Subject: Character glides/glitches since update Posted by reborn on Mon, 17 Feb 2014 09:27:59 GMT View Forum Message <> Reply to Message

Since the new update, whenever I hit over 1000 FPS my character kind of glides rather than walks. The animation seems all scewed, and it flickers really badly. I can't seem to reproduce this under 1000 FPS, but it's pretty much constant over it.

For now I enabled v-Synch, but I kinda like seeing my FPS over 1000.

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