
Subject: Allow FPS to go...

Posted by [Naamloos](#) on Sat, 19 Mar 2005 10:28:57 GMT

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How do i allow my FPS to go above 60?

I finally got a beter pc so i would like to check the difference in FPS.

I heard this was called "overclocking" or something but i'm not sure. I didn't find anything when i was searching.

Subject: Allow FPS to go...

Posted by [JPNOD](#) on Sat, 19 Mar 2005 10:38:40 GMT

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DirectX its limit is 60 FPS i thought, unless youre talking refreshrate wich u can make whatever youre monitor can handle. I dont think there is any diffrence.
Anyways there should be this option V-sync somewhere to get it higher.

Oh and as for the FPS, You will notice the diffrence by joining a large server (50 players) where your old pc would probly take a 5 fps, youre new one will get above 20 for sure.

Subject: Allow FPS to go...

Posted by [Weirdo](#) on Sat, 19 Mar 2005 10:56:50 GMT

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DirectX isn't causing any FPS limits, nor does it limit your screen refresh rate.

Your monitor refreshes the images on the screen most of the times, with 60 hz. So basicly they limit the FPS to 60, because why send more data then can be displayed anyway. There are functions altough to stop te limit.

Subject: Allow FPS to go...

Posted by [Naamloos](#) on Sat, 19 Mar 2005 11:02:34 GMT

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When i increase the refresh rate the screen get's all blurry...

But anyway, the highest FPS i ever got was 75 on menu with the old pc(low settings). Now it stays constant 60 on highest settings in-game.

So i think i already have my difference check...

Subject: Allow FPS to go...

Posted by [2000_years](#) on Sat, 19 Mar 2005 12:28:58 GMT

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turn off Vsync in your graphics card's properties.

Subject: Re: Allow FPS to go...

Posted by [prox](#) on Sat, 19 Mar 2005 13:35:57 GMT

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Don't. If you get a steady 60 FPS on any game just leave it as it is. It's not as if you'll notice it anyway. 60 FPS will look and feel the same as 120.

Subject: Allow FPS to go...

Posted by [Vitaminous](#) on Sat, 19 Mar 2005 14:32:03 GMT

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What brand of video card do you have?

Subject: Allow FPS to go...

Posted by [Sir Kane](#) on Sat, 19 Mar 2005 16:45:30 GMT

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Turning vsync off can cause funny effects.

Subject: Allow FPS to go...

Posted by [SickOptometrist](#) on Sat, 19 Mar 2005 22:46:55 GMT

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I don't have problems w/ vsync off & typically run fps in 130 to 250 range on high detail & 1280x960 resolution in Renegade. Does it really make a difference above 75? I honestly cant tell...however, at the moments when your character is amidst a roasty flame tank rush & most others are below 10fps - that's when it does have use.

Subject: Allow FPS to go...

Posted by [prox](#) on Sat, 19 Mar 2005 22:52:01 GMT

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It really wouldn't matter. Let's say you have 150 FPS when the game is playing normally with vertical sync off. Let's also say that when there is a huge flame rush your FPS drops to 40. Now, if you had vertical sync on and you were getting a constant 60 FPS, the same huge flame rush would drop your FPS to 40 also. It doesn't matter, all vertical sync does is limit your FPS to your monitor's refresh rate.

Subject: Allow FPS to go...

Posted by [SickOptometrist](#) on Sat, 19 Mar 2005 23:03:08 GMT

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proxIt really wouldn't matter. Let's say you have 150 FPS when the game is playing normally with vertical sync off. Let's also say that when there is a huge flame rush your FPS drops to 40. Now, if you had vertical sync on and you were getting a constant 60 FPS, the same huge flame rush would drop your FPS to 40 also. It doesn't matter, all vertical sync does is limit your FPS to your monitor's refresh rate.

Yeah you're exactly right...I just like being frame rate king

I'm using a tweaked 6800gt btw - my wife is even jealous w/ her x800xt
