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Subject: Re: more FPS

Posted by [Ryu](#) on Mon, 22 Jan 2007 17:13:24 GMT

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Caveman wrote on Mon, 22 January 2007 09:52 The reason why its limited to 60 is because thats what your monitors refresh rate is at. If you want to stop this Use google for VSync. But you do realise that you could have 500FPS it wouldn't matter because the human eyes can't see anything past 75FPS at best. Meaning having 60 FPS would act the same (Including lag) at 500FPS.

True, Tho Newer games that are high detailed (Counter Strike: Source) Would definitely need more than 60FPS.

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