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Subject: Re: Screen refresh rate?

Posted by [icedog90](#) on Thu, 01 Feb 2007 23:56:15 GMT

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I think he understood it fine. You did a bad job expressing what you actually meant.

Whatever you're saying about Renegade having a "max tolerance" for FPS is completely bogus. The only time a game caps the FPS is if it's trying to keep it under the monitor's refresh rate, or vertical sync is on. I play in FULLSCREEN MODE and my FPS is usually well above 100.

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