Subject: Allow FPS to go...
Posted by Weirdo on Sat, 19 Mar 2005 10:56:50 GMT

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DirectX isn't causing any FPS limits, nor does it limit your screen refresh rate.

Your monitor refreshes the images on the screen most of the times, with 60 hz. So basicly they limit the FPS to 60, because why send more data then can be displayed anyway. There are functions altough to stop te limit.