

The Nvidia Plan to Eliminate Display Lag

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Gamers have been long plagued with onscreen tearing, stuttering and lag due to lack of synchronisation between monitor refresh and GPU render rates Nvidia claims before launching G-Sync, a technology promising to fix such woes.



"Our commitment to create a pure gaming experience led us to G-Sync," Nvidia says. "This revolutionary technology eliminates artifacts that have long stood between gamers and the game."

According to the company visual problems take place when GPUs fail to synchronise with displays set at fixed refresh rates (usually 60fps), causing tearing. Enabling vertical-sync (v-sync) eliminates tearing, but causes lag and stuttering due to different GPU and monitor refresh rates.

The actual technology consists of a G-Sync module OEMs can integrate into monitors, as well as hardware and software incorporated in Nvidia cards armed with a GeForce GTX650Ti Boost GPU or higher.

G-Sync-enabled monitors should start showing up during Q1 2014 from the likes of Asus, BenQ, Philips and ViewSonic.

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