

---

Subject: new method found for lagless vsync / framerate cap to refresh rate

Posted by [iRANian](#) on Sat, 13 Apr 2019 14:18:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The new method uses beam racing/scanlines. Developers can add it to their games but you can also force it in games by installing RTSS and setting the 'Scanline sync' option to any value other than 0 in the GUI.

<https://www.resetera.com/threads/tearingless-vsync-off-now-possible-with-rtss-beta.51587/#>

This not only fixes screen tearing but it also reduces lag in Renegade heavily in multiplayer as the client and servers desync when FPS does not match SFPS.

I'm using it right now in Renegade and it feels great and fixes the client-server desync lag problem the game has with physics and movement.

You can also use it with emulators to fix a lot of their input lag which comes from vsync.

Apparently it does use 30% of your GPU so keep that in mind.

download: <https://www.guru3d.com/files-details/rtss-rivatuner-statistics-server-download.html>

---

---

Subject: Re: new method found for lagless vsync / framerate cap to refresh rate

Posted by [ehhh](#) on Sat, 13 Apr 2019 23:07:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

interesting

---

---

Subject: Re: new method found for lagless vsync / framerate cap to refresh rate

Posted by [ExEric3](#) on Sat, 13 Apr 2019 23:18:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Confirming works better.

---

---

Subject: Re: new method found for lagless vsync / framerate cap to refresh rate

Posted by [Unstoppable](#) on Sun, 14 Apr 2019 15:02:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It uses nearly %80 of my GPU (GeForce GTX 860M) and causes too much lags on all apps.

---