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Thread: [Assassins Creed Unity Extremely low FPS](#)

AzogNordic - November 18, 2014, 4:36 am

Hello guys! I somehow got extremely low FPS even on the lowest graphic when im playing the new Assassins Creed, and i wonder if you guys got any idea how to fix it. My computer is an okay gaming computer from 2011. - It handleed Shadow of Mordor on Medium settings at 85-90 FPS, but now i get MAX 20 FPS on Unity.

Im just wondering if something is wrong in my settings of any kind, or if the game doesnt support SLI yet? - I have updated all the latest drivers on my graphic card, still no luck.

GPU: 2x GeForce GTX 555 (OEM)
CPU: i7 Intel Core 3930K
RAM: 8GB

Refleckz - November 18, 2014, 5:25 am

To my knowledge it is sli supported but the minimum gpu required alone is a gtx 680 and your card is pretty far behind that one. But try and tweak your settings down and mess around until you get an fps you like but still decent graphics and maybe look up some guides on how to improve fps on assassins creed unity i am sure there are some out there

Raekwon420 - November 18, 2014, 5:52 am

I'm pretty sure the game doesn't support SLI. So for now, you'll have to play on low settings, since one GTX555 isn't going to have sufficient power to play on anything higher.

Refleckz - November 18, 2014, 5:53 am

(Nov 18, 2014 06:52 AM)Raekwon420 Wrote: [\[CITE\]](#) I'm pretty sure the game doesn't support SLI. So for now, you'll have to play on low settings, since one GTX555 isn't going to have sufficient power to play on anything higher.

I have seen videos of people talking about playing with two 980s and stuff so from what I heard it does support it but I am not fully sure I will do some more research and come back

DotPSD - November 18, 2014, 5:54 am

My friend from class is wondering if his 660 will be able to play this game at low. I hope people keep posting on this thread.

Pandiet - November 18, 2014, 5:56 am

My specs:

Intel Q9550
AMD Radeon 6850HD
8GB RAM

I can run Unity on 20-40 FPS. Depends on the scenery/action happening.

your specs look way better than me.

Refleckz - November 18, 2014, 6:01 am

(Nov 18, 2014 06:54 AM)DotPSD Wrote: [\[CITE\]](#) My friend from class is wondering if his 660 will be

able to play this game at low. I hope people keep posting on this thread.

What is his cpu and with the gpu he should be able to run on low as long as his cpu is decent

The game does support sli guys here you go.

"Patch Two for the troubled PC version introduced a number of additional fixes, including graphical problems. This includes flickering issues with nVidia SLI and AMD CrossFire configurations, improved performance in cinematic mode on low HW configurations and more."

Nonon Jakuzure - November 18, 2014, 6:05 am

I wonder how many people posted similar threads.

dogfuker - November 18, 2014, 6:05 am

780 w/ i7 runs it fine on max, I'm pissed because the requirements on the latest games are ridiculous.

Refleckz - November 18, 2014, 6:10 am

(Nov 18, 2014 07:05 AM)Derby Wrote: [\[CITE\]](#) 780 w/ i7 runs it fine on max, I'm pissed because the requirements on the latest games are ridiculous.

I know all these new games coming out are requiring 3gb video ram for recommended settings thats why im planning on upgrading my rig i have to get ready for gta v

DotPSD - November 18, 2014, 6:11 am

(Nov 18, 2014 07:01 AM)Refleckz Wrote: [\[CITE\]](#) What is his cpu and with the gpu he should be able to run on low as long as his cpu is decent

The game does support sli guys here you go.

"Patch Two for the troubled PC version introduced a number of additional fixes, including graphical problems. This includes flickering issues with nVidia SLI and AMD CrossFire configurations, improved performance in cinematic mode on low HW configurations and more."

He's got an i7 lmao

I didn't help him build his pc btw. lol

dogfuker - November 18, 2014, 6:11 am

(Nov 18, 2014 07:10 AM)Refleckz Wrote: [\[CITE\]](#) I know all these new games coming out are requiring 3gb video ram for recommended settings thats why im planning on upgrading my rig i have to get ready for gta v

My exact reasoning, if I can't run GTA maxed on 1920 I'm going to smash something.

Refleckz - November 18, 2014, 6:12 am

(Nov 18, 2014 07:11 AM)DotPSD Wrote: [\[CITE\]](#) He's got an i7 lmao

I didn't help him build his pc btw. lol

He should definatley be able to run it on low settings it may not look that good but it should run smooth

FearMe? - November 18, 2014, 7:00 am

AC Unity is horribly optimized and buggy as hell, that's why.

Xycon - November 18, 2014, 7:11 am

I actually finished playing the game with an i7/780-3GB.

I ran it at max settings @ 1920x1080. I got an FPS of 40/50 just about everywhere, only lower in some cut scenes.

However, when just playing the game you would think it was running at 60 pretty much all the time, you wont be able to tell the difference. You'd actually have to measure it with fraps or something to be able to tell its not maxing the game.

At least, not yet anyways, maybe later on with new patches ect.

Hire - November 18, 2014, 7:26 am

Would i be able to play decent settings?

Got:

AMD Radeon HD 7870

2048 MB Video Ram

Intel Core i7

86-Bit (32 Bit Variant, i think)

Thanks

Refleckz - November 18, 2014, 7:26 am

I feel like Advaned warfare is struggling a little bit when it comes to optimization bc there are some maps that no matter what i lag on and i meet recommended specs except for 3gb of video ram look here - <http://prntscr.com/577nb0>