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## Gta 5 frame scaling mode nedir

Teğmen 140 Mesaj Hi, I was fiddling with the settings in GTA 5 on my PC and I have come across this setting called Frame Scaling What does it, really? Since I use a single 290X (soon I'll upgrade to an ASUS Strix GTX1070), I've found that the resolution set to 3840x2160 is pretty playable with the highest settings, only with the frame scaling of 0.667 Which resolution does the game use now? It looks much better than 1440p because of the scaling, and it looks a little sharper too 0 EDIT: just smashed the numbers, it's exactly 1440p, but for some reason, 4K scaled to 1440p looks much better than the 1440p itself without scaling (without scaling, everything looks more blurry and serrated) If you send a 1440p signal to a 4k screen, the screen will use its internal scaling algorithms to map it to 4k pixels. If you use a scaling option in the game, the game will use its own algorithms to rescale the image from 1440p to 4k. It is a gazillion rescaling algorithms. In your case, it seems the one built into the game is much better than the one built into the screen. Unfortunately, this is not uncommon - monitors don't exactly have a CPU at their disposal, so many manufacturers cheap out and use a simple scaling

