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Full list of command line parameters for Grand Theft Auto V on PC

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Question: I would like to know the command lines I can use for GTAV on PC. How can I use these command lines, and what options do I have?

Answer: Command line parameters can be added to the "commandline.txt" file in the root of the game folder. If this file doesn't exist, you can create it by right clicking in the game install directory, selecting New and selecting Text Document. Rename this file to commandline.txt.

Note: For Steam players, right-click your game and click Properties, then on the General tab, under Launch Options, type the commands you wish to use.

Please see below for the various command lines that can be used:

Troubleshooting

- -verify
  - Check game installation for problems and repair any issues found

Note: Disc and non-Steam digital versions only.

- -safemode
  - Start settings at minimum but does not save them
- -ignoreprofile
  - Ignore the current profile settings
- -useMinimumSettings
  - Reset settings to the minimum
- -UseAutoSettings
  - Use automatic generated settings
- -DX10
  - Force 10.0 feature set

- -DX10_1
  - Force 10.1 feature set
- -DX11
  - Force 11.0 feature set
- -noChunkedDownload
  - Forces patches to be downloaded all at once instead of in chunks

Benchmarking

- -benchmark
  - Starts the benchmark test from the command line
- -benchmarkFrameTimes
  - Optionally output the individual frame times from the benchmark
- -benchmarkIterations
  - Specifies the number of iterations for the benchmark to run
- -benchmarkPass
  - Specifies when an individual benchmark scene test should be done, and which test it should be
- -benchmarknoaudio
  - Disable audio processing for graphics benchmark purposes

Game Preferences

- -StraightIntoFreemode
  - Jump straight to MP while loading
- -scofflineonly
  - Launch the game in offline mode
- -StraightIntoFreemode
  - If present the game will automatically launch into the multiplayer game in freemode
- -cityDensity
  - Control city density (0.0-1.0)

Localization

- -uilanguage
  - Set language game uses

Note: Supported values are "american" (for American English),"french", "german", "italian", "spanish", "portuguese", "polish", "russian", "korean", "chinese", "chinesesimp", "japanese", "mexican" (for Mexican Spanish)

- -keyboardLocal
  - Sets the keyboard layout to the specified region.

Note: For a list of keyboard layouts by region, please see this article by Microsoft: https://docs.microsoft.com/en-us/windows-hardware/manufacture/desktop/default-input-locales-for-windows-language-packs?view=windows-11

Window Preferences

- -windowed
  - Force windowed mode
- -fullscreen
  - Force fullscreen mode
- -borderless
  - Set main window to be borderless
- -width
  - Set width of main render window (default is 640)
- -height
  - Set height of main render window (default is 480)

Other Technical Performance Commands

- -anisotropicQualityLevel
  - Set anisotropic filter quality level (0-16)
- -disableHyperthreading
  - Do not count hyperthreaded cores as real ones to create tasks on
- -fogVolumes
  - Enable lights volumetric effects in foggy weather (0-1)
- -fxaa
  - Set FXAA quality (0-1)
- -frameLimit
  - number of vertical synchronizations to limit game to (0-1)
- -grassQuality
  - Set grass quality (0-5)
- -HDStreamingInFlight
  - Enable HD streaming while in flight
- -lodScale
  - Set LOD Distance level (0.0-1.0f)
- -shadowSoftness
  - Selects between linear, rpdb, box 4x4, soft 16 (0-3)
- -particleQuality
  - Set particle quality (0-2)
- -particleShadows
  - Enable particle shadows (0-1)
- -pedLodBias
  - Set LOD Distance bias for pedestrians (0.0-1.0f)
- -postFX
  - Set postFX quality (0-3)
- -reflectionBlur
  - Enable reflection map blur (0-1)
- -reflectionQuality
  - Set reflection quality (0-3)
- -SSAO
  - Set SSAO quality (0-2)
- -shaderQuality

- ○ Set shader quality (0-2)
- -shadowLongShadows
  - ○ Enable shadow rendering for dusk and dawn (0-1)
- -shadowQuality
  - ○ Set shadow quality (1-3)
- -tessellation
  - ○ Set tessellation on or off (0-3)
- -textureQuality
  - ○ Set texture quality (0-2)
- -txaa
  - ○ Enable NVIDIA TXAA (0-1)
- -vehicleLodBias
  - ○ Set LOD Distance bias for vehicles (0.0-1.0f)
- -waterQuality
  - ○ Set water quality (0-2)

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