



Optimize iPhone iPod touch and iPad Graphic performance!

Since BBG is laggy as hell, i figured i might as well make my idevice faster, and here is the 4 Methods.(You can do them all)

This Guide Is Made By Gathering Bits Together! I do not intend to take credit for it, only to share a discovery!

Before you proceed, please BACKUP your files and backup your iDevice as a just-in-case.

Method 1: Tweak the CoreGraphics Configuration file.

- 1.) Go to /System/Library/Frameworks/CoreGraphics.framework/Resources
- 2.) Here you will find a Configuration.plist
- 3.) Scroll down to:

And change: .

Code:

DeepFramebufferSupport

Change this false to "true"

EnableAbortOnError

EnableErrorLogging

Change this to "false"

EnableVMPurging

Change this to "true". If you are using a swap file it may help.

ForceSessionDrawsVirtualFramebuffer

Change false to "true"

GLCompositorConfiguration

GLCompositorMinimumDisplayDepth

16

GLCompositorMinimumVRAM

16 Change "16" to "64"

GLCompositorUseOnPortable

tileHeight

256

tileWidth

256

Then go down to:

Code:

/dict>

SessionUsesVirtualFramebuffer

Change false into "true"

TransitionEffectMinimumDepth

32 Change "32" to "16"

Now simple shader tests that I used earlier can't measure the improvement here, since they don't stress fill rate or VRAM, but applications like Epic Citadel seem to run a bit smoother after this. I'm not sure if it actually makes a noticeable difference. It might matter more on higher resolution devices. I have also tested this in various games in my iPod Touch 4G. One, being Modern Combat 4; in multiplayer when the server is nearly or completely full, my device's framerate would drop... Not anymore!!!

NOTE: Some of the items that says to change to false or true are already set by default. So no need to do anything.

Also, there are people who keep asking: is there a downside or side effect? There are no downsides whatsoever in this tweak

Method 2: Add additional OpenGL Driver/Plugin.

This next procedure requires a driver from A5+ Devices. This increases FPS by 3-5 (some say 10!) or 6-8 with the other script modified.

ATTENTION!: Distribution of the driver is illegal! Therefore, I cannot provide a link; but I will show you where to find it! Also, THERE WILL BE NO NOTICABLE DIFFERENCE ON A5 DEVICES AND ABOVE!!! Please note, that the results WILL vary on multiple devices...

Acquiring the Driver:

With an A5+ device go to /System/Library/Extensions and copy IMGSGX---LDriver.bundle and Put it in your Desktop. SSH it to the device you are going to modify.

OR Just download it here: Dropbox - IMGSGX543GLDriver.bundle.zip

Finishing up:

Paste the driver in the same location mentioned above; and old drivers. Finally, Reboot!

How does it work?:

Upon boot-up, the bundle is loaded as a plugin, much like a ".kext" file on Macs. The driver is then used to help boost FPS on lower-end devices...

Method 3: Use Virtual Memory.

What does Dynamic_Pager do?

- The iPod Touch 4G has 256MB of RAM and 8/32/64GB of Flash Memory depending on your

model.

- Dynamic_Pager gives your device the ability to use Flash Memory as Random Access Memory (RAM, to an extent).

Are there any side effects to this?

- Its a fact that Flash Memory has a limited number of read/write cycles. The difference between Flash Memory and RAM is that Flash Memory has a lot less cycles available. Since RAM is written to a lot more frequently than Flash, and your Flash is being used as RAM, then using Virtual Memory will in theory reduce the life of your device.

- Virtual Memory was introduced to iOS a little more than a year ago, yet there hasn't been a single case of a device actually not working anymore due to using it. People usually say "VM broke my device, I had to restore to fix it", fact is if it really did kill your Flash memory, you wouldn't even be able to turn it on. Its said that the LCD would probably burn out or the battery would die before Flash memory would die on your device.

Installation:

There are three versions,a 64MB version, a 256MB version and a 512MB version. This doesn't mean that your adding on 64, 256 or 512 MB of RAM, and thats it. It just means each paging file will either be 256 or 512 MB EACH. If you're using 256MB and background enough apps to fill it up, then a new paging file will be created. Its a matter of how intense you plan to multitask and spacial concerns. Also, the 64MB version has less likely to crash the springboard and enter safe mode. Using this tweak with method 1, may significantly increase performance (it may, I didn't say it will).

1. Move the desired com.apple.dynamic_pager.plist from either the 64, 256 or 512 folder, depending on what version you want, to "/System/Library/LaunchDaemons". Make sure permissions are set to 755 (use iFile). Also set the ownership to root and wheel.
2. Move com.apple.virtualMemory.plist to "/Library/Preferences". Make sure permissions are set to 755 (use iFile). Also set the ownership to root and wheel.....

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.....FO

R THE WHOLE GUIDE, GO TO <http://bearacks.com/posting.php?mode=edit&f=12&p=91518>
BECAUSE BB FORUM COULDN'T HANDLE THE SEXINESS OF THIS!(the post contain 1k
more letters than the limit)

I WILL NOT BE RESPONSIBLE FOR ANYTHING, DO IT AT UR OWN RISK

I Hate Signatures



Comments



Thebattleducks74 • Member • Posts: **2,019** • War Hero
November 2013

I'm I first? Anyway I don't get it

THE REBIRTH



BeaReaper • Member, SkyVu Beta Tester • Posts: **462** • Recruit
November 2013

Thebattleducks said:

I'm I first? Anyway I don't get it

it makes ur idevice go faster

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Slenderbear • Member • Posts: **819** • Corporal
November 2013

Is it graphics bcuz
Can u make a picture

I'm a huge sonic fan
And if you do something bad then I'll wag my finger



Psyche • Member • Posts: **4,191** • Exalted
November 2013

Sounds cool.

Hi.



BeaReaper • Member, SkyVu Beta Tester • Posts: **462** • Recruit
November 2013

did anyone do it?

I Hate Signatures



 **TheLonelyAssassin** • Member, SkyVu Beta Tester • Posts: **5,337** • Fabled
November 2013

Sounds too complicated and I assume jailbreak is required.

<i>~TLA</i>



BeaReaper • Member, SkyVu Beta Tester • Posts: **462** • Recruit

November 2013

TheLonelyAssassin said:

Sounds too complicated and I assume jailbreak is required.

yes, jailbreak is required

I Hate Signatures



Slate • Member, SkyVu Beta Tester • Posts: **6,932** • Fabled

November 2013

Then it's useless -_-

Every time I jailbreak it slows my device down at least 70% anyways, so making it go faster wouldn't do much then lol



shadowninja2244 • Member • Posts: **1,912** • Lieutenant

November 2013

lags on: android (some devices

perfect on: ipads

missingno lag fest: potato



Clinkzbone • Member • Posts: **3,176** • Noble
November 2013

You could probably do something similar with BBG on the PC.

I would try, but I don't have Windows 8 so I can't get BBG.



BeaReaper • Member, SkyVu Beta Tester • Posts: **462** • Recruit
November 2013 • edited November 2013

shadowninja2244 said:

lags on: android (some devices
perfect on: ipads
missingno lag fest: potato

lol it lags on ipad

I Hate Signatures

*



shadowninja2244 • Member • Posts: 1,912 • Lieutenant

November 2013

BeaReaper said:

show previous quotes

lol it lags on ipad

not for me

skvu: trolololololololol

—

*

BeaReaper • Member, SkyVu Beta Tester • Posts: **462** • Recruit

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shadowninja2244 said:

show previous quotes

not for me

skvu: trolololololololol

which ipad do u use

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shadowninja2244 • Member • Posts: **1,912** • Lieutenant

November 2013

BeaReaper said:

show previous quotes

which ipad do u use

ipad 2

my child hood (i cant get the picture to fit im testing right now)



BeaReaper • Member, SkyVu Beta Tester • Posts: **462** • Recruit
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shadowninja2244 said:

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ipad 2

i have ipad mini, its so slow....

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