

Forum:[Hack Forums](#)

Thread: [5090 Fake Frames](#)

oRequiem - October 2, 2025, 6:16 pm

What do you guys think of the fake fps when it comes to the RTX 5090?

I heard that the 5090 provides fake frames using AI.

webdev77 - October 3, 2025, 3:57 pm

I think fake is very misleading. The frames exist and are measurably real. Quality is what is subjective for DLSS. We're at DLSS 4.0 now, so this has been around for several generations of Nvidia hardware.

Game studios aren't pushing out quality games at the moment so I don't really care too much about negligible differences in frame rates. It wouldn't make most modern games better to have more raster frames.

Mix - October 3, 2025, 4:51 pm

As someone who is using a rtx 4070 super. and has been using the Frame gen since they updated it to allow the rtx 4000's series card to use it I cant lie but with people calling it fake frames is just a little wrong as its not as fake as it seems as you are using the full card power towards such. Yes I must admit it wouldnt beat raw frames from maybe a good old legend like the gtx 1080ti my mine rest in peace. But hard changes means software frames that are being made is the way forward and I can see it going far.

oRequiem - October 3, 2025, 5:26 pm

(Oct 3, 2025 03:57 PM)webdev77 Wrote: [\[CITE\]](#) I think fake is very misleading. The frames exist and are measurably real. Quality is what is subjective for DLSS. We're at DLSS 4.0 now, so this has been around for several generations of Nvidia hardware.

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I usually say fake since it technically creates ghosting in games (like mostly unreal engine 5 games).

webdev77 - October 3, 2025, 6:08 pm

(Oct 3, 2025 05:26 PM)oRequiem Wrote: [\[CITE\]](#) I usually say fake since it technically creates ghosting in games (like mostly unreal engine 5 games).

Ghosting becomes more prevalent when there are more frames in general. What you're seeing is a common flaw of DLSS being unable to generate frames that are visually indistinguishable from raster frames.

I haven't played an unreal engine 5 games specifically, but there certainly is a good argument to be made to just disable the feature if it looks bad.

oRequiem - October 3, 2025, 6:09 pm

(Oct 3, 2025 06:08 PM)webdev77 Wrote: [\[CITE\]](#) Ghosting becomes more prevalent when there are more frames in general. What you're seeing is a common flaw of DLSS being unable to generate frames that are visually indistinguishable from raster frames.

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Yeah, I just read that it becomes more visible with a 5090 because of how it is.

Sam - *October 6, 2025, 7:05 am*

When you mention fake frames are we talking about frame gen? If you are a owner of a 5090 do you even need to use such a feature?

For someone such as myself I avoid that option altogether unless I play a single player game (which I don't) to get the most frames possible whilst being able to play the game maxed out, such as Cyberpunk. When I did load up Cyberpunk and turn on frame gen I notice the difference and I actually hate how it looks. I honestly don't know how people use frame gen on a regular basis especially in competitive shooters such as the upcoming Battlefield.