useful for those who seek to play the game in a more fluid and acceptable experience. And as a reference, an appointment of the post that I adapted, listing my hardware and experiences, if someone interests you: A 6 core have a fairly similar system in general. I7 4790K @ 4.7GHz, 16 Gigs of 2400MHz C10 DDR3, GTX 1070 is a bit below a Stock 1080, running a Samsung EVO 850 SSD and playing 1080p 60FPS. With the above corrections, a preset enb, the Ultra High Resolution texture package of Bethesda, True Grass, and other adjustments not affected by those corrections established in Ultra, I get a fairly stable 60fps, less when things get crazy. A «Since then I have also discarded the UHR texture package in favor of the Vivid Texture package (Best Cho, since I simply did not find that the extra detail minuscule (for my resolution) of the pack is worth the additional use of VRAM, lower (but not remarkable) Impact FPS, and increased storage Insane (Serious Bethesda, 59 gigs? WTF). Thank you for reading, I realize that it is a big text wall. But I wanted to be meticulous. I really hope it helps some of my parents' lovers lovers for there. If you want to contribute your own advice, mention anything that me or lost me, or share your sweet rolls with me, please do not hesitate to do so. Happy hunting. Original link Continuation of the discussion discussion discussion

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