

GeForce Experience and GeForce Now cheat sheet

General

Alt + Z	Share overlay UI
Alt + F1	Take screenshot and save it to gallery
Ctrl + Win + Alt + F1	Entire desktop screenshot
Alt + F12	Toggle FPS counter on/off
Alt + F10	Save the last 5 minutes recorded
Alt + F9	Toggle manual recording on/off and save

Broadcasting

Alt + F8	Toggle broadcasting on/off
Alt + F7	Pause/resume broadcasting
Alt + F6	Toggle camera on/off while broadcasting
Alt + F5	Toggle custom overlay on/off while broadcasting

GeForce Now

GeForce Now is cloud gaming service of Nvidia. We have covered it here.

Ctrl + G	Toggle in-game overlay
Ctrl + 1	Save a screenshot
Ctrl + Shift + 0	Toggle instant replay on / off
Ctrl + 0	Save last recorded minutes / seconds
Ctrl + 9	Start / Stop recording
Ctrl + M	Toggle microphone
Ctrl + Alt + F6	(When playing a game) Advanced gaming stats
Option + Cmd + F6	(Mac, When playing a game) Advanced gaming stats

Note: On a MacBook, you may need to press fn + 6 to for the F6 command.

Here is what the numbers mean in the stats:

First Line:

###fps – average frame rate, based on frame-to-frame present time

ft:###ms – average frame-to-frame receive time from server

fj:###ms – average frame-to-frame receive time jitter (negative = early, positive = late)

r:###mb – average streaming rate

bwu:##% - bandwidth utilization as percentage.

Second Line:

- ~frame number

rtd: ###ms – round trip delay from client to server

pl: #### - packet loss (note there may be more than one packet per video frame)

%cpu: ##.# - on mac, the percentage of 1 core the process is using. (> 100% means using more than 1 core). Should be similar to Activity Monitor on Mac.

Third Line:

b: #####ms – 'begin' time – the latency between receipt of packet to start of processing

d: #####ms – 'decode' time – the latency from begin to decode complete

r: #####ms – 'render' time – the latency from decode complete to render complete

p: #####ms – 'present' time – the latency from render complete to post-swap-buffers

t: #####ms – 'total' time – add up all of the above for total latency through the client.

Fourth Line:

wr: ###x### - window resolution

sr: ###x### - streaming resolution (may vary due to network quality)

sq: #### - 'q score' – or Quality score represents the overall streaming quality that the user is currently experiencing, where 100 is perfect and values near 0 are unplayable

e: ##### - number of input events processed

Fifth Line:

gpu: ##### - type of GPU used on the server for this session

input: alt|sdl - alt: using direct input events from system, sdl: using input events from SDL library

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More information: defkey.com/geforce-experience-geforce-now-shortcuts

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