
Subject: Re: C&C_Dust_Storm_Redux_V2.mix
Posted by [disclaimer226](#) on Thu, 28 Sep 2006 19:23:15 GMT
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razorblade001 wrote on Wed, 27 September 2006 22:23
and actually. Average speed to most integrated cards is about 25-40 Fps, which is very playable.

50-75 is for most cards. Which is good. Anything over is either a really good card, or is using that thing you stick in the folder and change the config with a config2.exe

Cause getting 100-200 fps... normally... without that patch... should not be possible..

I mean the game can only run so smooth, and when the game runs on 75 fps... it seems to me like it runs TOO smooth... so 100-200 is just ... wow

Ehh, My card isn't even that good.

Anyway, what is this "patch" you speak of?

Ohh You must mean the DirectX 9 support. No, I do not use it. I keep my renegade totally clean (LOL). I know having the FPS higher than your refresh rate is pointless, but having it is something to brag about.. as you can see.

I have VSYNC turned off in the card drivers, so the FPS goes above my refresh rate of 75hz... for all my games.

My WHOLE POINT IS:

When you said it is ONLY cmatt42 lagging, it is not. I only have one computer that this map is playable on, and it is the one that is get average of 55fps on.
