The ‘PS5 Pro Enhanced’ label could mean constant 60fps and ray-tracing

Sony will use a new “PS5 Pro Enhanced” label to tell players which games take advantage of the console’s new abilities, according to documents seen by *InsiderGaming* yesterday. The outlet writes that to get the label, a game would have to offer a PS5 Pro graphics mode, which includes PSSR for 4K upscaling, constant 60fps framerate, and added or improved ray-tracing. It would reportedly also indicate higher resolution for both fixed and variable refresh rate games.

The site says that the internally-named “Trinity Enhanced” label would be akin to the “PS4 Pro Enhanced” label from the last PlayStation generation (or the “X|S” label that denotes games with improvements like better load times or higher framerates). It also told players when a game was given graphical upgrades specific to the then-new system, but not necessarily what the mix of improvements is.

Rumors have suggested that the PS5 Pro will launch at the end of 2024, putting it about a year out from its release of a smaller PS5 this past November. Compared to the vanilla PS5, it may offer as much as 4x the ray-tracing performance, a 10-percent-higher-clocked version of the original console’s CPU, 28 percent faster memory, and up to a 45 percent rendering performance improvement.

https://www.theverge.com/2024/3/30/24116580/ps5-pro-enhanced-label-specs-ray-tracing-60fps-pssr-4k-upscaling