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Subject: The KOSs2 knows its shit  
Posted by [mrpirate](#) on Sun, 16 Jul 2006 17:14:09 GMT  
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<http://thekoss2.org/forum/viewtopic.php?t=2782>

Thoughts/comments?

P.S. I don't know if I should laugh or cry.

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Subject: Re: The KOSs2 knows its shit  
Posted by [z310](#) on Sun, 16 Jul 2006 18:10:58 GMT  
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o\_o

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Subject: Re: The KOSs2 knows its shit  
Posted by [cheesesoda](#) on Sun, 16 Jul 2006 18:14:58 GMT  
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Well, they are right about older LCDs. If you have a newer one with a good enough refresh rate, you will have no problems achieving a higher FPS than what they're claiming. The idiots saying that all LCD screens will give you crap FPS have no clue what they're talking about. The ones mentioning refresh rate and response times affecting your FPS know what they're talking about, at least, for the most part.

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Subject: Re: The KOSs2 knows its shit  
Posted by [PackHunter](#) on Sun, 16 Jul 2006 18:38:00 GMT  
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Monitors DO NOT influence FPS in ANY way. You might see some ghosting (blurring) on LCD screens with response times of over 10 miliseconds, but that won't show in a screenshot anyway.

If your FPS drops when games get larger, it's probably your CPU, memory or bus speed that's the bottleneck, but not your videocard and definitely not your monitor.

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Subject: Re: The KOSs2 knows its shit  
Posted by [mision08](#) on Sun, 16 Jul 2006 18:52:29 GMT  
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Flat panel = office hardware /piece of furniture /TV screen for Disney. A true gamer would only use CRT, right? No one mentioned the graphic interface or chip-set. Is it an AGP, PCI-Express or

God forbid PCI. What is the bandwidth, is it set to 4x or 8x or 16x? What about an over heating issue at the GPU or CPU? What sound card is he using?  
Set the refresh rate to 75, resolution to 800 x 600. Set the video card drivers to run at max performance, lower the sound quality. Use Riva-tuner and CPU-z to monitor the temps, and bandwidth.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Xylaquin](#) on Sun, 16 Jul 2006 19:00:17 GMT  
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PackHunter wrote on Sun, 16 July 2006 19:38Monitors DO NOT influence FPS in ANY way. You might see some ghosting (blurring) on LCD screens with response times of over 10 milliseconds, but that won't show in a screenshot anyway.

If your FPS drops when games get larger, it's probably your CPU, memory or bus speed that's the bottleneck, but not your videocard and definitely not your monitor.

Yeah that's what I thought. Isn't it the computer that has the FPS, the monitor only has a response time & refresh rate which limits what the human eye can see?

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Subject: Re: The KOSs2 knows its shit  
Posted by [Goztow](#) on Sun, 16 Jul 2006 19:09:57 GMT  
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PackHunter wrote on Sun, 16 July 2006 20:38Monitors DO NOT influence FPS in ANY way. You might see some ghosting (blurring) on LCD screens with response times of over 10 milliseconds, but that won't show in a screenshot anyway.

If your FPS drops when games get larger, it's probably your CPU, memory or bus speed that's the bottleneck, but not your videocard and definitely not your monitor. Isn't it strange that the exact same computer gets a 60 FPS with CRT and gets FPS problems with a flat screen on it, about 20 seconds later?

So if it isn't the screen, then what is it?

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Subject: Re: The KOSs2 knows its shit  
Posted by [Xylaquin](#) on Sun, 16 Jul 2006 19:20:25 GMT  
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but why is there that difference? It's not like the graphics card has to do more work when providing output to an LCD monitor, is it?

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Subject: Re: The KOSs2 knows its shit  
Posted by [Goztow](#) on Sun, 16 Jul 2006 19:33:34 GMT  
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Xylaquin wrote on Sun, 16 July 2006 21:20but why is there that difference? It's not like the graphics card has to do more work when providing output to an LCD monitor, is it?  
If you read the post, it links the difference to the refresh rate of the LCD screen, hence it would be the monitor which causes the difference.

Between brackets, I would be happy to read any topic in which Mr Pirate tried to help someone solve a problem.

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Subject: Re: The KOSs2 knows its shit  
Posted by [mision08](#) on Sun, 16 Jul 2006 19:34:20 GMT  
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You act as if the monitor is sitting there like a bump on a log, illuminating a glow stick on the vid cards command. There is some serious work being done on the other side of that screen.  
Moving so fast it'd make your head spin  
Not only gamers, but professional photographers prefer CRT I bet most people, including myself (for a fact) don't have their monitor calibrated correctly.

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Subject: Re: The KOSs2 knows its shit  
Posted by [PackHunter](#) on Sun, 16 Jul 2006 19:36:21 GMT  
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I still think it's the cpu. AMD XP 2000+ I read somewhere? Not really state of the art, but should be able to pull out 60 frames per second on a 20 players server I think, although you don't got much to spare.

How about stuff running in the background? Also tanks ingame are heavy on your CPU, at least for the server. You can see that when looking at a sniper server and AOW server. It might be the same for clients, which would exdplain the difference from time to time.

Quote:Flat panel = office hardware /piece of furniture /TV screen for Disney. A true gamer would only use CRT, right?  
I personally use the SyncMaster 930BF with response times of 2 ms, which is designed especially for hardcore gamers. Any LCD screen with response times of under 10 ms will do just fine though.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Goztow](#) on Sun, 16 Jul 2006 19:39:12 GMT  
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It's the exact same computer, just 20 seconds later and the monitor changed. There's no reason suddenly lots of background programs would change. The only difference is the monitor being used.

Ofcourse the game ain't top but the difference is SO big that even a running virus scanner wouldn't make that much difference.

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Subject: Re: The KOSs2 knows its shit  
Posted by [PackHunter](#) on Sun, 16 Jul 2006 19:41:55 GMT  
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Goztow wrote on Sun, 16 July 2006 15:39: It's the exact same computer, just 20 seconds later and the monitor changed. There's no reason suddenly lots of background programs would change. The only difference is the monitor being used.

Ofcourse the game ain't top but the difference is SO big that even a running virus scanner wouldn't make that much difference.

Ok, so maybe something strange is going on but I refuse to believe it is the monitor. If you don't got much to spare it doesn't take much to drop your fps like a brick.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Goztow](#) on Sun, 16 Jul 2006 20:02:13 GMT  
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I know around 6 different players having this exact same problem, solved by the exact same solution. One of them was a brand new computer, 2 months ago, with a kickass GFX card, cpu, ...

Strange though that it's only at Ren. He could play BF2 at max settings. Must have to do with the way Ren handles its stuff. I'm not an expert.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Xylaquin](#) on Sun, 16 Jul 2006 20:28:13 GMT  
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You mean it's just older games that use past technologies that have LCD probs? Maybe it's the DirectX version or maybe it's the Bink compression system.

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Subject: Re: The KOSs2 knows its shit  
Posted by [RTsa](#) on Sun, 16 Jul 2006 20:29:14 GMT  
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The LCD monitor in question has 25ms response time. Combine that with V-Sync of Renegade and you've the reason.

The 6200 graphics card isn't too good either.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Crimson](#) on Sun, 16 Jul 2006 20:57:47 GMT  
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OMG WTF... that is pure insanity. I use dual 19" LCDs and I don't have any problems. The biggest problem I have is when a lot of scrolling happens in mIRC on my secondary monitor while I play, but that's a mIRC problem.

I run Renegade at 1280x1024 resolution and get 30-40 FPS in my full 40 player server. I have an AMD Athlon 64 3500+, 1 gig of RAM, and my video card is a GeForce 4 Ti 4800SE with 128 MB of RAM. My main monitor is an NEC MultiSync LCD 1935NXM that I bought for \$400 about a year and a half ago, and my other monitor is a ViewSonic ViewPanel VG191 that retailed for about \$700 when I got it.

LCD ghosting is all about the Response time (lower is better), but nothing your monitor does can possibly affect your FPS in-game. The image is processed by the video card and sent complete to your monitor. If you have FPS problems, they are related to your video drivers and your hardware, NOT your monitor.

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Subject: Re: The KOSs2 knows its shit  
Posted by [PackHunter](#) on Sun, 16 Jul 2006 22:18:45 GMT  
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Crimson wrote on Sun, 16 July 2006 16:57OMG WTF...

Thank you, my point exactly.

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Subject: Re: The KOSs2 knows its shit  
Posted by [mrpirate](#) on Sun, 16 Jul 2006 22:40:37 GMT  
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Goztow: The reason the person was experiencing poor Renegade performance is because they had a slow computer. An Athlon XP 2000+ is 5 years old. If I remember correctly it also has 256 kb of L2 cache. He's also using a bottom of the line video card. That computer would have trouble pumping out more than 30ish FPS in a 20-player server (based on my experience with a P4 @ 2.6 GHz and a Radeon 9000 Pro). Changing the monitor to a CRT isn't going to make up for a slow computer. In fact it won't do anything.

As for LCD monitors: I'm currently using LG L1952TX monitor and according to my sysinfo file in the Renegade folder I averaged 91.4 FPS in the last game I played. Whether or not LCDs are less appropriate for gaming than CRTs are isn't of a lot of interest to me since I'm not really excited about having a monitor taking up all of the room on my desk.

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Subject: Re: The KOSs2 knows its shit

Posted by [danpaul88](#) on Sun, 16 Jul 2006 23:03:22 GMT

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I stand by what I said in the tk2 forums: LCD monitors do not affect your FPS compared to a CRT. The only difference is they tend to have a slightly lower refresh rate, my two LCD monitors happen to run at 75 hertz, which is more than enough for gaming...

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Subject: Re: The KOSs2 knows its shit

Posted by [vloktboky](#) on Mon, 17 Jul 2006 08:59:33 GMT

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Frame rate can be influenced by many things. How much CPU time the application is being given by the OS. How much processing the game must complete for a single frame. Your CPU processing speed. How much RAM lies on your board (in case page memory must be used, adding to the CPU processing time). The fill rate and the triangle rate on your graphics card. Your bus line to your graphics card. How much VRAM your graphics card supports and how much is being used. Your monitor's refresh rate. Your monitor's resolution (which is also tied in to your pixel fill rate again). It doesn't strike me as odd that you could have experienced an improvement, but the monitor itself is not necessarily the only reason, if it is even one.

But hey, if you honestly have an improvement with the CRT over using the LCD, then use the CRT! Will everyone have the same result? Well, is it the only factor? Try this though: run the game in windowed mode and test both monitors. I'll bet you right now you won't see any difference, or at the very least the difference will be minute.

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Subject: Re: The KOSs2 knows its shit

Posted by [Scythar](#) on Mon, 17 Jul 2006 09:44:21 GMT

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danpaul88 wrote on Sun, 16 July 2006 19:03 I stand by what I said in the tk2 forums: LCD monitors do not affect your FPS compared to a CRT. The only difference is they tend to have a slightly lower refresh rate, my two LCD monitors happen to run at 75 hertz, which is more than enough for gaming...

Refresh rate doesn't matter much in LCD monitors, since they don't "flicker" like CRT monitors. In CRT, the flickering happens because the phosphor begins to dim immediately after being refreshed, and if you don't refresh it quickly enough, you can see a clear flicker when it turns

bright again (this is why you want a fast refresh rate on CRT, preferably over 75Hz). LCD monitor's pixels, however, do not dim. Even if you have a 60Hz refresh rate on LCD, it won't flicker. The dot maintains its constant settings until told otherwise.

The only reason I can think of that could cause FPS drop is resolution. It might be he used 800\*600 on CRT, and when he switched to LCD, it stays in the LCD's native resolution, probably 1024\*768 or more. Bigger resolution = more GPU power required.

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Subject: Re: The KOSs2 knows its shit  
Posted by [danpaul88](#) on Mon, 17 Jul 2006 13:07:56 GMT  
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trouble with that theory is that most CRT's are capable of a lot higher resolutions than common LCD screens... so it would more likely work the other way...

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Subject: Re: The KOSs2 knows its shit  
Posted by [cheesesoda](#) on Mon, 17 Jul 2006 16:59:49 GMT  
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vloktboky wrote on Mon, 17 July 2006 04:59 It doesn't strike me as odd that you could have experienced an improvement, but the monitor itself is not necessarily the only reason, if it is even one.  
Agreed.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Crimson](#) on Mon, 17 Jul 2006 17:06:50 GMT  
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Once again, it is very simple. The image is created on the video card before being sent to the monitor. The monitor can not POSSIBLY impact the FPS number you see in your game. PERIOD. It CAN'T, can't, can't.

If you changed monitors, you changed SOMETHING ELSE, too.

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Subject: Re: The KOSs2 knows its shit  
Posted by [RTsa](#) on Mon, 17 Jul 2006 17:27:52 GMT  
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V-sync? A bad refresh rate in a bad monitor can definitely have an impact on your frame rate. V-sync can halve your FPS if you're unlucky. Usually it isn't that bad, but theoretically, it's something in between 0.5 and 1 times the frame rate you get without v-sync. And in Renegade, v-sync can't be turned off. (unless you force it off somehow..(DX9 mode thingy/vid card settings))



25 ms response time means a refresh rate of 40. A CRT has at least 60, maybe even 75 or 85 or even more.

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Subject: Re: The KOSs2 knows its shit  
Posted by [warranto](#) on Mon, 17 Jul 2006 17:46:16 GMT  
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Wouldn't that just mean that the picture would appear "choppy"?

If it's his "FPS", as the game is showing, being low, that would be CPU hardware. The computer isn't "smart" enough to take into consideration the quality of the monitor in calculating the frames per second that it would show. The monitor affecting anything would simply be extra to the game itself. (ie. Showing 200 fps [exaggeration], but only putting out 1 fps due to the monitor. The FPS bar would show 200, despite the output on the monitor being 1 FPS)

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Subject: Re: The KOSs2 knows its shit  
Posted by [mrpirate](#) on Mon, 17 Jul 2006 18:22:21 GMT  
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It's really not that hard to disable Vsync. And even on the first LCD I had (which was old and kinda cheap, with a response time of 20+ ms I think) I was able to get refresh rates of 75 Hz, just with some ghosting.

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Subject: Re: The KOSs2 knows its shit  
Posted by [PackHunter](#) on Mon, 17 Jul 2006 19:37:30 GMT  
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RTsa wrote on Mon, 17 July 2006 13:27

25 ms response time means a refresh rate of 40.

That's not how it works. 25 ms response is the time needed by a pixel to change it's colour from white to black if i am not mistaken. It doesn't keep your screen from telling that pixel to change it's colour more often anyway though. You can have a refresh rate of 70 frames per second AND a response time of 25 milliseconds at the same time. That's exactly why you get ghosting in the first place.

In normal apps like word for instance that pixel won't need to change it's colour that much because it is pretty much a still picture and 25 ms is just fine. In games on the other hand it will need to change it's colour much more often because you are constantly changing your view of the world around you.

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Subject: Re: The KOSs2 knows its shit  
Posted by [RTsa](#) on Tue, 18 Jul 2006 14:57:09 GMT  
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Quote:25 ms response is the time needed by a pixel to change it's colour from white to black if i am not mistaken. It doesn't keep your screen from telling that pixel to change it's colour more often anyway though. You can have a refresh rate of 70 frames per second AND a response time of 25 milliseconds at the same time. That's exactly why you get ghosting in the first place. You are mistaken.

At least that it's from black to white and to black again. Checked that from wikipedia.

V-sync makes the program (Renegade, here) actually wait for a CRT to be ready to refresh the image. That means you simply can't have more FPS than your refresh rate is with V-sync on.

Now, do you know for a fact that Renegade knows how to deal with LCDs differently from CRTs?

I could be wrong, as I have never owned any LCDs. Just trying to contribute to the convo.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Tunaman](#) on Wed, 19 Jul 2006 01:03:58 GMT  
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RTsa wrote on Mon, 17 July 2006 13:27And in Renegade, v-sync can't be turned off. Try using windowed mode..

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Subject: Re: The KOSs2 knows its shit  
Posted by [Xylaquin](#) on Wed, 19 Jul 2006 21:55:57 GMT  
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RTsa wrote on Mon, 17 July 2006 13:27And in Renegade, v-sync can't be turned off.

And RenD3D9 disabled V-sync in full screen too.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Kanezor](#) on Thu, 20 Jul 2006 01:20:47 GMT  
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Xylaquin wrote on Wed, 19 July 2006 16:55RTsa wrote on Mon, 17 July 2006 13:27And in Renegade, v-sync can't be turned off.

And RenD3D9 disabled V-sync in full screen too.

Be warned though; I've had trouble with RenD3D9 causing Renegade to stop responding after the

third map has loaded. I've talked to the author (Scorpio9a) about this, but the problem has yet to be resolved. If you also experience this problem (or any other problems), please let him know. And in case you didn't catch the URL for RenD3D9, it's here: <http://www.understorm.net/rend3d9>

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Subject: Re: The KOSs2 knows its shit  
Posted by [Aprime](#) on Thu, 20 Jul 2006 02:04:38 GMT  
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Meh, the only problem I personally have with my (somewhat) new BenQ FP91G+ (19" standard) is that one of the pixels of the grid is unable to display #000000 correctly (turns red rather than black), and I can barely notice it anymore.

I wouldn't pick any LCD over a CRT, but I'd get any from the list made by the guys at Anandtech (see forums) over any of the currently available CRT displays. The image my two liquid crystal displays (laptop and desktop) provide me is, in my opinion, much better than the one the CRT displays in my house will provide.

I can't wait for OLED monitors.

As for RenD3D9, I've personally had no problems with it.

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Subject: Re: The KOSs2 knows its shit  
Posted by [danpaul88](#) on Thu, 20 Jul 2006 12:33:58 GMT  
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The only problem I have with RenD3D9 is that it crashes if I try to restore it from the taskbar, so alt tabbing (or any other key combinations) are not possible unless you want to reload renegade... which might not seem much of a problem, but I alt-tab all the time to check MSN / Xfire etc, and it forced me to remove RenD3D9....

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Subject: Re: The KOSs2 knows its shit  
Posted by [mision08](#) on Thu, 20 Jul 2006 14:24:10 GMT  
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Did you get an error message that pointed to the cause? Are we supposed to register the dll with windows or just drop and go?

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Subject: Re: The KOSs2 knows its shit  
Posted by [danpaul88](#) on Thu, 20 Jul 2006 14:37:11 GMT  
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no error, renegade just closes as soon as you try to restore it from the toolbar.

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Subject: Re: The KOSs2 knows its shit

Posted by [RTsa](#) on Thu, 20 Jul 2006 15:06:21 GMT

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Ralphzehunter wrote on Wed, 19 July 2006 04:03RTsa wrote on Mon, 17 July 2006 13:27And in Renegade, v-sync can't be turned off.Try using windowed mode..

Xylaquin wrote on Thu, 20 July 2006 00:55RTsa wrote on Mon, 17 July 2006 13:27And in Renegade, v-sync can't be turned off.And RenD3D9 disabled V-sync in full screen too.

FFS stop misquoting me!

RTsa wrote on Mon, 17 July 2006 20:27And in Renegade, v-sync can't be turned off. (unless you force it off somehow..(DX9 mode thingy/vid card settings))

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Subject: Re: The KOSs2 knows its shit

Posted by [Tunaman](#) on Thu, 20 Jul 2006 16:48:50 GMT

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I don't see how playing in windowed mode is forcing it in any way.

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Subject: Re: The KOSs2 knows its shit

Posted by [Xylaquin](#) on Thu, 20 Jul 2006 19:57:34 GMT

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Heh sorry RTsa, but just to nag a bit more here's a 3rd way...

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Subject: Re: The KOSs2 knows its shit

Posted by [jnz](#) on Thu, 20 Jul 2006 21:00:03 GMT

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Quote:

75Hz = 75FPS

WRONG!!! one Hz is ONE pass on the screen, one frame is 2.

FPS will NEVER rise above half of the Hz although it can go lower

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Subject: Re: The KOSs2 knows its shit  
Posted by [Dave Anderson](#) on Thu, 20 Jul 2006 21:04:28 GMT  
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If that is true, then now come my FPS on some games is around 50-60 when my refresh rate is only 85Hz?

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Subject: Re: The KOSs2 knows its shit  
Posted by [danpaul88](#) on Thu, 20 Jul 2006 21:16:42 GMT  
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Refresh rate 75hz, FPS on renegade 68-75..... up to about 140 with the directx9 tool, almost double my refresh rate

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Subject: Re: The KOSs2 knows its shit  
Posted by [Goztow](#) on Thu, 20 Jul 2006 21:42:47 GMT  
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Does it actually matter that you can force it to turn v-sync off (fiddling in registry or being obliged to play in windowed mode is forcing for the overall renegade player)?

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Subject: Re: The KOSs2 knows its shit  
Posted by [mrpirate](#) on Thu, 20 Jul 2006 21:56:23 GMT  
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Whatever the number of hertz your refresh rate is set to, that is the maximum number of frames per second you can get with Vsync enabled.

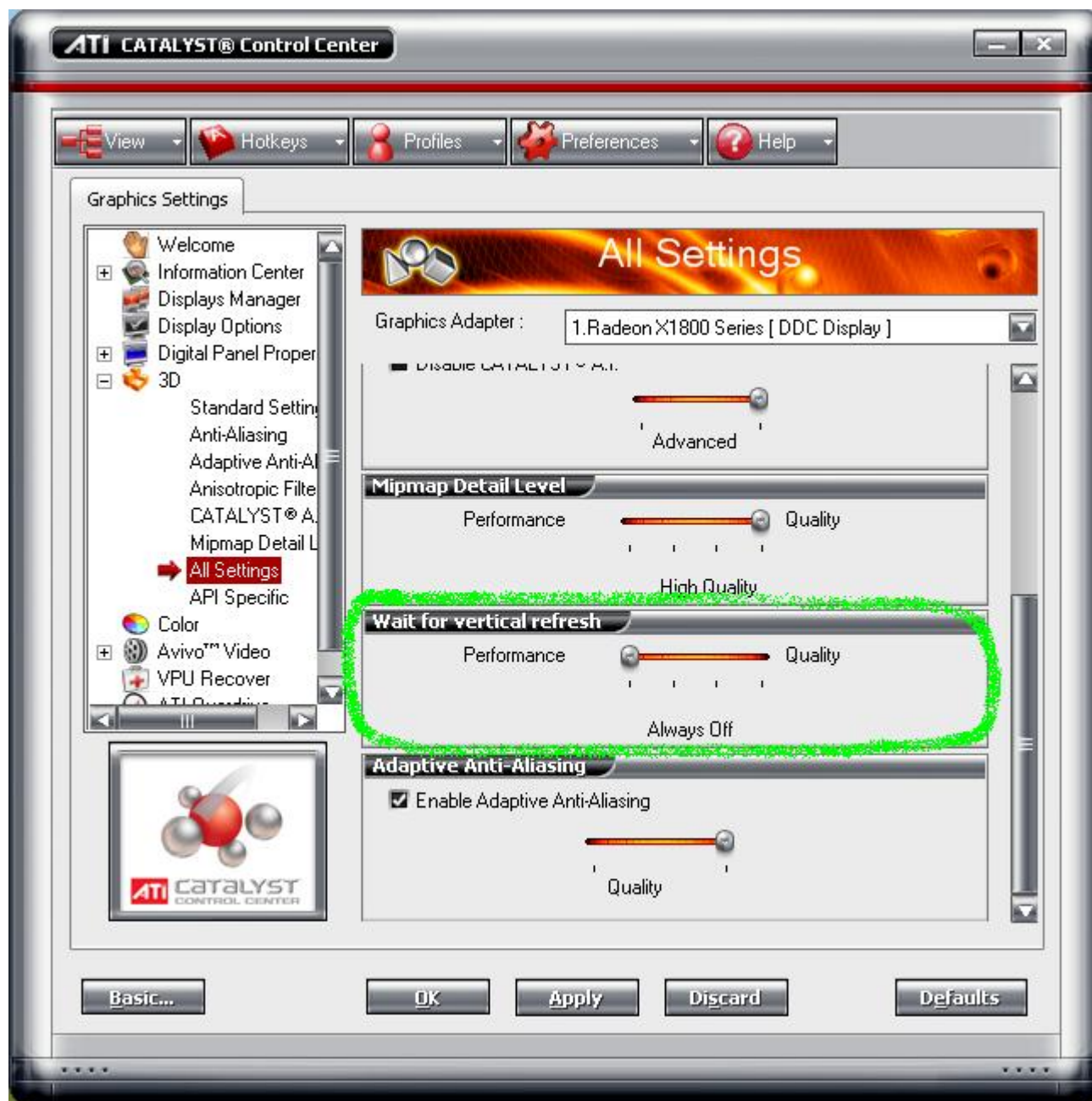
Secondly, it really isn't that hard to disable Vsync, as seen in this screenshot:

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### File Attachments

1) [vsync.JPG](#), downloaded 295 times

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Subject: Re: The KOSs2 knows its shit  
Posted by [mision08](#) on Fri, 21 Jul 2006 00:23:56 GMT  
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May I suggest this ATI driver utility as an alternative to that bloat-ware from ATI?  
NGO ATI Optimized Driver v1.6.6  
This is coming from someone completely biased against ATI's drivers.  
"Baseball is 90 percent mental. The other half is physical." The great Yogi Berra.

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Subject: Re: The KOSs2 knows its shit  
Posted by [jnz](#) on Fri, 21 Jul 2006 01:04:32 GMT  
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FPS has absolutly nothing to do with the screen refresh rate. the game is at 50 fps, yes. but your grafix card changes that. i play msfs 2005 and that has appenrently a fps of over 100 (if your cpu can handle it). but my monitor has a refresh rate of 60Hz

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Subject: Re: The KOSs2 knows its shit  
Posted by [PaRaDoX](#) on Fri, 21 Jul 2006 01:31:26 GMT  
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wish i had a cpu like that... but i think most of your probloms come from your porn or something. i run Renegade at 1280x1024 on my DELL LCD and i get 75fps unless there is like 100 things blowing up at once then it will drop to like 60fps but you screen cant hinder your fps, it may not pick them up but that is about it

my system is..

OS: WinXP Professional 5.1 SP2 (Build #2600) CPU: AMD Sempron 3300+, 2.22 GHz, 128KB  
Video: NVIDIA GeForce 6200 (1280x1024x32bpp 75Hz) Sound: SB Live! Audio [C000] Memory:  
512MB Hard drives: 3 Free: 76.14 GB/149.06 GB Connection: Marvell Yukon Gigabit Ethernet  
10/100/1000Base-T Adapter, Copper RJ-45 - Packet Scheduler Miniport @ 100.0 Mbps

and i cant use the rend3d thing

i sugest you format your hardrive and get a non-OEM os as they come with alot of spywere as it is :V

And stay away from the porn!

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Subject: Re: The KOSs2 knows its shit  
Posted by [PackHunter](#) on Fri, 21 Jul 2006 05:19:54 GMT  
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Yeah paradox, now try turning Anti Aliasing on. Looking at your screen you don't got any.

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Subject: Re: The KOSs2 knows its shit  
Posted by [icedog90](#) on Fri, 21 Jul 2006 05:26:37 GMT  
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Bad ghosting tends to make games look laggy when they actually aren't. Get an LCD monitor with at least 8ms response time and you should barely be able to tell the difference between that

and a CRT...

...unless you have eyes like mine, where tearing (when vsync is off) drives you insane and you can see flickering even on 85hz.

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Subject: Re: The KOSs2 knows its shit  
Posted by [PaRaDoX](#) on Fri, 21 Jul 2006 06:53:15 GMT  
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that was showing what i get at his settigs

this is what i play at

4x AA and 16xAF

Oh and icedog its his FPS not screen

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Subject: Re: The KOSs2 knows its shit  
Posted by [icedog90](#) on Fri, 21 Jul 2006 07:05:53 GMT  
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PaRaDoX wrote on Thu, 20 July 2006 23:53Oh and icedog its his FPS not screen

I know. I never said it was. I'm just saying that really bad ghosting can make it look like your framerate is low.

Here's mine:

4x anti-aliasing and 8x anistropic (16x seems to not work for me for some reason).

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Subject: Re: The KOSs2 knows its shit  
Posted by [Tunaman](#) on Fri, 21 Jul 2006 07:33:10 GMT  
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Yeah, I kinda figured out that my screen has really bad ghosting whenever it goes over 75 fps.. So I have to use VSync or I can't play at all, because the ghosting is too painful. Maybe the reason my screen has such bad ghosting is because I bought it for like \$80..

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Subject: Re: The KOSs2 knows its shit  
Posted by [icedog90](#) on Fri, 21 Jul 2006 07:37:13 GMT

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what? \$80? lmao.

you're close to rank 1337.

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Subject: Re: The KOSs2 knows its shit  
Posted by [PaRaDoX](#) on Fri, 21 Jul 2006 07:37:50 GMT  
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i wish i could use the rend3d9 thing... i would get killer fps

also <3 16xAA

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Subject: Re: The KOSs2 knows its shit  
Posted by [icedog90](#) on Fri, 21 Jul 2006 08:13:29 GMT  
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Okay, that screenshot is amazingly impressive.

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Subject: Re: The KOSs2 knows its shit  
Posted by [PaRaDoX](#) on Fri, 21 Jul 2006 08:23:22 GMT  
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Subject: Re: The KOSs2 knows its shit  
Posted by [warranto](#) on Fri, 21 Jul 2006 13:24:15 GMT  
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icedog90 wrote on Fri, 21 July 2006 02:13Okay, that screenshot is amazingly impressive.

Except that the beds are not made to military standards[/picky]

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Subject: Re: The KOSs2 knows its shit  
Posted by [xptek](#) on Fri, 21 Jul 2006 20:24:52 GMT  
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Kill me.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Spoony](#) on Fri, 28 Jul 2006 14:17:48 GMT  
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they certainly do know their shit.... I was on Koss2 server earlier, it was a 1v2 on hourglass (me being the 1)... one of the moderators (LTDeete or something) was on Nod, his teammate started hillcamping (against the rules on Koss2 server), I tell him about it and he kicks me for "mod abuse"...

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Subject: Re: The KOSs2 knows its shit  
Posted by [DarkDemin](#) on Fri, 28 Jul 2006 15:00:48 GMT  
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Yeah, but you forgot one thing... most people don't use over what settings they need for the game to run smooth. The game runs good at 1024x768 and it looks perfectly fine on a CRT so they don't notice the low resolution. Then they go out and buy and LCD and it looks like shit anything lower than 1280x1024 so they get lower performance trying to run that high with a piece of shit card like a GeForce 6800.

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Subject: Re: The KOSs2 knows its shit  
Posted by [Tiesto](#) on Fri, 28 Jul 2006 15:10:00 GMT  
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MaidenTy1 wrote on Fri, 28 July 2006 16:17 they certainly do know their shit.... I was on Koss2 server earlier, it was a 1v2 on hourglass (me being the 1)... one of the moderators (LTDeete or something) was on Nod, his teammate started hillcamping (against the rules on Koss2 server), I tell him about it and he kicks me for "mod abuse"...

Yeah, happened to me too, just some different people involved.

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