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Subject: Re: The KOSs2 knows its shit

Posted by [Crimson](#) on Mon, 17 Jul 2006 17:06:50 GMT

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Once again, it is very simple. The image is created on the video card before being sent to the monitor. The monitor can not POSSIBLY impact the FPS number you see in your game. PERIOD. It CAN'T, can't, can't.

If you changed monitors, you changed SOMETHING ELSE, too.

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