

# Spider-Man: Miles Morales runs at 60 fps with ray tracing in new mode

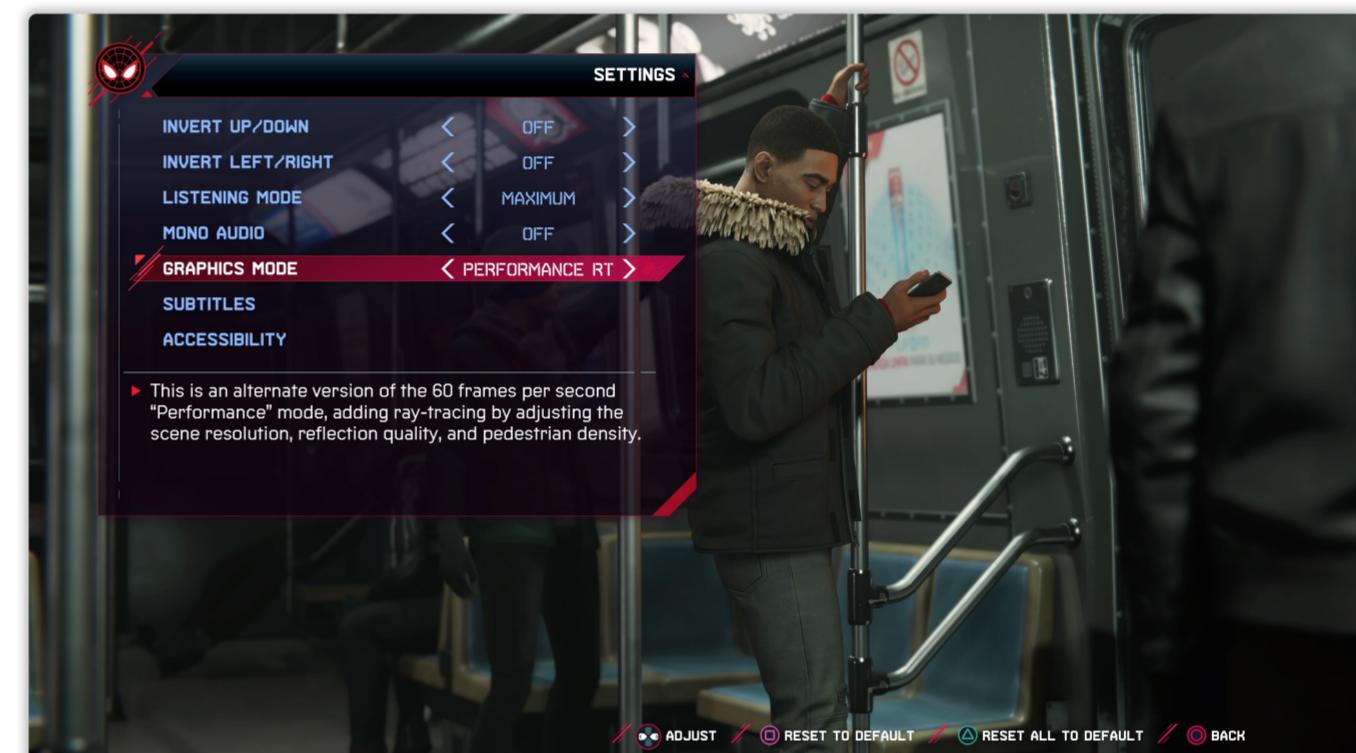
By Antonio Musulin 17.11.2020.



At launch, Spider-Man: Miles Morales on PlayStation 5 was able to run at 60fps in Performance mode or at 30fps but with ray tracing in Fidelity mode, meaning that you'd have to pick between buttery-smooth frame rates or higher graphical fidelity while playing through the game. Thanks to a new mode added in an update, though, you can now run the game at 60fps and with ray tracing turned on.

The new mode is called "Performance RT," and you can turn it on in settings. "This is an alternate version of the 60 frames per second 'Performance' mode, adding ray-tracing by adjusting the scene resolution, reflection quality, and pedestrian density," according to the description of the new mode.

That means that you might notice a few graphical tweaks or slightly fewer NPCs on the streets of New York, but the pay-off should mean dramatically improved lighting effects without having to dip down to 30fps.



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By Tomislav Čajić 18.11.2020.

Cyberpunk 2077 has been delayed again, but is still set to launch this year. In a statement on Twitter, developer CD Projekt Red confirmed that the Cyberpunk 2077 release date has been pushed back by 21 days, and will now release on December 10.



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By Antonio Musulin 17.11.2020.

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