Subject: Re: Scripts.dll 3.1 is out.
Posted by icedog90 on Thu, 21 Dec 2006 21:11:03 GMT
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CarrierII wrote on Thu, 21 December 2006 09:33Random issue: turning off Vsync (yes, I restarted ren, and RG) didn't seem to do anything... I used to be able to get like... 70 FPS (ingame, menus were like 350- lol). Now it locks at 60 on the menus and ingame.
Render9 (or however you type it) gave me those figures.

Hardware: ATI X1650 Pro 512 MB.
Driver V 10.1

Besides the fact that your Vsync is probably still on, your refresh rate is at 60hz. That's why it's locked at 60 FPS.