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Subject: Re: Problem with Renguard

Posted by [icedog90](#) on Sat, 18 Nov 2006 10:05:16 GMT

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That isn't true. Movies run at 24p, which is 24 frames per second being progressive. Everyone can see faster than that and tell the difference easily. If you notice at all that if you record with a cheap ass camcorder, which records at 60i (60 FPS interlaced, otherwise known as 60 fields per second), the motion looks NOTHING like a movie and is too fast. 24p is what gives movies that certain look to the motion. In a game, 24 or 25 FPS is not only slow, but also has a lot of input delay, thus making it even more annoying. Also take note that a VERY small percentage of games right now use motion blur as a post-process. When there is no motion blur, it's much easier to tell the difference in speed.

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