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0 Assuming you use MSI Afterburner for your overclocking... Be sure to use the chart to monitor (assuming you are also). Now check the limit variables: Temperature limit, Power limit, voltage limit, maximum OV limit. These have values of a 0 or a 1. A zero means that the limit has not been reached. A 1 means that the limit has been reached. You will usually reach only one limit at a time, which will tell you which part of your overclock is holding you back. You can increase the limit that has been reached, if there is something left on the cursor. Great thing about Turbo Boost 2.0 and all these limitations, there's a lot built in warranties. The GPU usually accelerates to avoid permanent damage. Keep your temperatures in the middle of 80c or below, and you're doing well. 0 The power limit must be set to a maximum. These are the Guru3d settings used for this map: We applied the following settings: Temp Target 95 Degrees C C clock CPU '80 MHz Mem clock '575 MHz Tension '100% FAN RPM 60% (remains really silent with TwinFrozr VI) The Boost clock will now make it to about 1950-2067 MHz depending on the power and temperature of signature. The GPU will be continuously dynamically modified on the voltage and frequency of the clock to match the power and temperature targets relative to the increased base clock. In FireStrike we are now hovering at the 2 GHz marker on the Boost frequency for example, but some games have jumped at about 2.1 GHz a second and dipped below 2 GHz the other. 38.html There is a little more than a discussion on the linked page. 0 The power limit must be set to a maximum. 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If you're just looking to get the same performance as the game X version of your card a good good point would be to keep the temperature limit at stock 83c, increase the power limit to the maximum, and then add 100 to the core. The boost clock should hit 2ghz or slightly above, then test for stability. I would push it beyond the X, but I'm looking for a safe power and temperature target first. I can push the power limit to 121% without causing any damage? What about the temperature target. The last time I overlocked a map it was a 970 and it was recommended to stay below 80C. What is the recommended temporary target for a 1080? 0 I have a new question now. I left all the settings in stock and increased the base clock to \$175. Going to 200 has caused unigine to crash or get multiple gels. I then went back to '175 and this time maxed the power limit to '121. Same score, same FPS, same temperature, no difference. I then kept the power limit at '121' and tried to go to '200 basic clock'. Again an accident in an igine. In fact, had to restart my computer since I tried it twice to be sure. Note that '175 results in '2050Mhz' with the automatic boost thing nvidia has on the 10-series. What exactly is the point of increasing the power limit if it doesn't leave me OC further and it doesn't increase my performance to core 175? Does the power limit come into play when the memory clock is in use? I haven't touched the memory clock yet. I assumed it would be necessary to keep the '175 stable without clock dropping, but it stayed at that speed, no matter if I had the power limit at 100 or 121. These are my results at Extreme preset with 1600x900 window resolution. Core '175: FPS 153.0, Score 3854, min 40.4, max 330.7 Base voltage - 0 Power limit - 100 Temp limit - 83 Base clock - '175 Memory clock - 0 Fan speed - Automatic temperature: 75C 0 Assuming you use MSI Afterburner for your overclocking... be sure to use the graph to monitor (in you are). Now check the limit variables: Temperature limit, Power limit, voltage limit, maximum OV limit. These have values of a 0 or a 1. A zero means that the limit has not been reached. A 1 means that the limit has been reached. You will usually reach only one limit at a time, which will tell you which part of your overclock is holding you back. You can increase the limit that has been reached, if there is something left on the cursor. Great thing about Turbo Boost 2.0 and all these limitations, there's a lot built in warranties. The GPU usually accelerates to avoid permanent damage. Keep your temperatures in the middle of 80c or below, and you're doing well. Page 2 I had an Alienware X51 (R1) and I just got a new case, feed, and graphics card (NVIDIA 970) and I just moved everything in this case. I think I inserted the graphics card correctly. It certainly has the power and I think it is correctly in the PCI slot. When I try to install the driver, he says he can't find the map. It is also not listed in the Device Manager. The card was sent to me by a friend who has the same motherboard as me so there shouldn't be a problem there. In the BIOS, I changed the main display to discreet. My monitor is plugged into my motherboard right now because nothing will show up if I plug it into my graphics card. If you need more information, let me know. Any help would be appreciated. NEW Afterburner - GTX 1080 OC Guide Initially posted by GURU3D.com:MSI AfterBurner 4.3.0 Beta 3We have released a new version of MSI AfterBurner and have added support for the new GeForce GTX 1070 and 1080. Included is GPU Boost 3.0 technology, which means any new V/F curve based on overclocking with Pascal GPU based products as the soon to be released GeForce GTX 1070 and available from today, GeForce GTX 1080.Download MSI AfterBurner 4.3.0 Beta 3 here: GeForce GTX 11080 Overclocking Guide With AfterBurner 4.3.0 Beta 3Today an article slash guide dedicated on overclocking the GeForce GTX 1080 with AfterBurner 4.3.0. Can we take it around 2000 MHz? Yes we can. Armed with a new trick or two overclocking will never be the same though. But if you want another extra performance from an already fast Nvidia GeForce GTX 1080, we'll gladly teach you how to do it. Check out this guide here: 1.htmlOn a side note, Afterburner Beta version DO expire (they have this set internally) so just keep in mind if you get the expired msg after a month or so of use. Either a newer beta will be released, or MSI will have a public release (official audiences do not expire). If you haven't already, or planning to soon get newer GTX 10 GPU series; sticking with Afterburner 4.2.0 official version will be fine for AMD R 300 series/ NVIDIA 900 series or older GPU. Last edited by Bad & Motha; May 27, 2016 - 11:56 PM Note: This is only to be used to report spam, advertising, and problematic fighting, or rude) messages. So before you start exploring the new options, first this: the old way of overclocking is still possible, in reality it would be called the basic mode, but managed by the sliders that you guys all know and like. As. you want to surclock generally you need to check and stabilize your tested settings. First, let us remind you that we always recommend increments of about 25 MHz on the core and memory (from the default frequency of the base clock up). In the first step, you overclock your GPU, in the second memory. Once you get artifacts or a blockage, go down 25 to 50 MHz and generally this is your stable result in its highest threshold - provided the ambient temperature is the same (yes the GPU heat and the surrounding heat have an influence on your overclock). Heat-related is your graphics card cooling system. If you are willing to allow more noise, increase the RPM fan on the GPU to a higher setting than you find comfortable. Cooling helps with overclocking, it's as simple as that. This flip of your graphics card however gets hot as well, giving it some airflow too. So make sure your pc case is well ventilated with a decent air flow. AfterBurner 3.0.0 (forthcoming) comes with GPU and memory setting, surge, allowing control and adjustment settings for locking. Original This basic clock sample overclocked: 1607 MHz Basic Clock: 1607 MHz Basic Clock: 1697MHz Boost Clock: 1733 MHz Boost Clock: 1733 MHz Boost Clock: 19 Memory Clock 25-1975 MHz: 10,000 MHz Memory Clock: 10,000 MHz Memory Clock: 10800 MHz For a regular tweak/overclock (soft) you could do something like above. As shown on the previous page, the basic voltage control is now based on the percentage of the maximum voltage frequency. Fixed shifts such as 80mV are a thing of the past. Personally, I'm not a fan of that, but it's obviously by Nvidia's design. We applied: Power Target 120% The priority is set to the power target and not the temperature of the target processor's clock -90 MHz memory clock -400 MHz Tension -75% (the voltage is now a percentage shift). RPM control fan set at 60% (a little noisier but doable). Depending on the quality of the map (GPU leak), ambient heat and other factors you might need to drop another 15-25 MHz on the basic clock shift, but from what I've seen, the example shown above, is very stable on the founding geForce GTX 1080 maps. Now with this overclock we have extra performance at our hands, as the boost clock will now run in the 1.950 GHz marker depending on the power and temperature shifts. This method is similar to the low setting method let's discuss in the next paragraph. Remember that the 1950 MHz noted is the frequency of the clock with the reference Unigine Heaven. This Boost frequency will be pretty much different per game/application. An easier game to make will easily pass the 2.0 GHz marker, we even saw 2.1 GHz. But the regular benchmarks are all the GPU, the use, temperature and power limiters will kick in and down the GPU clock towards a scenario that remains stable. GPU Boost 3.0 - Tension/Frequency Tension/Frequency Tweaking Above Linear Curve tweaking mode (increase the frequency of the clock with a relative but fixed shift in MHz). So before you start, I like that you have a look at the AfterBurner screenshot above. Apart from the default overclocking with added that added basic voltage, Nvidia came up with a new methodology as explained in the GPU Boost 3.0 paragraph on the previous page and our Pascal GPU related articles. Basically, with future updates in the overclocking software, you'll see three new steps to control the clock frequency. Basic, linear and manual modes. Unwinder (the AfterBurner programmer) has worked hard with AfterBurner to get what is called a V/F curved implementation ready. What you see here today is still in beta, however is released today for you guys to try as limited beta. Remember, this will only work with Pascal GPU, which means GeForce GTX 1070 and 1080 founding editions. Later, other products will be taken care of because Nvidia is required to release more Pascal SKU. Above the Basic Mode or Preferred Curve Adjustment Guidelines for using curved control V/F So how to activate the new curve clock frequency control? First, you'll need a GeForce GTX 1070 or 1080 Founders edition or MSI Pascal based product (tell you that the current beta might not hold the support right away for all SKU). In this beta version (4.3.0 Beta 3) there is no special button in the skin to launch the voltage/frequency editor, it is accessible via keyboard shortcut. When the voltage/frequency editor's window is active and focused, you can do the following things: adjust the shifts for each point individually via swiping with the mouse (manual mode). Place an anchor on the edge of the screen and use the linear curve scale by dragging any point with the mouse and the arrair mode. Apply the same fixed lag to all curve points by dragging any point with the mouse and the Shift support button (let's call this basic mode). As you adjust the curve, you can apply the settings from the main window and see how the curve changes in real time, or you can use the traditional clock controls (clock cursor and clock text field) to see how they affect the curve. Press 'Ctrl' to reset the curve to the default state Now I've been fooling with the new beta for a bit and we're able to reach the stable 2025 MHz domain Software title function in easy games, we would have gotten 2100 MHz and on heavy like FireStrike 1950 MHz), you can obviously choose your preferred setting methodology, I seem to prefer the basic mode by pointing to say 2050MHz combined with the key control methodology. The basic mode can be used by pressing the MAJ button and then dragging the frequency points. This is pretty much the same as setting with the traditional basic clock frequency cursor as it will add a shift towards the clock frequency, for example 100 MHz offset. (You can click on the image to enlarge the image to enlarge the image - at this setting point, we haven't even touched the added voltage on the GPU) Introduction From an overlock and tweaking Video Example - results and conclusion 3 pages 1 2 3 Related ArticlesColorful GeForce RTX 3080 iGAME VULCAN reviewin this review, we reference the GeForce RTX 3080 iGAME VULCAN Colorful. maybe it's the nicest 3080 out there (you'll get it once you see it). It's a very nice personalized and fas... ASUS GeForce RTX 3090 STRIX OC Reviewit's time to review asUS' new flagship, yes meet the powerful GeForce RTX 3090 STRIX OC graphics card edition. It comes fine-tuned factory, has a sturdy redesigned cooler, and 24GB of the fastest... 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