Nvidia’s app gets global DLSS override and more control panel features

The Nvidia app is getting improvements to DLSS override, more control panel features, and Project G-Assist changes this week. Nvidia has been gradually improving its new app over the past 18 months since its release, and it’s getting closer to fully migrating all the legacy control panel options.

This week’s Nvidia app update will include anisotropic filtering, anti-aliasing, and ambient occlusion options, meaning you won’t have to navigate to Nvidia’s older control panel app to improve classic games. The setup tool for Nvidia Surround will also be part of the Nvidia app now.

You also won’t have to configure DLSS override features on a per game basis anymore, as Nvidia is now adding a global option. You can set your DLSS preferences across all override supported games, and Nvidia’s overlay will also show which DLSS settings are active if you toggle this option on.

Nvidia is also bringing its new Smooth Motion feature, which was previously exclusive to RTX 50-series GPUs, to all RTX 40-series owners. It’s a driver-based AI model that enables smoother gameplay for games that don’t support DLSS Frame Generation. Smooth Motion can be applied to games running with DLSS Super Resolution, at native resolution, or even titles with other upscaling technologies. Nvidia says it will typically double “the perceived frame rate.”

If you’re a fan of Nvidia’s G-Assist AI assistant, Nvidia is changing the AI model behind the scenes so it will use 40

percent less memory. The smaller footprint won’t affect performance either, as it’s designed to respond even faster to queries.

These latest Nvidia app changes will arrive on August 19th for beta users at 9AM PT / 12PM ET, followed by a general release next week.

https://www.theverge.com/news/760488/nvidia-app-dlss-override-control-panel-features