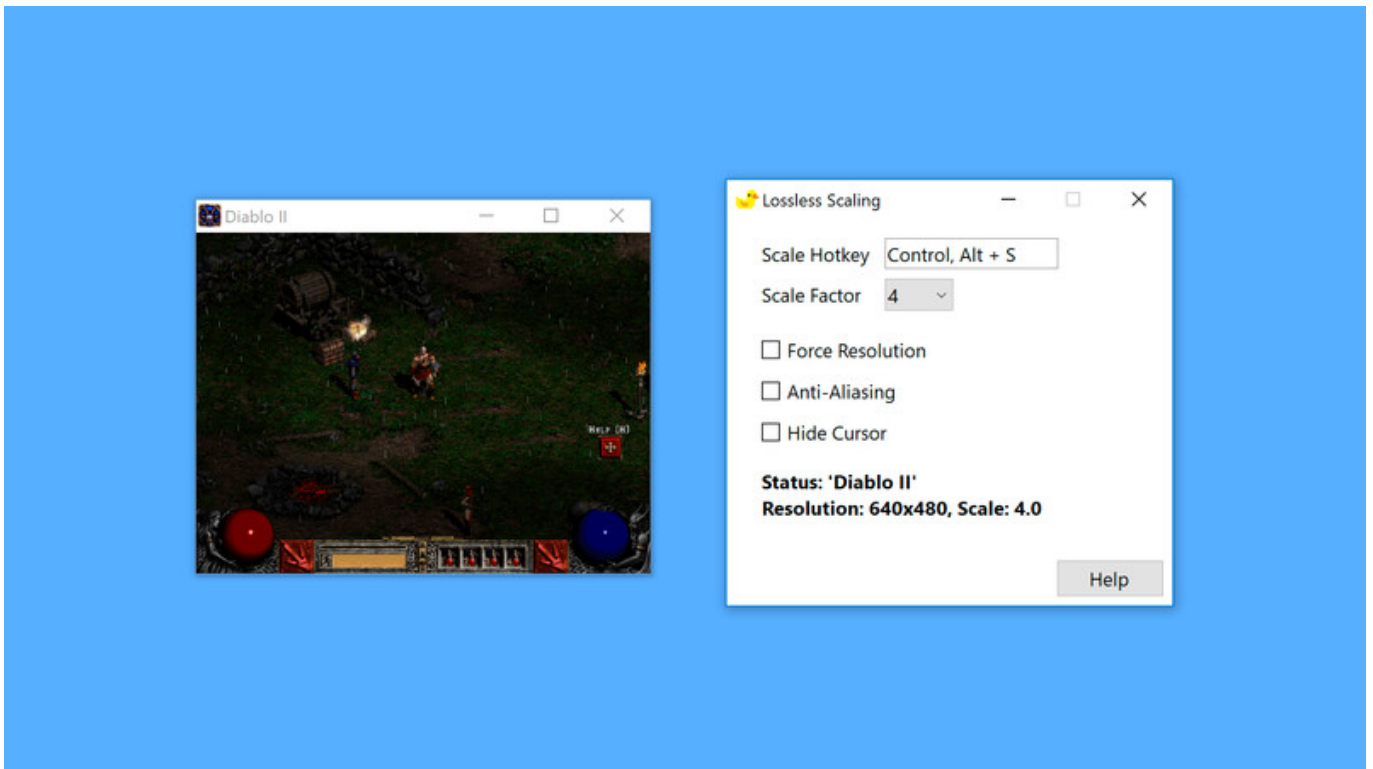


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## Lossless Scaling Crack Unlock Code



Download ->>->>>> <http://bit.ly/2NFI6EI>

## About This Software

*The free demo version allows you to use only the "Auto" function - automatic selection of the integer scale factor for your game.  
The demo version is not limited in time.*

Lossless Scaling scales any windowed game to fullscreen correctly without blur.

When you run the game fullscreen at a resolution less than the native display resolution, the graphics driver uses bilinear interpolation of the image resulting in blurring and loss of quality.

Lossless Scaling makes a game window borderless and scales it to fullscreen using integer multipliers. The output image maintains its original clarity and integrity. Additionally you can enable fullscreen anti-aliasing in the app even if the game has no such option.

Useful for scaling many old games that do not support modern screen resolutions or fullscreen mode, pixel art games, modern games, if you cannot run them at your native resolution and want to get rid of blur.

## Best use cases

720p, 1080p screens:

- Scaling old low resolution games

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1440p screens:

- Scaling old low resolution games
- Scaling 2D games (3x480p, 2x720p)
- Scaling modern 3D games (2x720p)

2160p screens:

- Scaling old low resolution games
- Scaling 2D games (4x480p, 3x720p, 2x1080p)
- Scaling modern 3D games (2x1080p, 1.5x1440p)

[Games and Emulators Compatibility Thread](#)

App requirements are simple. The game should be able to run in windowed mode and your OS must be Windows 8 or higher.  
Detailed instructions are in the app.

Enjoy!

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Title: Lossless Scaling  
Genre: Utilities  
Developer:  
THS  
Publisher:  
THS  
Release Date: 28 Dec, 2018

b4d347fde0

**Minimum:**

**OS:** Windows 8

**Additional Notes:** Windows 7 is not supported. Touchscreens have not been tested and may not be supported. May not make full use of adaptive sync technologies such as FreeSync/G-Sync.

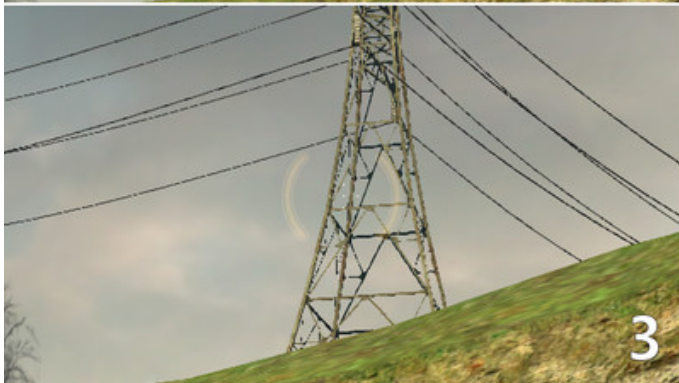
English



1



2



3

## Fullscreen vs Scaled

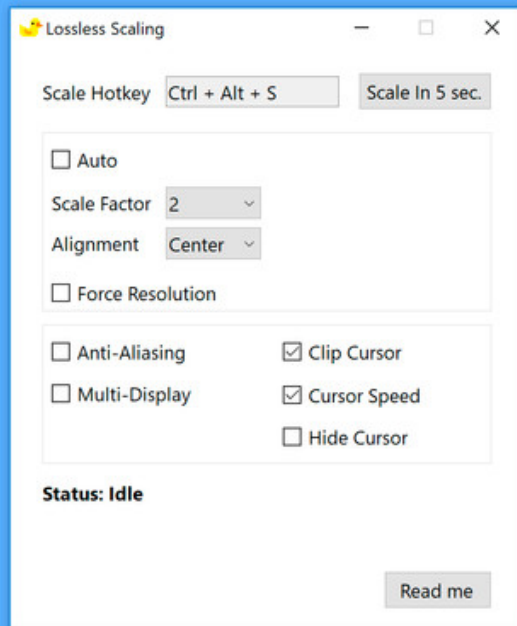
Half-Life 2 at 1920x1080. 3840x2160 display.

### 400% scaled screenshots

1. Fullscreen mode.
2. Lossless Scaling: 2x scale.
3. Lossless Scaling: 2x scale and anti-alias.



Scaling Diablo II game at 640x480 on 3840x2160 screen. Lossless Scaling 4x scale with AA



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It works as advertised and works really well but at 1080p this is a pretty niche tool. Making old games look bigger and pixel perfect sounds like an incredibly appealing thing, and it is, but the reality is that a lot of old titles either don't work with windowed mode (not even with DXWnd) or, depending on the game, will have very large user interfaces that make the actual "gameplay" area feel really cramped. You could crop the image, but then you'll lose stuff, or you COULD try upscaling to things other than integers... but at that point this tool only does something your GPU can do natively anyway: scale things up while maintaining the aspect ratio but not quite that pixel perfect look.

Where this tool actually works brilliantly however is with stuff that cannot be resized at all or not resized without looking crappy, like indie japanese games, flash games and other things like that. From RPGs like Machina of the Planet Tree, cult classic horror games like Ao Oni and myriad visual novels; Many of these games run in tiny 640x480 windows that cannot be resized any other way outside being stretched to fullscreen. Lossless Scaling makes these games in particular look **great and I honestly would say it's a must-have to the point I'm surprised the store page doesn't advertise that particular use.**

**All in all a very specialized tool but one that that I think will only grow in value with time and as resolutions keep getting bigger and bigger.**

**. cool little software. it is what it is. just don't expect miracles.**

note to developer : pls have an option to hide this software from 'now playing' feature. It shows as in game on steam whenever i run this. this is just wrong imo.. This works really well. I can't wait to use it for more games.. Yup, it works.. I just got it and it's pretty good for some uses. I tested a few 3d games and while it works, I found that the games looked better in my opinion with their original filtering, compared to no filtering at all specially the texts which look pixelated, but in my opinion it looked better when using this program and the antialiasing, but sadly that makes some pretty big performance drops due to the antialiasing and since you can't play the game in fullscreen mode, it introduces lag and reduced performance.

Now, for older games... I was surprised, it's pretty good! Old games look really better with integer scaling as opposed to stretched fullscreen and not to mention that some games just don't even have a fullscreen option, just a tiny windowed mode so this program really comes in handy, and you can also use the antialiasing in some of those games with no performance drops since they are simpler games. Heck there are some games on steam released nowadays that run on a tiny window so you can use this.

Also this software pretty much makes any windows as if it was running borderless since it only zooms the game itself. I really hate when I enter and alt-tab a game since it takes a few seconds and with this it's really instant and the program zooms again when you alt-tab again.

Overall I'm satisfied with the software and it's pretty good as a first release and it has room to improve and be even better.. Makes a noticeable difference in Monster Hunter: World, both in performance and image fidelity on my 4k monitor. Pushing 100+ frames now upscaling 1440p to 4k (with the added AA from Lossless Scaling) without having to deal with the "vaseline effect" of ordinary scaling.

In games that don't offer Borderless Windowed modes, this fixes that as well, so alt-tabbing doesn't cause a screen refresh/resolution switch each time.

And as others have said, works great with low-res locked games. 100% worth the price of admission and an invaluable tool for high-res gaming.

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Very nice application. I can have my cake and eat it too.. Useful, easy, light and much prettier. Having a 4k screen, but mid end graphic cards means always having to run games at lower resolution, thus needing to scale up the game when playing fullscreen. Often this makes the game uglier, than playing on a lower resolution screen, but with Lossless scaling, its actually easy to look at. Futhermore this actually helps with multiple screens, as you can turn off the program with keybinds, and easily do other stuff, without having trouble with alt-tabbing out of games.. It works as advertised and works really well but at 1080p this is a pretty niche tool. Making old games look bigger and pixel perfect sounds like an incredibly appealing thing, and it is, but the reality is that a lot of old titles either don't work with windowed mode (not even with DXWnd) or, depending on the game, will have very large user interfaces that make the actual "gameplay" area feel really cramped. You could crop the image, but then you'll lose stuff, or you COULD try upscaling to things other than integers... but at that point this tool only does something your GPU can do natively anyway: scale things up while maintaining the aspect ratio but not quite that pixel perfect look.

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. Does what it says on the tin and does it exactly as advertised. Scales up low resolution content using pixel scaling so you can run anything at native resolution without blurring. Perfect for any 2D pixel art game that uses stretching to reach a native resolution (FTL being the example that's always jumped to)

GUI might look a bit school project-esque, but aside from this and multi-monitor support, this is a finished and fully functional product. Would recommend to anyone with a use case for it. Does a really good job, especially for scaling 2D titles.

I never found an option for scaling in my monitor ui or driver software to use pixel doubling. When scaling 1280x720 to 2560x1440 (native) the result was blurry (e.g. C&C Tiberian Sun).

With Lossless Scaling it gets perfectly sharp.. The program is very easy to use and works for many games.

It's really usefull for me when I play games on 4K monitor with 1080P resolution.

It is worth owning this little application.. All the similar programs that I tried created a cursor offset issue which made them unusable. This program doesn't have that problem at all, so I am really happy with my purchase. I can finally upscale old PC games with a razor-sharp nearest neighbor interpolation instead of the blurry mess of the default full screen mode. Greatly recommended for any retro gamer.. This works only with games running in windowed mode. Some windowed games work and some don't.

If you want the blur issue to be properly solved then join the according discussion on nvidia's forums where people ask to integrate this scaling mode into the drivers. That's the place where the most information regarding the issue of blur is being exchanged. Also there is a petition with over 2000 signatures. Google "integer scaling" to find all that stuff.. I tend to play my games on highest settings at 1080p on my 4k monitory. My gpu just isnt quiet strong enough to play at 4k ... this have given me a little frustation as I get a greyish and blurry when doing this. I decided to try out Lossless Scaling and WOW, it makes a WORLD of difference. I play a LOT of Final Fantasy XIV Online and in only 6 hours of use this singlehandedly made my experience multiples better. The colors are so vivid! The blacks are so BLACK! No blurriness! Looks crisp as if I were playing at 4k! Thank you SO MUCH!!!!!!! 10/10 Stars!



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