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Subject: Re: Character glides/glitches since update  
Posted by [Jerad2142](#) on Thu, 20 Mar 2014 13:17:12 GMT  
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danpaul88 wrote on Tue, 18 February 2014 02:50 Animations in the engine (and cinematics) run at 30fps so it makes sense that the particle engine also runs at the same speed.

At the end of the day the engine does a lot of weird things when you go above 60 fps and you'd be better off keeping vsync on. No point rendering 4000 frames when your monitor only runs at 60Hz anyway...

The input however feels much smoother at 500FPS lol.

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