Subject: Re: scripts.dll 3.3 is out
Posted by Slave on Sat, 09 Jun 2007 14:23:19 GMT

Here's a picture I managed to capure of the flickering alpha blended textures i was talking about earlier. Took me around 20 screenshots, to capture a flicker. I hate disco styled maps.

I also have a question about fps. With pre-shader scripts, my framerate is always sitting nicely at 60hz, no matter what level of quality I pick at the nvidia options.
With 3.3, however, my framerate largely depends on the selected level of quality.
Performance -> 200+ fps
Balanced -> 60 fps
Quality -> tearing 40 fps

Why is the quality setting having a greater impact on performance as before? Why is vsync not doing it's job?
By the way, Im using a 7600GT.