Subject: Re: How come I got a 8800 and still cant get a good FPS??
Posted by Zion on Tue, 24 Apr 2007 08:05:12 GMT

mrpirate wrote on Tue, 24 April 2007 02:58look at the second six in 1660... there's a stray pixel next to it. besides, 1660 FPS isn't possible on current hardware

That's true comparing the spacing between the 1 and 6, and 6 and 6 but take a look at the spacing of the 6 and 0 on the sfps. They're the same as the 6 and 0 on the fps. Which goes towards implying that it wasn't edited, although i could be completely wrong.

It could just be simple taking the 1 from somewhere else and the 6 from somewhere else and putting them infront. Compare the ping spaces for verification.

The most i've ever had in ren was 600fps and that was at the black screen before the loading game and after clicking the start button from the serverlist.

Back to the topic at hand:

It's not the size of the fps that matters. Sure, you could have 600fps but you look at 10,000 polys and it drops to 6. It's the strentgh of the fps that matters to most gamers. The fact that it can render hundreds of thousands of polygons and still have a constant 60fps, yet looking at one polygon and still have 60 fps.

The 8800GTX is a stong card not only because if its shear power but because it can take alot of the stuff you give it, and display it to the end user perfectly. If you dislike the fact that you always get 60 fps, sure, boost your refresh rate but if you blow your card don't come crying to us.