Free sample from The Sim Rig Build Planner. This is worksheet 7 of 12. Get all 12 worksheets: simracingcave.com/kit/sim-rig-planner

PC Spec & Pixel Budget

Resolution times refresh rate is the real requirement

Driver	**Date**
Display setup	**Target frame rate**

Sim racing PC requirements are set by pixels per second, not by the title on the box. Work out the load your chosen display setup creates before you choose a graphics card, because the screens decide the GPU and the grid size decides the processor. Those two numbers come from different places.

Your pixel load

Input	Value	Notes
Resolution per panel		e.g. 2560 x 1440
Number of panels		
Megapixels per frame		3.69 for one 1440p panel, 11.06 for triples
Target frame rate		Match the panel refresh where you can
Megapixels per second		Frame load times frame rate

One 1440p panel at 120 fps is 443 megapixels per second. Triple 1440p at 120 is 1,327, three times the graphics work.

Title cost multiplier

Engines differ in what the same pixels cost. Apply the multiplier to your headline figure.

Title group	Relative cost	Titles you run
Assetto Corsa Competizione, Le Mans Ultimate, EA Sports WRC	About 1.6x	
iRacing	1.0x baseline	

Title group	Relative cost	Titles you run
Assetto Corsa, rFactor 2	About 0.75x	

Machine planned

Component	Chosen	Reason	Budget	Actual
Graphics card		Set by pixels per second		
VRAM (GB)		Triples typically want 12 to 16		
Processor		Set by grid size, not resolution		
System memory				
Storage				
Power supply		Count shakers and screens too		

Largest field you race decides the processor. A 60 car grid is a CPU problem no graphics card fixes.

Measured, after the build

Title	Settings preset	Average fps	1% low	Change made

The 1% low is the number that matters. An average of 120 with a 40 fps low feels worse than a locked 90.

Researched guidance, not professional advice. Follow the product label and the operator manual.