

Gamers Rejoice as Frameraters Lifted in Wndows 10

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Windows 10's Universal Windows Platform games have had some issues with framerate caps. Microsoft capped the FPS at 60 and this made a lot of gamers cranky as some of these "Universal Windows Platform" games really crippled AMD's Freesync and NVIDIA's G-Sync. Thankfully Microsoft listened and this limit has been lifted.

The additions to the UWP are based on user feedback, from the Store, Feedback Hub and discussion forums like our own. Both of these new features are aimed at making Windows, and UWP a better gaming platform, and both will bring improvements to recently released games like Gears of War:UE and Forza Motorsport 6: Apex. However, users will need for those games to also get their own updates before these new capabilities actually come into play.

Source: [Neowin](#)