

# 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)<br>Advanced gaming stats      |
| Option + Cmd + F6 | (Mac, When playing a game)<br>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](https://defkey.com/geforce-experience-geforce-now-shortcuts)

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