

# Freesync, Adaptive Sync & VRR

*Thursday, 3 October 2019 16:40 (45 minutes)*

DP adaptive sync, a feature supported by AMD under the marketing name of Freesync, primarily allows for smoother gameplay but also enables other use cases, like idle desktop powersaving and 24Hz video playback. In this talk we'll describe what adaptive sync is, how it works, and will speak to different use cases and how they might be implemented. The presentation will cover design and code snippets to show how the feature is enabled.

## Code of Conduct

Yes

## GSoC, EVoC or Outreachy

No

**Co-authors:** KAZLAUSKAS, Nicholas (AMD); KOO, Anthony (AMD)

**Presenter:** WENTLAND, Harry (AMD)

**Session Classification:** Main Track

**Track Classification:** Talk (full slot) (closed)