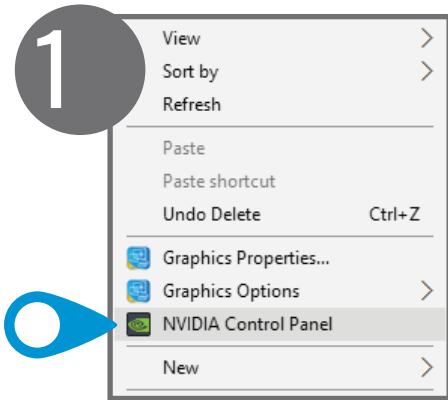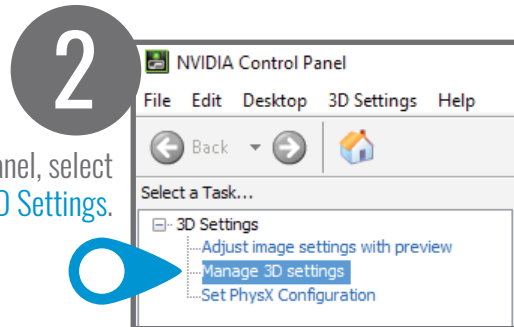# NVIDIA Graphics Card Settings
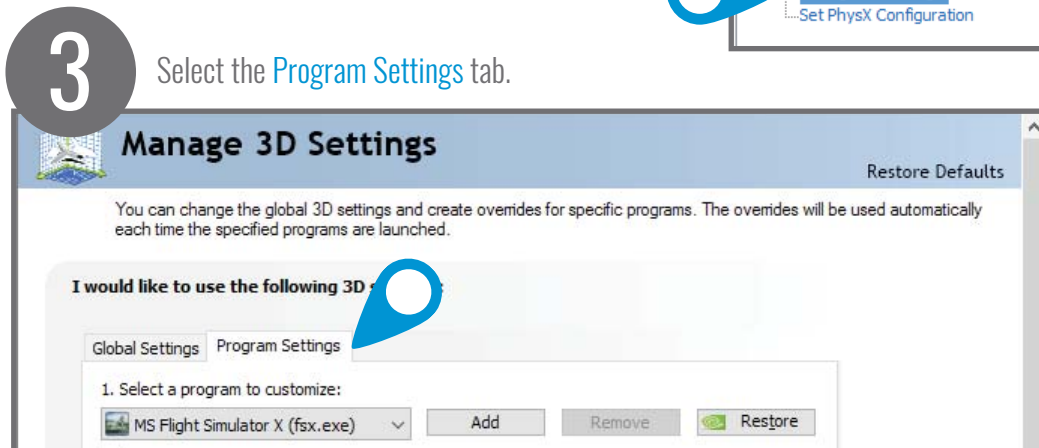
Optimizing Performance for FSX

1

Right click on your computer desktop and select NVIDIA Control Panel.

2

From the left panel, select Manage 3D Settings.

3 Select the Program Settings tab.
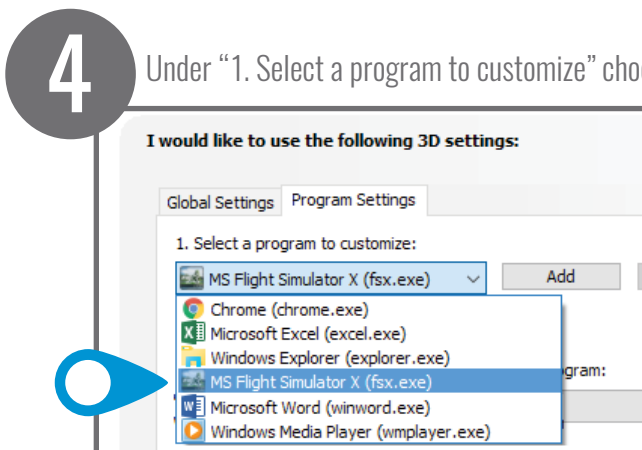
4 Under "1. Select a program to customize" choose MS Flight Simulator X (fsx.exe).

IMPORTANT!
If this is your first time running FSX, you will need to add FSX.exe to the list. To do this:
1. Select the Add button
2. Select Browse
3. Locate the directory where FSX was installed on your computer. The default directory is:
   C:\Program Files (x86)\Foresight Sports Experience\FSX.exe

5 Under "2. Select the preferred graphics processor for this program" choose High-performance NVIDIA processor.

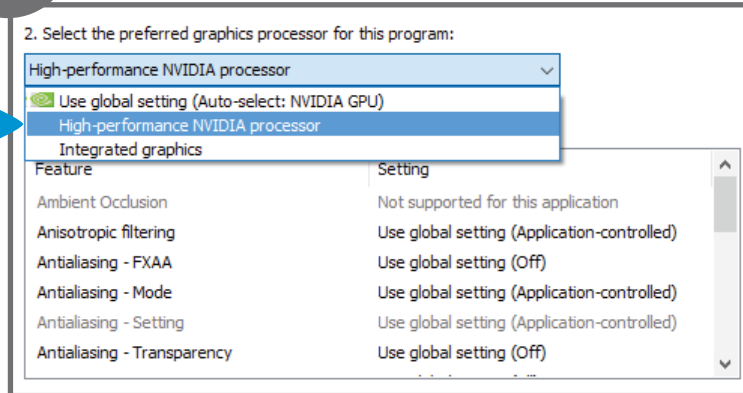2. Select the preferred graphics processor for this program:

High-performance NVIDIA processor

Use global setting (Auto-select: NVIDIA GPU)
High-performance NVIDIA processor
Integrated graphics

Feature	Setting
Ambient Occlusion	Not supported for this application
Anisotropic filtering	Use global setting (Application-controlled)
Antialiasing - FXAA	Use global setting (Off)
Antialiasing - Mode	Use global setting (Application-controlled)
Antialiasing - Setting	Use global setting (Application-controlled)
Antialiasing - Transparency	Use global setting (Off)

6 Under "3. Specify the settings for this program" scroll down to Texture filtering–Quality and select High Performance.

3. Specify the settings for this program:

Feature	Setting
Texture filtering - Anisotropic sample opti...	Use global setting (Off)
Texture filtering - Negative LOD bias	Use global setting (Allow)
Texture filtering - Quality	Use global setting (Quality)
Texture filtering - Trilinear optimization	Use global setting (Quality)
Threaded optimization	High quality
Triple buffering	Quality
	Performance
	High performance

7 Click the "Apply" button to save your new settings.

☑ Show only programs found on this computer
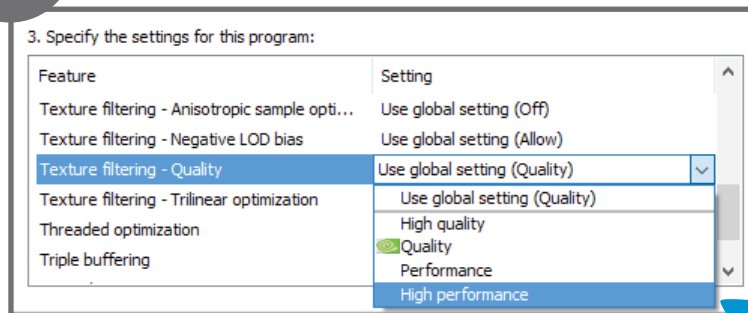
2. Select the preferred graphics processor for this program:

High-performance NVIDIA processor

3. Specify the settings for this program:

Feature	Setting
Multi-display/mixed-GPU acceleration	Use global setting (Multiple display perfor…
Power management mode	Use global setting (Adaptive)
Shader Cache	Use global setting (On)
Texture filtering - Anisotropic sample opti...	**On**
Texture filtering - Negative LOD bias	Use global setting (Allow)
Texture filtering - Quality	**High performance**

Apply   Cancel