Subject: Re: Character glides/glitches since update
Posted by danpaul88 on Mon, 17 Feb 2014 09:29:45 GMT
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vsync is highly recommended for the W3D engine anyway, lots of timing based things get screwy above 60 fps. For example, the time a "firing emitter" for a weapon is rendered depends on frame rate and, above a certain frame rate, they're effectively invisible.