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Subject: Re: The KOSs2 knows its shit

Posted by [vloktboky](#) on Mon, 17 Jul 2006 08:59:33 GMT

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Frame rate can be influenced by many things. How much CPU time the application is being given by the OS. How much processing the game must complete for a single frame. Your CPU processing speed. How much RAM lies on your board (in case page memory must be used, adding to the CPU processing time). The fill rate and the triangle rate on your graphics card. Your bus line to your graphics card. How much VRAM your graphics card supports and how much is being used. Your monitor's refresh rate. Your monitor's resolution (which is also tied in to your pixel fill rate again). It doesn't strike me as odd that you could have experienced an improvement, but the monitor itself is not necessarily the only reason, if it is even one.

But hey, if you honestly have an improvement with the CRT over using the LCD, then use the CRT! Will everyone have the same result? Well, is it the only factor? Try this though: run the game in windowed mode and test both monitors. I'll bet you right now you won't see any difference, or at the very least the difference will be minute.

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