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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!

Posted by [Ani](#) on Mon, 12 Mar 2012 02:24:08 GMT

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saberhawk wrote on Sun, 11 March 2012 19:19Animoskity wrote on Fri, 09 March 2012 05:35I normally play with vsync on (i'm a console gamer, so yeah, lol..) and I have the same issue regardless. I switched to vsync off just for a game or so to see what my FPS is like on this laptop.

Either way, I just can't contemplate why in the world you guys would even touch the menu's and stuff? Don't see what needed to be fixed >.> - But if that is getting sloppy that's probably how we can explain people crashing for no reason now and the extreme jump in lag

'twas just a small bug with the FXAA post-processing that interacted in a strange way with the previous menu fixes. Normally, the post process pipeline is fed the entire back-buffer and expected to render something that covers the entire screen. The menu fixes that have been in place (for quite some time now) break that assumption by changing the "viewport" to render in 4:3 for the menu. The post-processing pipeline then takes the entire screen and then outputs to that 4:3 area, effectively squishing it. What's frustrating is that nobody reported this issue in private testing...

Yeah, at first glance it's unnoticeable but literally after like 5 seconds i'm like wtf? The entire friggng game just changed on me, lol. It's worrying essentially since this is the biggest easily visible issue one can notice and if no one reported it in private testing, it seems like no one tested it out at all.. Which is sad because beta3 was the best thing that happened to this game since it has come out, and now with beta4 people are complaining of crashes and FPS drops (someone with beta3 I know had a steady 200FPS and now has 5FPS with beta4) and a huge noticeable jump in lag.

I noticed that the newest unofficial version has fixed the menu's which is nice, but what about the rest?

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