Thief Benchmark Mode

# Launching Thief in Benchmark Mode

To launch **Thief** in benchmark mode, open a command prompt at

*C:\Program Files (x86)\Steam\steamapps\common\Thief\Binaries2\Win64\**

and type the following command:

*Shipping-ThiefGame.exe –nxbenchmark*

After each benchmark run, a report will be saved in your *My Documents\Thief* folder.

\**replace Win64 with Win32 to run the 32-bit version of Thief.*

# Optional Command Line Arguments

-nxsettings=<settings\_file>  
Runs the benchmark with the settings as specified in the <settings\_file>. See below for a list of supported settings.

-nxbenchmarkrepeat=<count>  
Runs the benchmark test <count> times. The benchmark report will include statistics for each run as well as an overall result.

-nxbenchmarkfixeddelta=<delta>  
Runs the benchmark with a fixed delta time value per frame instead of the actual time required to render the frame. The delta must be specified in seconds (i.e. 0.03333 for 30 FPS).

# Settings File Options

All of these are optional; they override the settings from the game launcher.

|  |  |  |
| --- | --- | --- |
| EnableMantle | true or false | Use Mantle (true) or Direct3D (false) for rendering *When Mantle is unsupported by your video card, Thief will automatically fall back to using Direct3D* |
| Fullscreen | true or false |  |
| ExclusiveFullscreen | true or false |  |
| FullscreenWidth | in pixels |  |
| FullscreenHeight | in pixels |  |
| RefreshRate | in Hz |  |
| VSync | true or false |  |
| TripleBuffering | true or false |  |
|  |  |  |
| TextureDropMipLevels | +2 to -2 |  |
| ShadowResolution | 0 to 3 |  |
| TextureFiltering | 0 to 3 |  |
| ScreenSpaceReflection | true or false |  |
| DOFQuality | 0…1 |  |
| POM | true or false |  |
| SSAAQuality | 0…2 |  |
| FXAA | true or false |  |
| CHS | true or false |  |
| Tessellation | true or false |  |