# Bethesda Game Studios Releases Graphics Control Update for Fallout 4 on PlayStation 5 and Xbox Series X|S



Bethesda Game Studios has released a new update for "Fallout 4" on PlayStation 5 and Xbox Series X|S, which now allows more nuanced control over the game's graphics settings, akin to options typically found on PC gaming platforms. Released on April 25, this feature is part of the next-gen update for the popular title.

The update introduces customizable frame-rate targets set at 30, 40, or 60 frames per second, as well as visual quality options tailored towards either enhanced visuals or optimized performance. Bethesda recommends using the Performance mode when the frame rate is set to 60fps.

Unique to this update, the separation of visual quality and frame-rate settings in a console game provides users the flexibility to personalize gaming experiences, though Bethesda advises sticking with the default settings to avoid potential performance issues. A notable mention in the patch notes indicates that a 40fps setting requires a 120Hz display, with potential grey-outs or inability to use this option on older 60Hz TVs due to probable stuttering images.

Additionally, the update includes bug fixes and overall stability improvements, addressing earlier issues like the faulty ultra-wide monitor support on PCs.

The recent surge in "Fallout 4" players has been attributed to the anticipation around the upcoming Prime Video adaptation of the game into a TV series. SteamDB noted an increase in daily peaks from around 24,000 to 187,000 on PC, further highlighting the game's lasting popularity.