
Subject: Re: Increase Renegades performance.
Posted by [danpaul88](#) on Wed, 21 Jun 2006 18:53:16 GMT
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oh, ok

goes to try without vsync

well fps goes up to 120+, 150 when looking at animated objects (wierd how it goes HIGHER when theres more processing to do... but meh.. not complaining)

Oh, and I agree with your siggy, TA Spring is great

EDIT: oh, and minimising with the windows key has the same effect, when you try to reopen the renegade window it crashes
