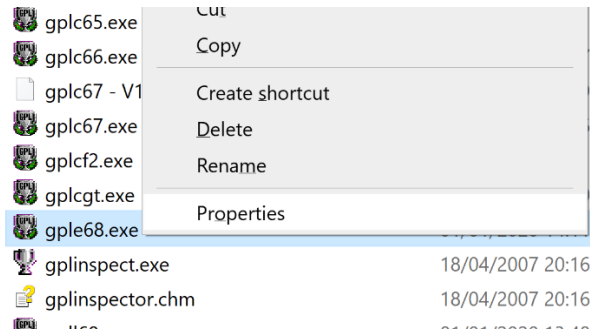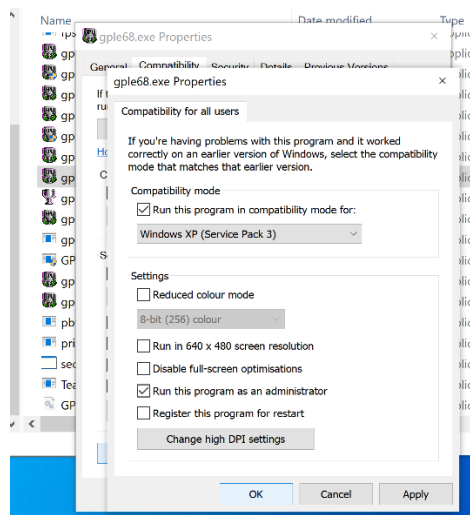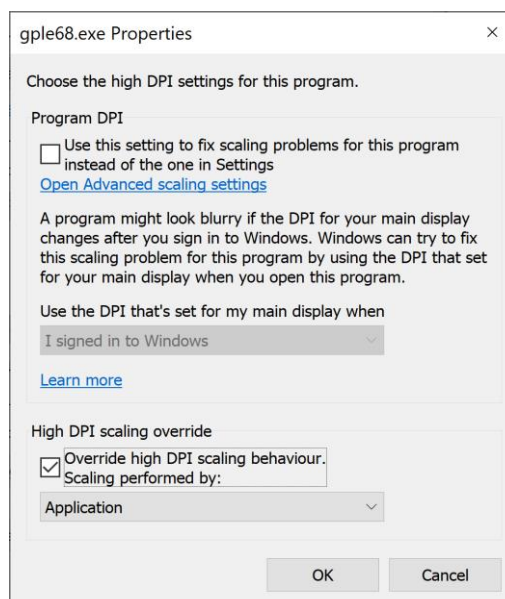# NVIDIA Profiler – Hints and Tips

4K Displays

If you get the quarter screen issue (with 4K display) you need to override high DPI scaling:

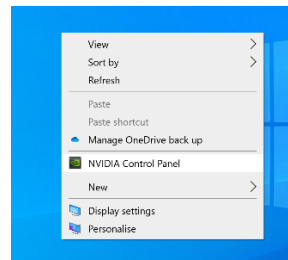Set program to run in Windows XP SP3 compatibility mode:

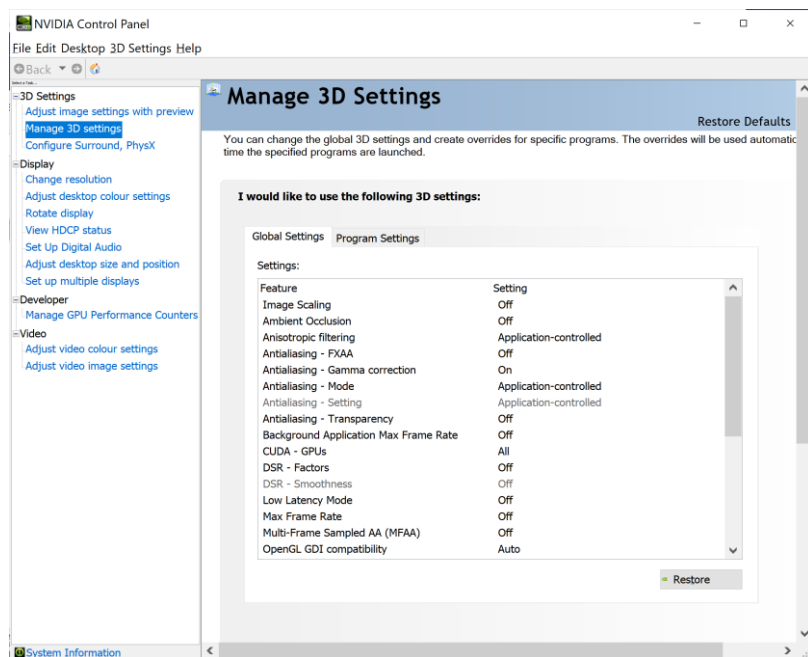Tick the DPI override box:

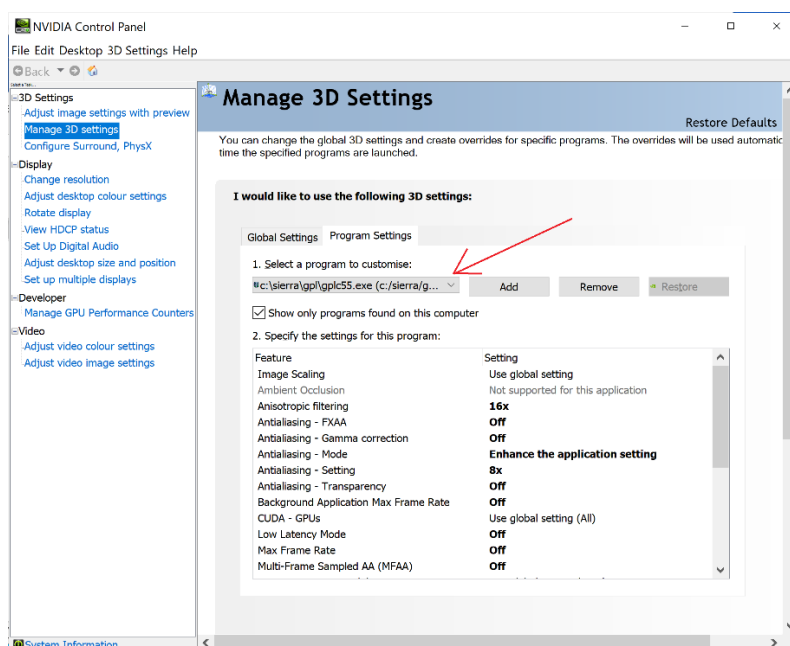# Creating Profiles for each GPL Executable

You need to set 3D graphics options **for each executable**. RH mouse click on desktop:

The NVIDIA Control Panel should appear:

Click on the "Program Settings" tab and select the gplc55.exe from the drop down list.

Now select graphics options for the GPL executable. These are dependent on your graphics card so you may need to experiment. Once you have decided on the optimum settings, set the same options for each executable. For example these settings work for the NVIDIA GeForce GTX 1060 6GB card:

I would like to use the following 3D settings:

Global Settings | Program Settings

1. Select a program to customise:

c:\sierra\gpl\gplc55.exe (c:/sierra/g... ⌄   Add   Remove   Restore

☑ Show only programs found on this computer

2. Specify the settings for this program:

Feature	Setting
Image Scaling	Use global setting
Ambient Occlusion	Not supported for this application
Anisotropic filtering	**16x**
Antialiasing - FXAA	**Off**
Antialiasing - Gamma correction	**Off**
Antialiasing - Mode	**Enhance the application setting**
Antialiasing - Setting	**8x**
Antialiasing - Transparency	**Off**
Background Application Max Frame Rate	**Off**
CUDA - GPUs	Use global setting (All)
Low Latency Mode	**Off**
Max Frame Rate	**Off**
Multi-Frame Sampled AA (MFAA)	**Off**

I would like to use the following 3D settings:

Global Settings | Program Settings

1. Select a program to customise:

c:\sierra\gpl\gplc55.exe (c:/sierra/g... ⌄   Add   Remove   Restore

☑ Show only programs found on this computer

2. Specify the settings for this program:

Feature	Setting
Multi-Frame Sampled AA (MFAA)	**Off**
OpenGL GDI compatibility	Use global setting (Auto)
OpenGL rendering GPU	**NVIDIA GeForce GTX 1060 6GB**
Power management mode	**Prefer maximum performance**
Texture filtering - Anisotropic sample optimi...	**Off**
Texture filtering - Negative LOD bias	**Allow**
Texture filtering - Quality	**Quality**
Texture filtering - Trilinear optimisation	**On**
Threaded optimisation	**Off**
Triple buffering	**Off**
Vertical sync	**On**
Virtual Reality pre-rendered frames	**1**
Vulkan/OpenGL present method	Use global setting (Auto)

Using the 3rd Party Profile Inspector

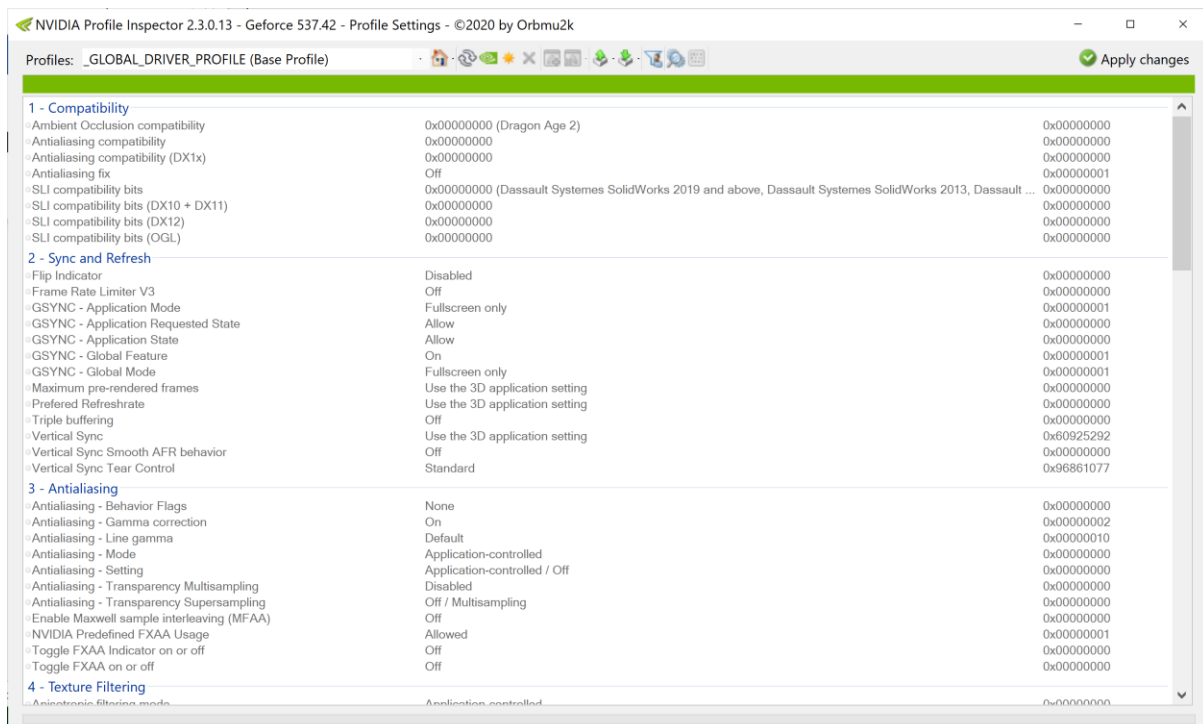Download the NVIDIA Profiler (version 2.3.0.13) from:

Unzip the Profile Inspector and save it to a suitable directory. In this case the directory C:\Sierra\NvidiaProfiler\nvidiaProfileInspector 2.3.0.13 has been used.
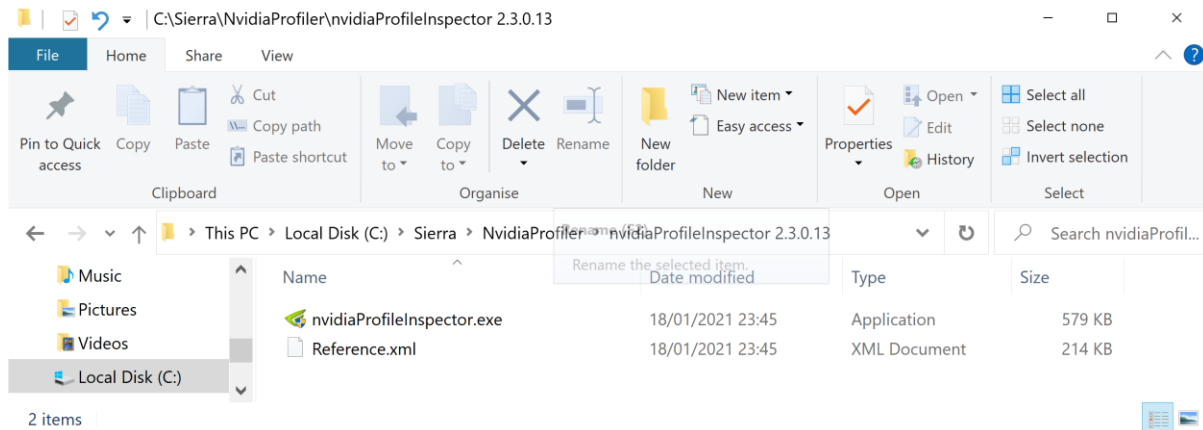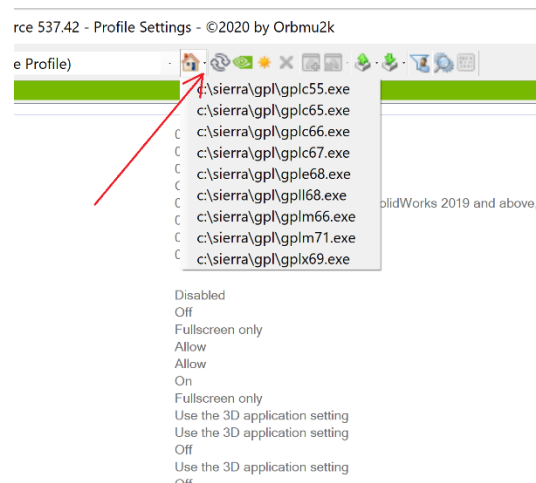

Double click on the file nvidiaProfileInspector.exe to run it.
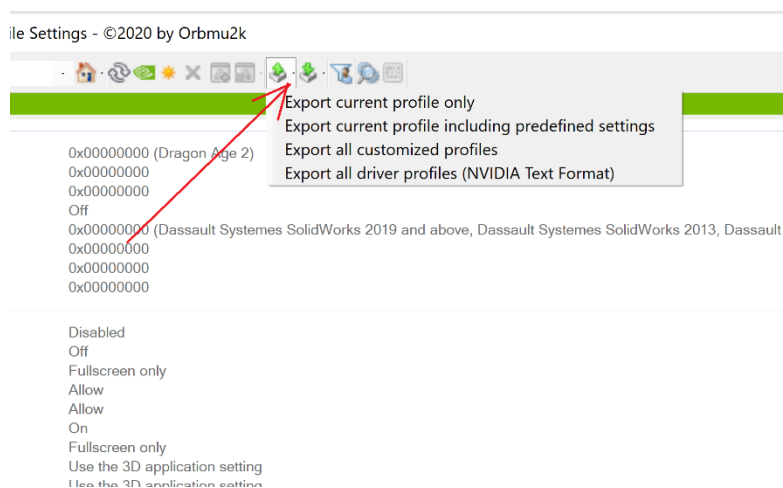
The window should look like this:

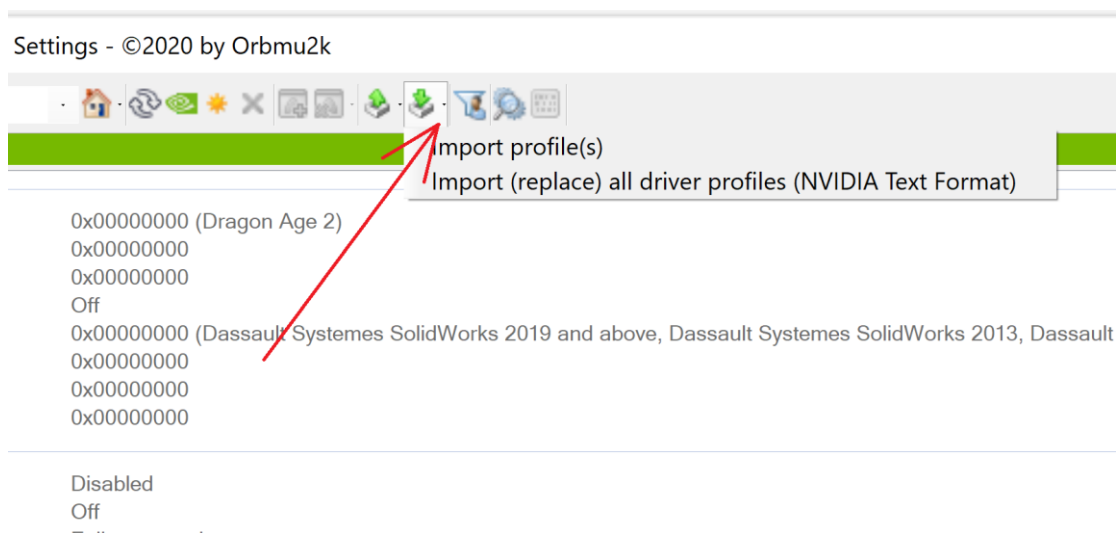To open a custom profile, click on the down arrow next to the Home icon:

All the custom profiles created with the NVIDIA Control Panel should be listed.

To export a profile, click on the down arrow next to the Export icon. A list of options becomes available:

To import a profile, click on the down arrow next to the Import icon. A list of options becomes available:
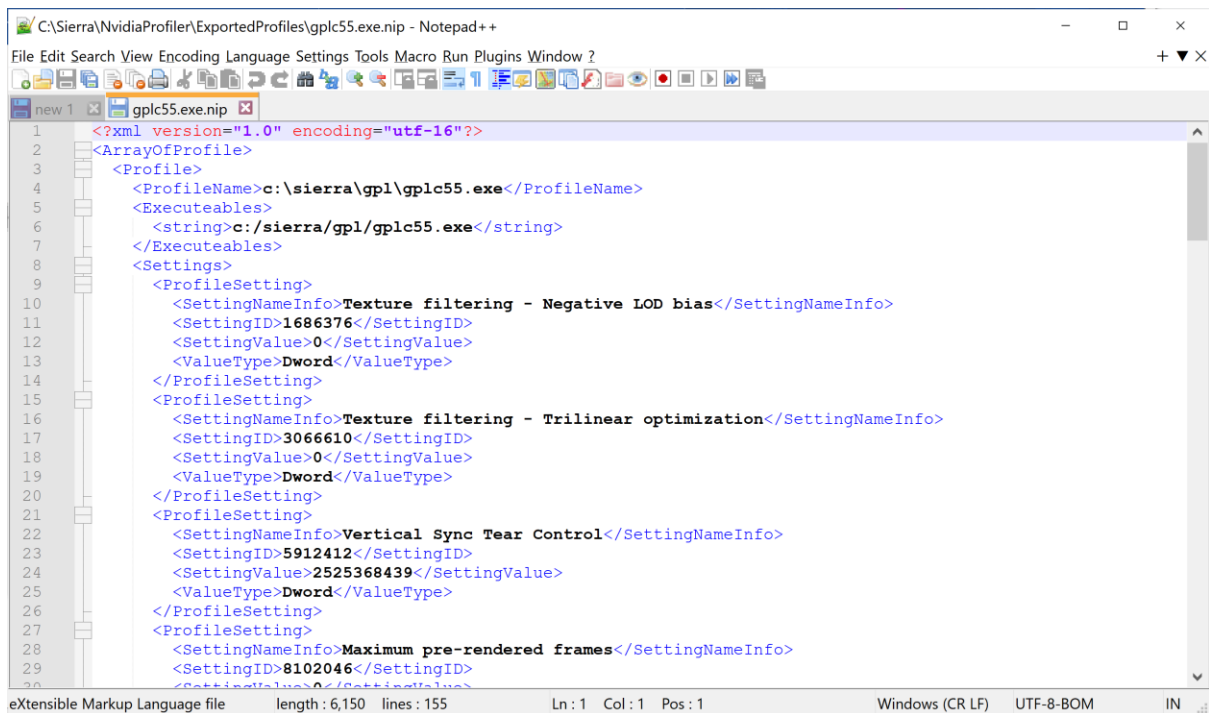
To export the 55GP profile:

Select the 55GP profile
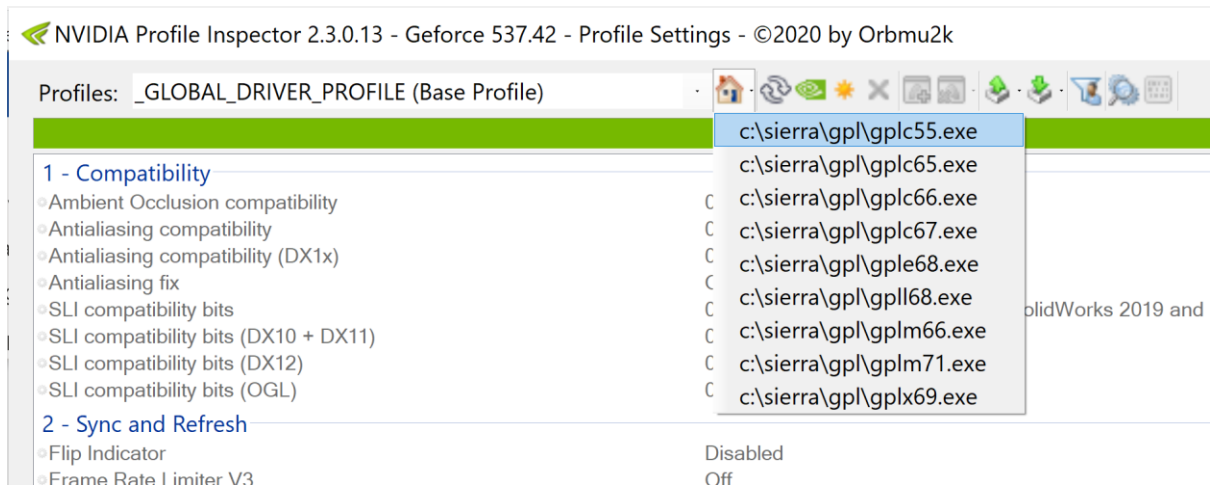
Then export current profile:
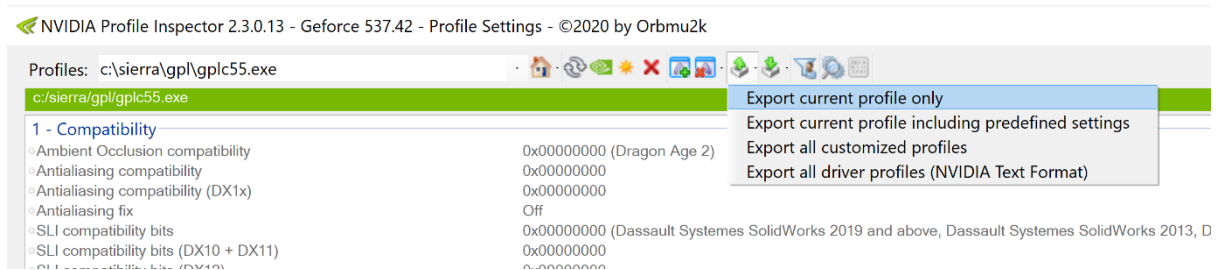
Give the .nip file a name and save it to a suitable area on the disk drive:
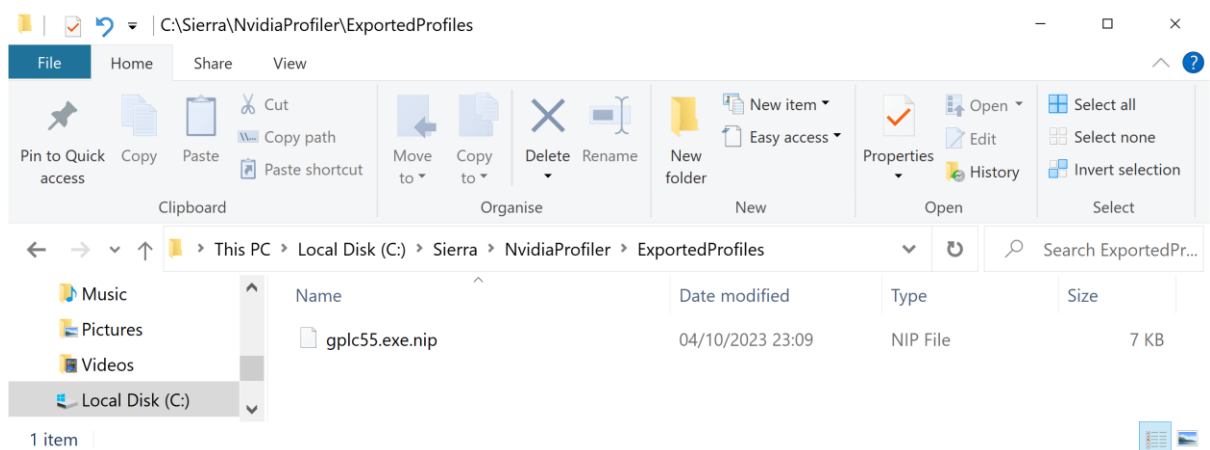
The .nip file is in XML format so it can be viewed (and edited if you are careful) using a text editor:
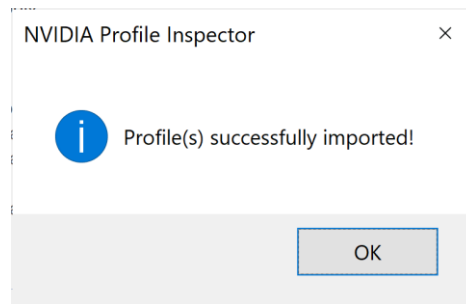

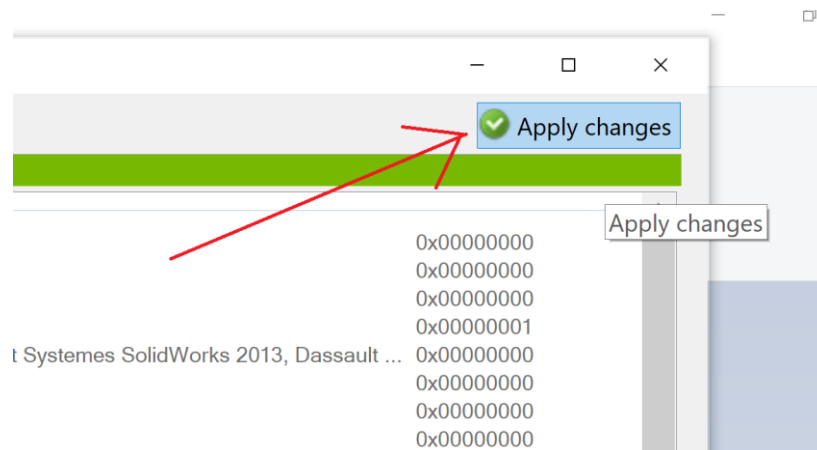To import a profile select the Import Profile(s) option:
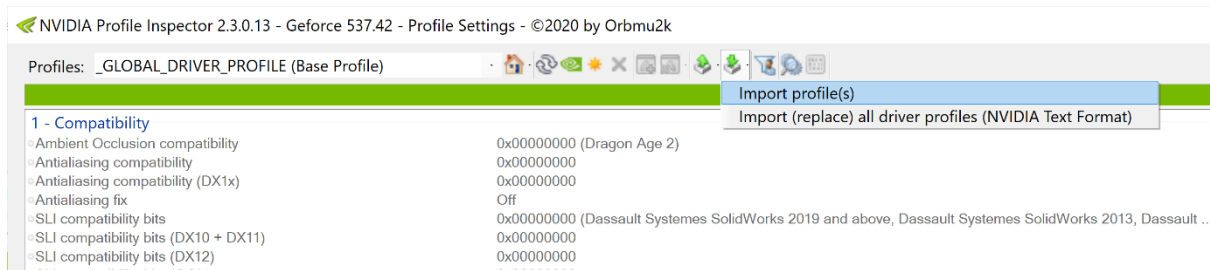
Navigate to the .nip file you want to import:
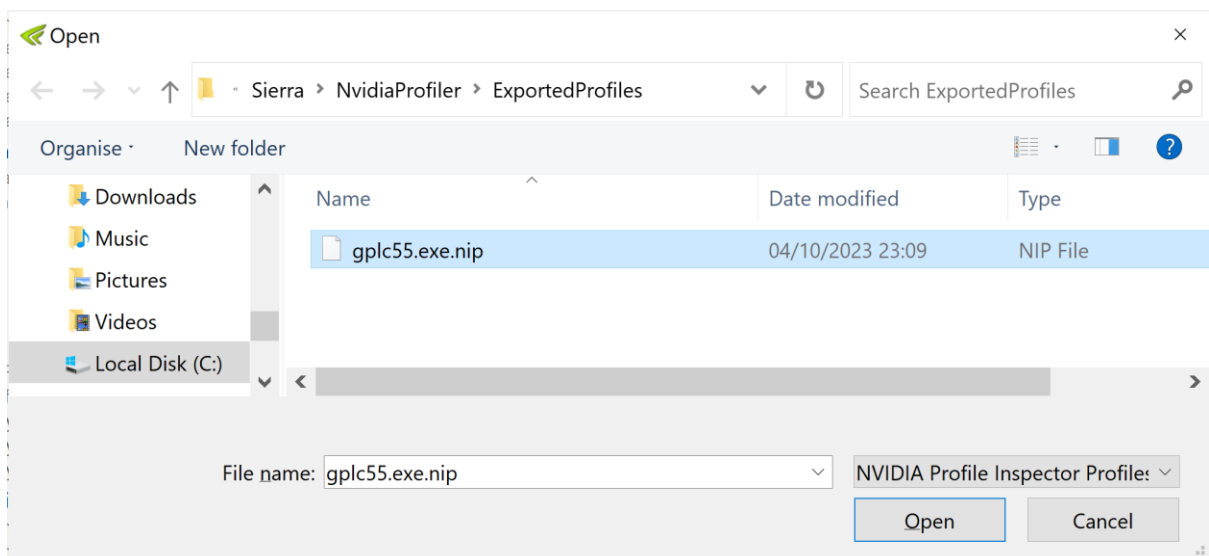
If successful, the following prompt will be displayed:

Finally, to save the changes click on the Apply Changes icon.

Note: if you are importing a profile that has been created on a non-default GPL installation. For example, on the D drive i.e. d:\sierra\gpl\gplc55.exe, the ProfileName and Executables path in the XML file will need to be edited to be consistent with the target installation: