
Subject: Re: scripts.dll 3.3 is out
Posted by [Slave](#) on Sun, 10 Jun 2007 09:46:51 GMT
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Vsync is both enabled ingame and in the nvidia console.

With shaders disabled, vsync seems to do it's job.

With shaders enabled, vsync dies.

With shaders disabled, alpha blended textures screw up.

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I took a little moment to check my fps with vsync fully disabled; without shaders I get approx 300% more fps.

My drivers are pretty much up to date.

(edit: does my uploaded picture show in my previous post? i seem to have a slight problem with my shared screenshots folder)
