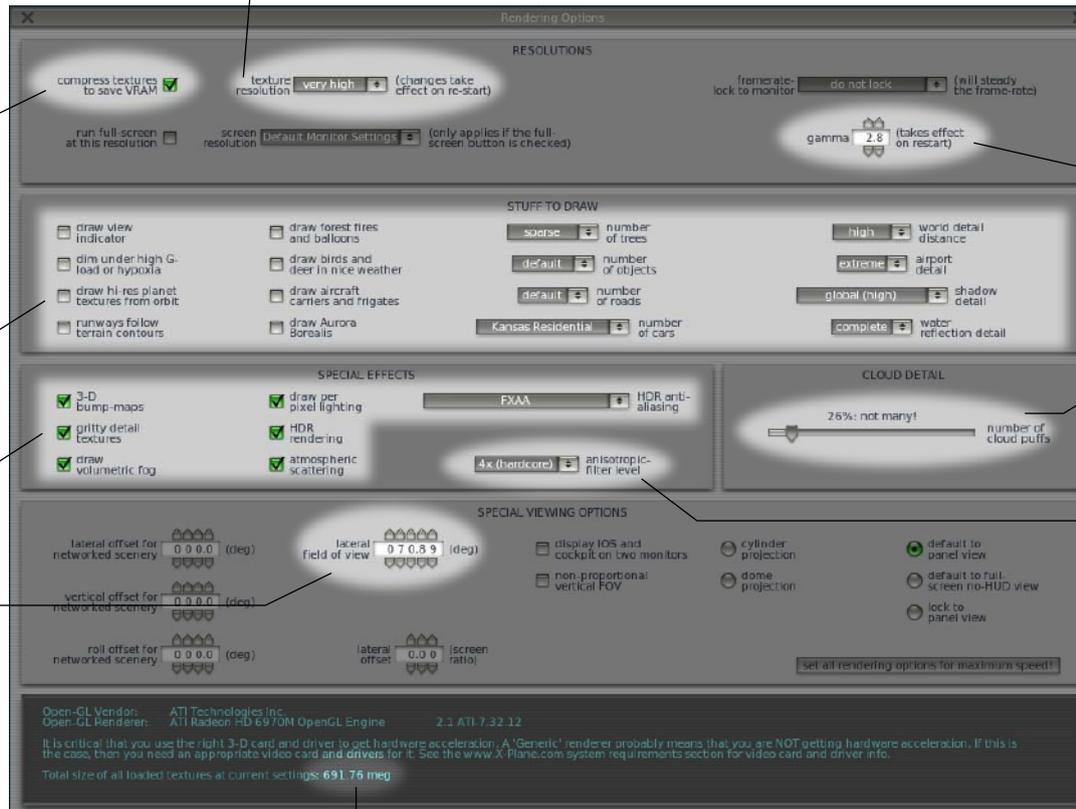


# RECOMMENDED X-PLANE 10 GRAPHIC SETTINGS



Affects sharpness of textures. All Carenado's v10 aircraft feature optimizations that protect important textures from quality loss when this resolution setting is lowered. If your computer has a weak video card, turning this option down will help reach decent frame rates on slower systems. Exterior texture quality will go down, but what needs to remain clearly visible to fly the plane will remain 100% sharp.

This setting IS recommended for X-Plane v10. It will save a lot of VRAM.



These options generally produce better appearance in the sim, at the expense of frame rates. Use your discretion to set what's important to you here, keeping in mind that the more items you display and crank up, the lower the frames per second you'll see in the sim.

These settings will influence lighting effects, normal map visibility (makes rivets and other details pop out), and atmospheric effects, but they are very graphics intensive, and will cost many FPS.

This is the default zoom setting for the camera. Also available in real-time via the plane's pop-up menu.

This setting affects overall brightness of the simulator.

Affects how hard the computer will have to work in order to display clouds. Higher numbers mean more detailed clouds, but greatly increased computer workload and reduced FPS.

Higher numbers yield better results when viewing surfaces at shallow angles.

This is the amount of VRAM required in order to run the sim smoothly. If this number is larger than your video card's physical VRAM, your simulator will not be smooth enough to practically use. Reducing texture resolution and compressing textures (top two options) are the most effective way to keep VRAM requirements within the constraints of your hardware.

For further support, please visit Carenado's knowledge base and support ticket system at: [www.carenado.zendesk.com](http://www.carenado.zendesk.com)