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Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Sun, 22 Apr 2007 22:34:23 GMT

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I agree about motion blur in games. I think more games should use it because not only does it sort of cancel out low frame rates, but it also makes the motion much more interesting and closer to real-life.

EDIT: Crysis will use motion blur.

Also, physically there IS no limit to how many frames per second you can see. See here:

<http://amo.net/NT/02-21-01FPS.html>

msgtpain wrote on Sun, 22 April 2007 12:18The Air Force conducted a test where they displayed an image of a plane for 1/500th of a second..

1/220th of a second.

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