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Subject: Re: W3D Benchmark Tests

Posted by [killakanz](#) on Sat, 05 Apr 2003 23:36:40 GMT

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SomeRhinolt's interesting to note that when I switched from third person view to first person, the FPS increased by about 12%.

Very nice tests man.

This bit is easily explained. In third person view you have the character model and all it's idle/breathing animations. In first person they're gone, replaced with the much less taxing gun/arm animations.

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