
Subject: SLOOOOOW FPS rate.

Posted by [icedog90](#) on Thu, 17 Feb 2005 20:29:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Buaveyhow do you get your fps to clock over 60, mine will go as high as 61 and thats it! Its a 6800 Gt with a Gig of Ram and AMD 64 3500 so i know it can do it but i m not sure if there is a command for it or what!

Turn off Vsync.

nastym4n regardless of previous answers,

this is what i used to do to squeeze more FPS outa my XP1900 and Ti4200:

[1] go to 16bit textures instead of 32. Immediate speed increase low hit to eye candy.

[2] smaller screen resolution (i was at 800x600 for best FPS at the time).

[3] WINDOWED MODE. An absolute must if you are looking for more FPS.

[4] less Skins. More skins = less fps, less skins = more fps.

[5] newest drivers for you gfx card.

there are probably more i forget but all these will give you extra FPS on a poor/average system.

Buavey: right click on your desktop, go to properties, then the settings tab, the hit advanced. Root around in here until you find an option with the words "VERTICAL SYNC" in it. make sure it is switched to off. Congratulations you just took the frame cap off.

Those are bad examples.

1. 16-bit greatly effects the eye candy, it looks INCREDIBLY blotchy, and it never even boosted my frame rate any higher than 1.
2. Screen resolution is the only good one I see in here. It may not look as sharp, but it greatly improves FPS.
3. Let me get this straight, WINDOWED MODE DOES ABSOLUTELY NOTHING TO YOUR PERFORMANCE. The only difference is that it turns off Vsync, so your FPS goes higher than your refresh rate and you THINK you're getting better performance.
4. Texture replacements barely harm the FPS at all, unless you get huge ones that are big texture maps.
5. This is the first thing almost anyone tries.

One way to improve FPS in ANY game without even noticing any difference in detail is changing your image quality to "quality" instead of "high quality".
