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Subject: Re: Measuring server frame time?

Posted by [Gen\\_Blacky](#) on Fri, 31 Mar 2017 14:27:41 GMT

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Jerad Gray wrote on Tue, 28 March 2017 21:08iRANian wrote on Tue, 28 March 2017 15:12vsync causes input lag.

Really noticeable too

Depends on the game from my experience.

I have to use vsync. I usually have over 1000fps and yea the clipping is bad. But everything displays properly when vsync is on. The input lag is unnoticeable for me.

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