

# Frame Rate and Stuttering issues z

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## BASIC STEPS:

These are the first steps to try. If these solve your issue, great! If not, there are more steps below.

01) If you are using a 64-bit enabled Windows machine, ensure you are using the 64-bit version of the Sim.

*To check what type of Windows machine you have, right-click on "Computer" on your desktop, and select "Properties". Then, under the "System" heading, the "System type:" will inform you if you have a 32-bit or 64-bit operating system.*

*To enable the use of the 64-bit version of the Sim, go to the iRacing.com website and click on the "Settings" menu option. Then, make sure the "64-BIT MODE" slider is set to the "ON" position.*

02) Shut down your machine completely, and then turn it back on.

*This will ensure your computer's available memory space is maximized, and that no other programs are running.*

03) Once your machine has booted up, launch your web browser of choice and go to the iRacing members site.

*Avoid launching other applications that might utilize some of your machine's processing power.*

04) Run the Automatic Graphics Configuration tool by clicking on "Settings" on the iRacing website, and clicking "Launch" next to the "RUN GRAPHICS CONFIG" option.

*This configuration tool will automatically analyze your machine specs, and adjust your Sim graphics options to best match the capabilities of your machine.*

05) Run the iRacing Sim and observe your frame rate for stuttering.

*If the graphics are smoother now in the situation(s) where they struggled previously, you're done!*

## NEXT STEPS:

If you are still experiencing stuttering, continue with these steps.

06) In the iRacing Sim, select Options, then Graphics, and enable the "Frame Rate: Limit AC" option and set a "Limit AC" value well below 200. For example, try 83 to start. Also, set a "Batt" value to 60.

*Holding the mouse cursor over these options will explain what they do at the bottom of the screen.*

07) In your Graphics Options, Set the "Max Prerendered Frames" option to 1, unless your system is using Crossfire or SLI, then set it to 2 instead.

*If you are unsure about whether or not your machine has Crossfire or SLI technology and if it is enabled, please browse AMD or NVIDIA documentation respectively. [i] If you are unsure which brand of graphics card your machine has, open your Device Manager and expand the "Display adapters" node to view the graphics card(s) installed on the machine.*

08) In your Graphics Options, Reduce your "Max system memory to use" slider to no higher than 4000MB, no matter how much memory your machine might have.

*Reducing the maximum system memory being used by the iRacing Sim is a good way to ensure your system is able to run background tasks that might otherwise slow down the iRacing Sim.*

09) Now click "Done" on the Graphics Options display, and exit the iRacing Sim.

*Exiting the iRacing Sim ensures that all of these Graphics Option adjustments are applied.*

10) Run the iRacing Sim and observe your frame rate for stuttering.

*If the graphics are smoother now in the situation(s) where they struggled previously, you're done!*

## ADVANCED STEPS:

If you are still having frame rate stuttering issues, browse through these adjustments for the individual steps that directly apply to your specific issues and system setup. Be sure to read them carefully before following any of them.

*Important Note: After making any adjustments to the Graphics Options in the iRacing Sim, you must exit and restart the iRacing Sim completely in order for the changes to take effect.*

I seem to have stuttering only when people join my session:

- Exit the iRacing Sim.
- Edit "LoadTexturesWhenDriving" to "=0" in your "renderer.ini" file, which can be found in your "My Documents\iRacing\" folder.
- Edit "showJoinLeave" to "=0" in your "app.ini" file, which can also be found in your "My Documents\iRacing\" folder.

I have a stutter exactly every 5 seconds:

- In your Graphics Options, reduce all of the Memory sliders.
- Uncheck the "Render Dynamic Track Data" option box.

I am using Crossfire or SLI on a Windows 10 machine and experience massive FPS loss and stuttering in full-screen mode, but it appears to get better as the session goes on:

- In your Graphics Options, uncheck the "Full Screen" option box.

I have a 4GB 970-series graphics card:

- In your Graphics Options, reduce your "GPU Video Memory" option slider to a value less than 2500MB.

The stuttering seems to always get worse the longer the session lasts:

- In your Graphics Options and Replay Options, set the "Particles" option to the "Low Detail" value.

I seem to only be having stuttering at the Nürburgring GP:

- In your Graphics Options and Replay Options, enable the "Cockpit Mirrors Max" option and reduce the number of mirrors.
- Uncheck the "Virtual Mirror" option box.
- Reduce the values of some or all of your graphics "Detail" settings to "Medium Detail" or lower.

I have a three monitor setup and I seem to only be having stuttering at the Nürburgring GP:

- In your Graphics Options and Replay Options, enable the "Cockpit Mirrors Max" option and reduce the number of mirrors.
- Uncheck the "Virtual Mirror" option box.
- Reduce the values of some or all of your graphics "Detail" settings to "Medium Detail" or lower.
- Uncheck the "Render each screen separately" option box.

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