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Subject: Re: The KOSs2 knows its shit

Posted by [Scythar](#) on Mon, 17 Jul 2006 09:44:21 GMT

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danpaul88 wrote on Sun, 16 July 2006 19:03I stand by what I said in the tk2 forums: LCD monitors do not affect your FPS compared to a CRT. The only difference is they tend to have a slightly lower refresh rate, my two LCD monitors happen to run at 75 hertz, which is more than enough for gaming...

Refresh rate doesn't matter much in LCD monitors, since they don't "flicker" like CRT monitors. In CRT, the flickering happens because the phosphor begins to dim immediately after being refreshed, and if you don't refresh it quickly enough, you can see a clear flicker when it turns bright again (this is why you want a fast refresh rate on CRT, preferably over 75Hz). LCD monitor's pixels, however, do not dim. Even if you have a 60Hz refresh rate on LCD, it won't flicker. The dot maintains its constant settings until told otherwise.

The only reason I can think of that could cause FPS drop is resolution. It might be he used 800\*600 on CRT, and when he switched to LCD, it stays in the LCD's native resolution, probably 1024\*768 or more. Bigger resolution = more GPU power required.

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