Subject: Re: Character glides/glitches since update
Posted by Jerad2142 on Mon, 17 Feb 2014 21:57:47 GMT
View Forum Message <> Reply to Message

danpaul88 wrote on Mon, 17 February 2014 02:29vsync 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.

Frame rate also affects the physics engine, and I've noticed it screws wit particle physics that inherit from the emitter as well (but that seems to break around 30fps, at least in 3.4.4).