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This is to help you in case you have FPS/lag problems. Permits and credits This author did not enroll anyone in this file This mod has not decided in receiving Donation Points GREAT FPS BOOSTFog.esp (file 1), Shadow and Grass Tweaks (file 1), Grids (file 2) : these grid settings are flying particles, fog and fog, for more FPS (see details below)Clear weather : Extra Clean Weather file to prevent lag caused by some types of weather. (You can use any combination) it to help with FPS/lag problems. Notes: You don't need it if you don't have a backlog. You can use any combination. I highly recommend at least using the grids, they are very useful and I don't know anyone who has made these specific grid settings before... to solve the problem of delaying fog, fog and flying particles. Use everything (tweaks and esp's...) if you want better results in exteriors and interiors too. Beware though that shadow settings will remove most of the shadows, in my opinion, I prefer to have a smooth playable game that I can enjoy the game, so I don't mind sacrificing shadows. Either way, its all about your PC restrictions, the powerful installation doesn't need any FPS boosters. DESCRIPTION 1:- Settings should boost your FPS by setting shadows (most of them removed). Please note that sunny days are still there, there is no great shade everywhere. At night the area is kind of mixed together a little more, and the dark areas (interiors) are a little lighter, since the shadows are different. Please note that even with Darker Nights installed it will look a little lighter, so you can use the dark version of the Dark Nights setting if you don't work the darkest yet. Things like advanced metal with fire in them still cast their shadows coolguy, so the game doesn't look like it was all shadows stripped, for those wondering. Note: The required number of 9s in settings can vary from one computer to another, base 6'9s. I use 8. Try which number is best for your PC (number affects flicker if you have one). Added to 3.01 is the second alternative way to set the shadows. (the shadows of the characters will remain here) (if you notice some delay in exiting the dialogue with npc or some common flicker, use this one). The instructions also include advice on how to get more FPS by reducing the amount of grass spawning in your game.2- Fog ESP. addresses fog problem games for more FPS, especially in interiors. it changes only one entry (reducing the directional power of the fog from 8 to 1). It doesn't remove it or make it distant, it makes it still instead so it doesn't eat your FPS. Extra clear weather if you do suffer from some type of weather causing FPS drops like foggy, foggy, foggy rainy... etc., you can use the file Weather that you can find at will. it will make the weather always clear in all areas, others then the glowing sea (left intact). which is a very drastic solution, but if you have a weak computer that can't handle these types of weather without dropping FPS, you may find it very useful. Custom Grids: These grid settings are flying particles that you see flying in some internal cells (they eat FPS as hell). And the general fog and fogs attached to the chamber, inside and outside the areas. Некоторые из моих других модов : Кира полностью customizable компаньона и ее placeA.T.M.O.S.P.H.E.R.E.ScarletImmersive ПовествованияBULLET TIMEAlternative артиллерии Поддержка МетодМинутеман UnitedTactical Пятнистые очки Кольцо Krwada No 7500 нести weightTESTIMONIALS :- Я не нахожу ничего на всех рыбный о ваших предложениях, чтобы получить лучшее В самом деле, я нахожу направления очень ясно, и результаты очень хорошие! Not only do my FPS increase by 20fps, but the overall effect is to increase the gamut of the game, making everything seem much brighter and crisper. The game was, for my time, always too dark when indoors, and it does things just right, without using Pip-Boy light. Overall, I rate your tweak 10 out of 10. Just to solve those who are super picky about nouns... - Wow, it works! Thx a lot, approved.- Wow!!! It just works!!! I used to get 4-8 fps. It was a headache. But now I'm running smoothly with 60 even in the city of His Miracle. - You all just look Lag! born in it. (Reply to this post from another user) - Great speech, my friend. By the way I was going to write this before I realized your post.- Hey, never commented on nexusmods before, but I really want to thank you for this mod, my FPS has increased by 10-20 fps I'm so happy that I can finally play! approved courseedit: WTF I just checked out the second trick too and my F ING GAME REALLY F ING FLUID MAN F. I FEEL LIKE I'M PLAYING ON THE CONSOLE. I cry that it's so beautiful, and the coolest thing is that the graphics are still good too. My fps don't increase by 10-20 fps but 56265165162265 fps. Holy man sa, thank you. -ini tweaks that did this for me. Went from 12-13 in busy areas to 25-26. I got maybe 1-2 more fps from .esp, but using both, things improved dramatically. Thank you very much! The game is much smoother now. Well done. - These tricks make my game run silky smoother and noticeably better than ever before. - I try not to hyperbolic, but your fog shadow fix may have literally saved the game for me. How, wow, how is the mod so low in popularity? - a almost never comment on mods, but I have to praise you for it! That made my game 41-50 fps stable from 40-20 fps, its insane momentum, probably the first fix ever I've tried, making a fix game performance, I've tried so much to make this game run. I have everything to the max, minus the good rays that are on the low The game looks amazing, I don't notice any dip in the shade of quality, now I can play without it being an FPS drop festival. Runs rock solid on my SSD. Thank you for your (halo 2210) INSTALLATION :D OWNLOAD GREAT FPS BOOST FILE, UNPACK ANYWHERE, OPEN (file instructions) IN BLOCKNOT, choose your option (very simple steps). NOTE : You can only use ESPs or only TWEAKS (any combination) (I AM USING all of them FOR MAX RESULTS). IMPORTANT :P lease if you decide to use ini. Settings, be sure to install pref.ini to read only after making the changes. CREDITS :ALL CREDITS GOES TO SCRABBULOR FOR THE INI TWEAKS (GIVE HIM A BIG KUDOS) .many thanks for Mr.dave for his help and testing and images (give him fame too) .the esp was made with fo4edit, so much thanks for the guys working on him too. (don't give them any fame they already have much) (joke) . Page 2 I noticed that some textures in vanilla FO4 were not compressed properly, missing mipmaps, or other things. All I did was run the Ordenator (Texture Optimizer) for most of the vanilla diffuse textures - all of them except FOR LOD, cubemaps, gradients, or anything to do with the character's skin or toned texture. For best results, put this as HIGH Fallout 4 has been around for a while now, and many people are still having trouble with occasional bursts of lag and/or constant stuttering - myself included. For many people, this problem probably spurs from Bethesda locking Fallout 4 to 60fps, allowing vsync and not giving us an easy way to turn it off. For others, it may just be substandard equipment. I don't have the most powerful PC, but it's usually capable of running most games on an ultra/high of about 50-60fps without vsync on. While I've been getting these 50-60fps in FO4, I've also experienced very annoying backlog spikes from time to time and it kills the game for me. In addition, the choppy effect of vsync on without the ability to maintain 60fps is aging, quickly. Because of this, I went to find a way to fix these terribly annoying issues, and what I found was very quick and easy to do. There's another option that involves tweaking yourself either in .ini files (if you have know how), or using one of the different FO4 config tools that people have done. Whichever way you go, you'll be playing Fallout 4 in a way more smoother that you've been so far. A quick fix is a quick and simple fix that I found was one of someone who goes by Tayten, and his fix pretty much just turns off vsync and disables the acceleration mouse in the FO4 config file. Once you've installed the fix, Tayten offers going into the Nvidia control panel and toggling vsync to adaptive. Without this, mini-games, consoles and some other things will be accelerated and/or broken. It's pretty easy to do and I've even pitched it into 4 steps: DIY Fix Instead of using Tayten's, or other modder's .ini files, you can always do edits yourself and get a similar Performance. There have been several configuration tools created by different modders and uploaded to places such as Nexus Mods using using Of these to date is the preferred option and you will have access to the path of more options. One pretty important thing to keep in mind is that after you've used any of these config tools, you shouldn't (and sometimes don't make changes to The Fallout 4 graphics settings through the launcher - it will remember the things you've done through the config tool. Fallout 4 Tweaker is the most popular tool on the Nexus Mods it's probably the most complete tool out there. This gives us access to a whole bunch of options that Bethesda seemingly overlooked as toggling vsync (which can actually mess things up without allowing adaptive vsync, as in fixing Tayten), giving FO4 a high priority processor, and a bunch of other settings that affect both gameplay as well as performance. There are many options to play around with, and I think this tool is worth having regardless. Turning off vsync is going to give you the most noticeable dip in stuttering, but it will also mess with some things like console and holotape games in a negative way. There is a way to fix it though, and it's actually quite simple. What I'm talking about is that allows Adaptive Vsync, which yes, is the Nvidia thing, but there is a similar solution for AMD users. By incorporating adaptive vsync (or his AMD alternative) things will function as when the normal vsync is included, and when you would otherwise exceed 60fps you will be capped to 60fps (on 60hz monitors), but the vsync will shut down when you fall under 60fps; effectively killing a huge portion of stuttering in Fallout 4 while maintaining the integrity of mini-games and consoles. Nvidia - Adaptive Vsync Open Nvidia Control Panel (right click on desktop) Go to Control 3D Settings From Global Settings Scroll Down to Vertical Sync and Switch It to Adaptive. You can also only do this for Fallout 4 through Program Settings, not Global. Download and install RadeonPro (this is the only option to turn on Dynamic Vsync) Open RadeonPro and go to the Tweaks tab to include Dynamic Vsync under Vsync Control If you've tried all of the above and you still can't get Fallout 4 to run smoothly, but you can permanently exceed 60fps due to powerful hardware, then you have one option to try. Your last ditch attempt should be to download a program like RTSS (Rivatuner Statistical Server) and set the FPS cover to 60 during the Fallout4 launch with its in-game vsync off. Heck, this may even be a good solution to start with, but then you won't know about adaptive Vsync which is a really useful option to know about anyway. Conclusion See? Super easy, isn't it? Using Tayten modified .ini files and incorporating adaptive vsync seemed to clear up all the stuttering and lagging issues that I and I hope he will do the same for you! In fact, I was actually able to crank everything that was set to high up ultra, while keeping between 40-60 fps depending on where I am But, if you want more control over other settings like field of view that makes everything the NPC kill, tweaking the shadow resolution and turning the mouse on/off, then you'll need a config instrument like Fallout 4 Tweaker, or what tool you'll find that looks good. Just be sure to include a variation of adaptive Vsync to avoid disrupting the physics of Fallout 4. After all, any of these solutions will help clear a ton of lag and stutter in Fallout 4, and you'll have a much more enjoyable experience because of it. No one likes the occasional backlog spikes and choppy gameplay, especially me, so I really hope this post has helped you! If it worked for you, or if you have something to add, let us know in the comments section! Fallout 4 in Stuttering and Lag Issue - How I Fixed Them - Nvidia/AMD GPU was last changed: May 4, 2020 Brenton Brunton fallout 4 city lag fix mod

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