Subject: Re: Screen refresh rate?
Posted by icedog90 on Sun, 28 Jan 2007 02:57:38 GMT

View Forum Message <> Reply to Message

I second that. I have a Geforce 6800 and many games run higher than my monitor's refresh rate. Vsync is what determines if your FPS is capped by your refresh rate. Most games have it off by default, but usually I like to have it on because tearing bugs the crap out of me.

The conclusion is that there is ABSOLUTELY no visible gain in performance when your FPS is capped at your refresh rate. It's practically impossible to notice the difference above 60 FPS, and the lowest anybody will have their CRT at is 60hz. The only reason you would want to see FPS higher than that is if you're recording benchmarks.