
Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [R315r4z0r](#) on Thu, 25 Dec 2008 05:06:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chuck Norris wrote on Wed, 24 December 2008 18:36: I don't know about you, but when it says I get so many FPS, I'm getting that many FPS. If I disable v-sync, depending on what's going on and how many players are in the server, I can sometimes average about 200FPS (keep in mind that this is at 1600x1200 with 8xAA, 16xAF, and Supersampling AA enabled), and when I do, I can most definitely tell the difference between it (even though it's just 100FPS with screen tearing) versus a comparatively slow 40FPS. Then again, I can see the difference between 60FPS and 100FPS to the point to where, if I've played a game with a constant 100FPS (Renegade hardly ever goes below that for me if I enable v-sync), then 60FPS is just slow to me, so maybe it's just me, and you can't tell that you're getting what it says when it's over a certain amount. If you're used to 40-60FPS, and you have an LCD that won't go higher than, say, 60hz or 75hz, it may really be doing that many FPS, but it may not feel any higher to you since you're used to that range and anything higher doesn't come off to you.

That's not what I meant. I mean, when it says I am getting 5 FPS, my game is really running at 5 FPS as in really choppy. 20 is playable but still a little jumpy. 30-40 FPS is very smooth and 60 is flawless. Anything above 60, be it 61 or 300, seems exactly the same.
