

Sol HDR

PPFilter

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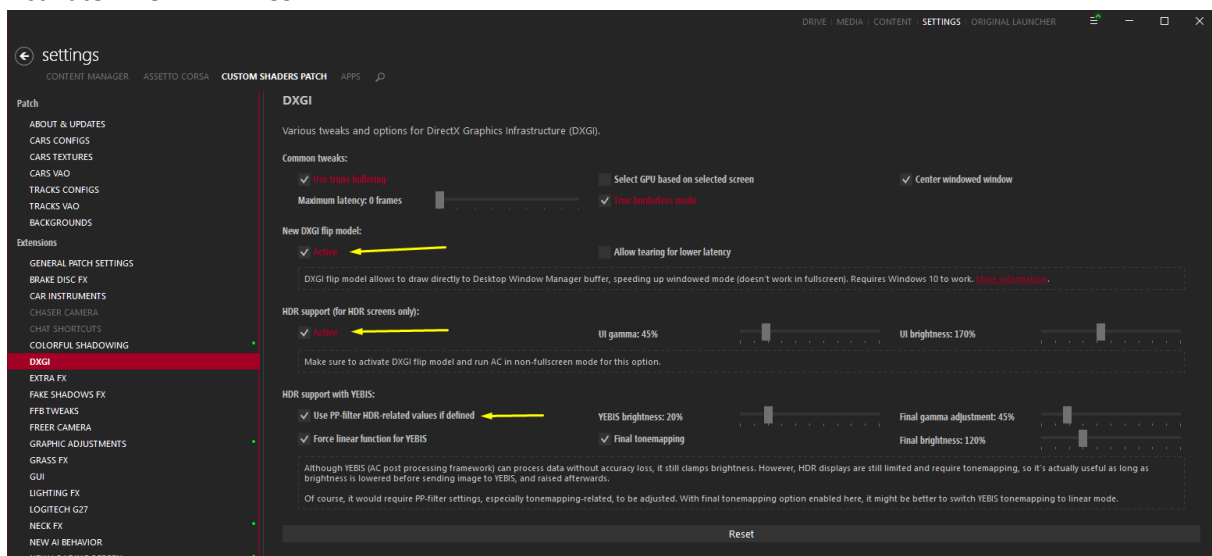
Setup Windows to use HDR

If you do not know, how to setup HDR in Windows, please have a look in this tutorial:

<https://soundartifacts.com/how-to/198-how-to-enable-hdr-gaming-and-video-playback-in-windows-10.html>

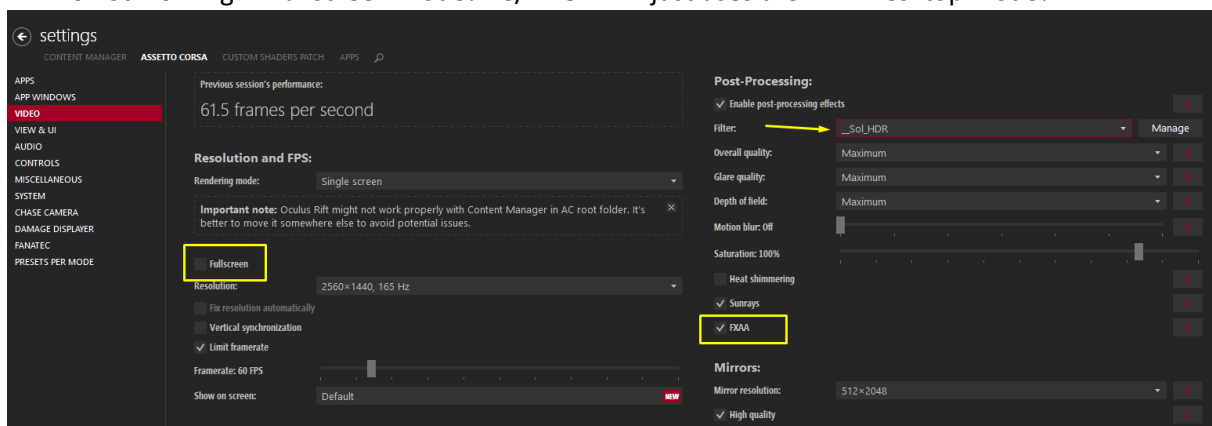
Important Settings in CM/CSP

Activate DXGI HDR in CSP

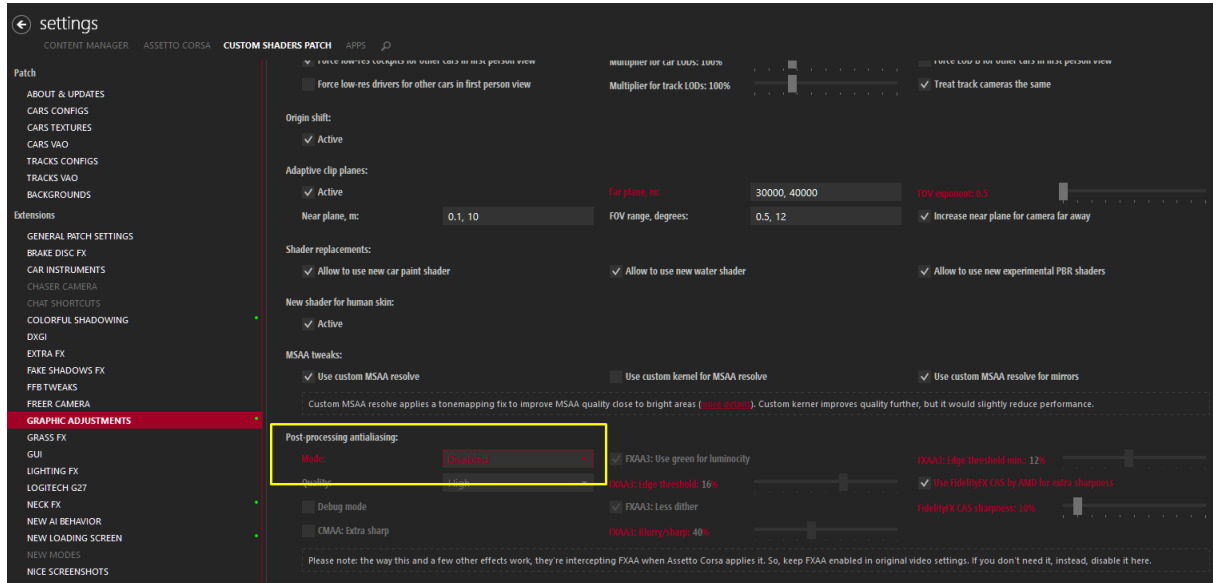


PPFilter FXAA must be activated, to use HDR !!!

HDR is not working in Fullscreen mode! AC/DXGI HDR just uses the HDR Desktop mode!

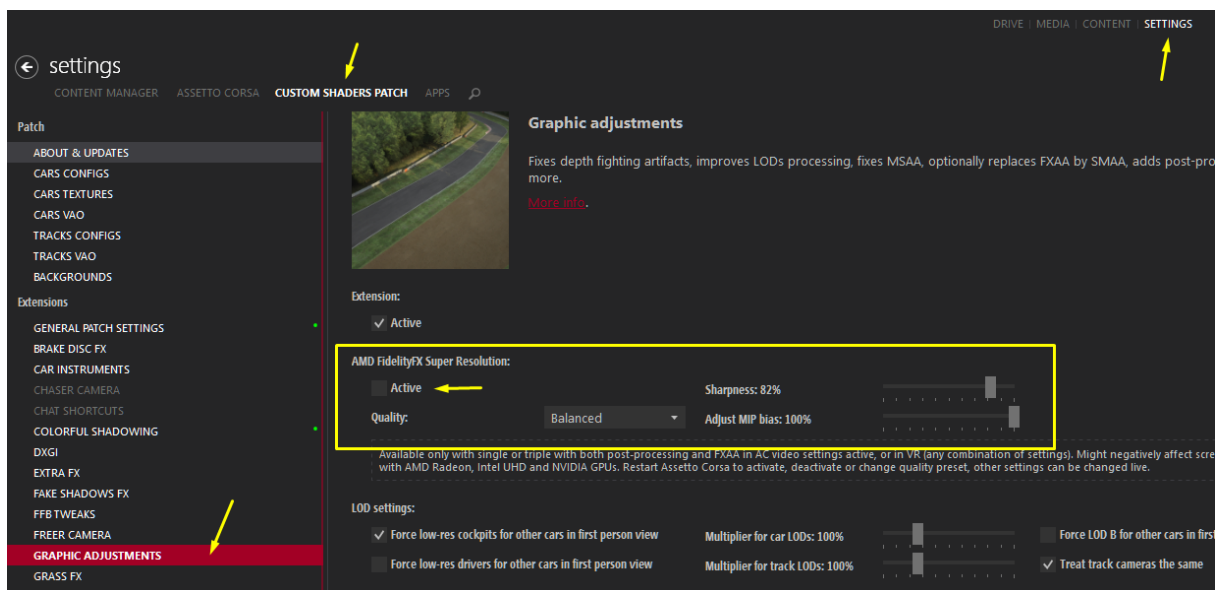


If you don't want to use PostProcessing AA, deactivate it in the CSP graphics settings:



Deactivate AMD FidelityFX Super Resolution

This is currently not compatible with HDR



Sol_HDR filter variables

Open the file

/system/cfg/ppfilters/ sol_custom_configs/__Sol_HDR.lua

to setup some things:

```
sol_custom_configs > 🐛 __Sol_HDR.lua
1
2
3  -- The precision of white:
4  -- if this is 1.0, White is pure for 20°C and sunangles higher then 30°
5  local solHDR__WHITE_POINT_PRECISION = 0.85
6
7  -- set the peak brightness of the monitor
8  local solHDR__PEAK_BRIGHTNESS = 500
9
10
11
12
13
14
```