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Subject: Re: The KOSs2 knows its shit

Posted by [PackHunter](#) on Mon, 17 Jul 2006 19:37:30 GMT

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RTsa wrote on Mon, 17 July 2006 13:27

25 ms response time means a refresh rate of 40.

That's not how it works. 25 ms response is the time needed by a pixel to change it's colour from white to black if i am not mistaken. It doesn't keep your screen from telling that pixel to change it's colour more often anyway though. You can have a refresh rate of 70 frames per second AND a response time of 25 milliseconds at the same time. That's exactly why you get ghosting in the first place.

In normal apps like word for instance that pixel won't need to change it's colour that much because it is pretty much a still picture and 25 ms is just fine. In games on the other hand it will need to change it's colour much more often because you are constantly changing your view of the world around you.

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