








Tactic	Description	Potential savings
 60 FPS Limit	<p>Most engines don't cap the framerate by default. Setting it to 60 is an easy way to save energy. More info.</p> <p>↳ Consider exposing the FPS Limit as a setting. That way, players on mobile devices like the Steam Deck can reduce the FPS further to save energy, while players on big rigs can uncap their FPS if they so choose.</p>	~20%
 Add an Idle State	<p>Detect when players aren't playing your game and start reducing rendering resolution and the FPS limit. Past a certain point, consider disabling the game logic and rendering entirely. More info.</p> <p>↳ If your game is always online or players spend a significant amount of time thinking without any input in the game, you can still add Idle States to menus.</p>	~15%
 Reduce Menu FPS	<p>Menus don't require quick or precise inputs. It is therefore possible to reduce their framerate to 30 FPS. Consider reducing the rendering resolution as well if possible. More info.</p> <p>↳ If your game is mostly menus without any timing requirements from the player, you could experiment with a default 40 FPS limit for the entire game.</p>	In menu: ~50%
 Throttle game rendering in menus	<p>Many games, sometimes unknowingly, render the entire game behind their menus. This is an obvious waste of resources. If your game isn't visible behind your menu, make sure it doesn't render.</p> <p>If your game is visible behind your menu, consider pausing the rendering to get a still frame or reducing the rendering resolution to save resources or create a blur effect. More info.</p>	In menu: ~15%
 Pause when the game is minimized	<p>If the player tabs out of the game, it is likely that the game isn't their main focus at the moment. Pausing the game will let the game benefit from the other energy saving measures, while the player is afforded an extra bit of convenience.</p>	Unknown
 Pause the game when a controller disconnects	<p>This is another way of detecting an Idle State of the Player. When their controller disconnects it is likely that they aren't playing the game, so we can ramp up our energy saving measures.</p> <p>Additionally, pausing the game on disconnects benefits the player because they don't lose control of their character. More info.</p>	Unknown
 Add a battery saver graphics preset	<p>If your game has graphics presets, consider adding a battery saver that reduces the Max FPS and rendering resolution.</p> <p>While it is simple to implement, it can be very helpful for players on mobile devices.</p> <p>↳ Don't call this setting 'Eco Mode'. It is misleading and intransparent about what it actually does. We don't want to guilt trip players into a lesser experience.</p>	Unknown

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