Some Help With

Maximize Your Remote Rendering Performance with AnyDesk: Tips and Tricks

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Title: Optimize Render Performance with AnyDesk

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AnyDesk offers support for various operating systems and graphics hardware.

Rendering

By default, Windows uses Direct3D as its renderer, providing optimal performance in full screen mode. However, render performance is largely affected by the graphics card.

In case of poor session performance, it is important to check if any other program is utilizing excessive GPU resources. Activities such as HD video streaming during the session consume high bandwidth and may impact performance.

To free up GPU resources for AnyDesk, users can switch to full screen mode or minimize the interfering application.

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Hardware Acceleration

Users can address rendering issues by choosing a lower rendering mode under *Settings* > *Display* > *Hardware Acceleration*.

If rendering problems persist, we recommend trying DirectDraw as the first option, and only consider disabling hardware acceleration as a last resort.

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Full Screen

To enable full screen mode, users can select *Full Screen* in the session settings. Render performance is optimized in this mode using Direct3D (default). In full screen mode, AnyDesk gains exclusive access to the GPU, offering low latency close to the monitor's reaction time. However, tearing may occur as a trade-off.

Note: Direct3D Rendering has exclusive rights to the GPU for a single display, meaning multiple sessions on several displays can only have one display in full screen mode. The second session must be in windowed mode. To have multiple separate sessions on various displays, switch the rendering mode to DirectDraw.

- Applications accessing the network can lead to slower transmission.
- Lack of hardware acceleration is not recommended and will reduce performance.
- Direct3D is unavailable on Windows XP.
- Windows Server, Windows 7 without Aero, and Windows XP devices can utilize the mirror driver to enhance render performance. Please refer to the Mirror Driver.

For further details, please visit Display.

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