Supercarrier Pro

"Shaky Camera"/"Shaky Ship" Bug - Moving Ships

If you have experienced a bug on moving ships in which the carrier/camera "shakes" (moving ships only) - Congrats, you have a very powerful PC.

This issue occurs when the simulator runs at a very high and unstable framerate, higher than the rate of update of the ship's position. The violent framerate deviations cause the ship to accelerate and decelerate at uneven intervals, resulting in this flickering bug.

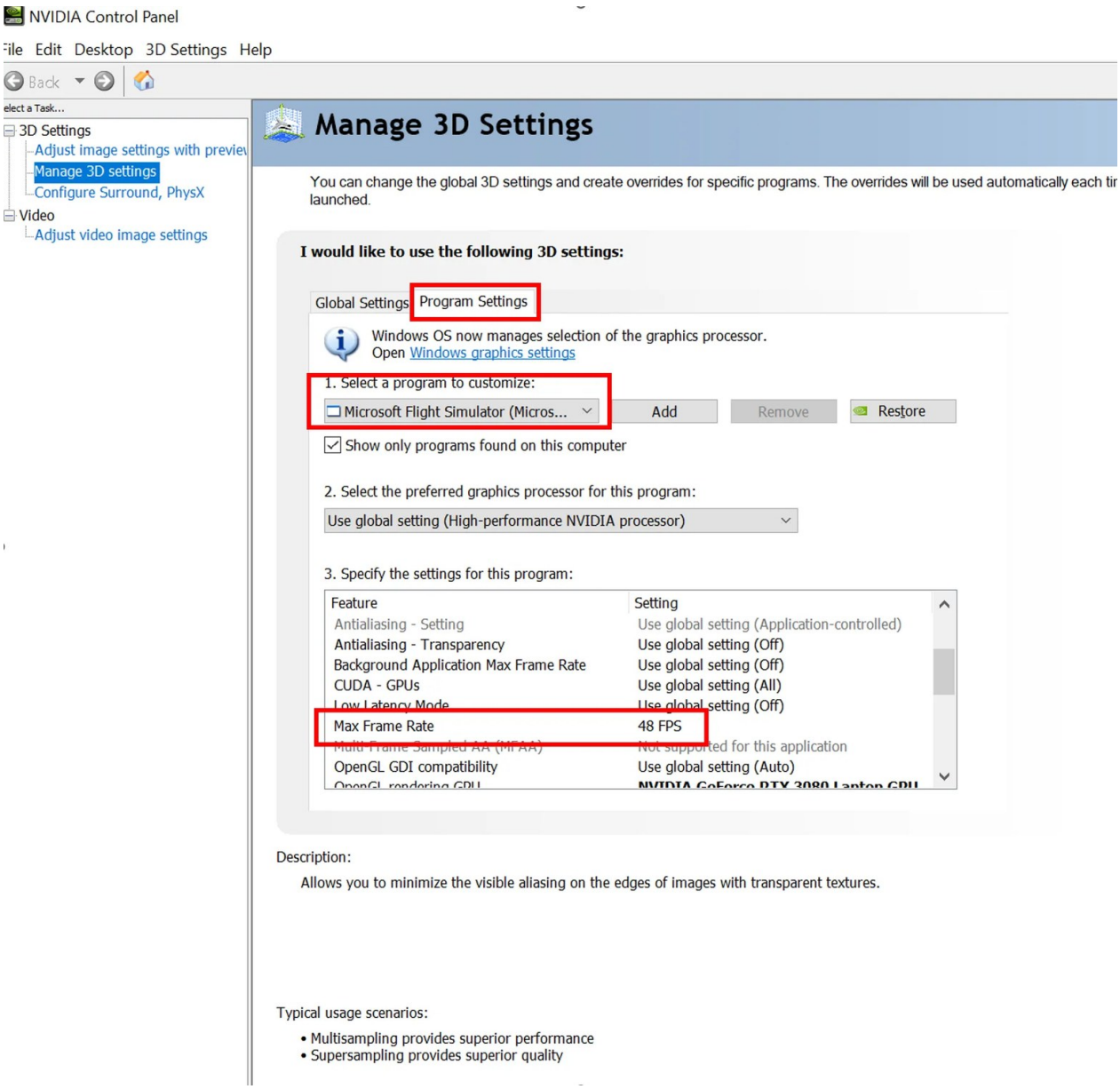
The refresh rate of the ship is approximately 50 times a second, so to solve this issue, we must limit the framerate just under this figure:

Solution 1: VSync

1. Verify if you have a GSync-enabled monitor. If you do, disable GSync.
2. On Simulator Graphic Settings menu, enable VSync. Set VSync to 33% or 50% of the refresh rate of your monitor. This will limit your FPS as well - find the best compromise between framerate limiting and reduction of the flickering issue.
3. Launch the carrier. Change the settings until the carriers and the simulator run smoothly.

Solution 2: Limit your FPS

1. Close the Simulator
2. Launch Nvidia Control Panel or AMD Equivalent
3. Under "program settings", select Microsoft Flight Simulator
4. Under "Max Frame Rate", set it to **exactly 48 FPS**
5. Relaunch the Simulator. Problem should now be fixed.


NVIDIA Control Panel
File Edit Desktop 3D Settings Help
Back
elect a Task...
3D Settings
Adjust image settings with previe
Manage 3D settings
Configure Surround, PhysX
Video
Adjust video image settings
Manage 3D Settings
You can change the global 3D settings and create overrides for specific programs. The overrides will be used automatically each tir
launched.
I would like to use the following 3D settings:
Global Settings
Program Settings
Windows OS now manages selection of the graphics processor.
Open Windows graphics settings
1. Select a program to customize:
Microsoft Flight Simulator (Micros...
Add
Remove
Restore
Show only programs found on this computer
2. Select the preferred graphics processor for this program:
Use global setting (High-performance NVIDIA processor)
3. Specify the settings for this program:
Feature
Setting
Antialiasing - Setting
Use global setting (Application-controlled)
Antialiasing - Transparency
Use global setting (Off)
Background Application Max Frame Rate
Use global setting (Off)
CUDA - GPUs
Use global setting (All)
Low Latency Mode
Use global setting (Off)
Max Frame Rate
48 FPS
Multi Frame Sampled AA (MFAA)
Not supported for this application
OpenGL GDI compatibility
Use global setting (Auto)
OpenGL rendering GPU
NVIDIA GeForce RTX 3080 Laptop GPU
Description:
Allows you to minimize the visible aliasing on the edges of images with transparent textures.
Typical usage scenarios:
• Multisampling provides superior performance
• Supersampling provides superior quality