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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!

Posted by [saberhawk](#) on Mon, 12 Mar 2012 02:19:45 GMT

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Animoskity wrote on Fri, 09 March 2012 05:35I normally play with vsync on (i'm a console gamer, so yeah, lol..) and I have the same issue regardless. I switched to vsync off just for a game or so to see what my FPS is like on this laptop.

Either way, I just can't contemplate why in the world you guys would even touch the menu's and stuff? Don't see what needed to be fixed >.> - But if that is getting sloppy that's probably how we can explain people crashing for no reason now and the extreme jump in lag

The menu wasn't modified. Things looking wrong with FXAA enabled in the menu is a small bug with the post-processing pipeline that interacted in a strange way with the previous menu fixes. Normally, the post-processing pipeline is fed the entire back-buffer and expected to render something that covers the entire screen. The menu fixes that have been in place (for quite some time now) break that assumption by changing the "viewport" to render in 4:3 for the menu. The post-processing pipeline then takes the entire screen and then outputs to that 4:3 area, effectively squishing it. What's frustrating is that nobody reported this issue in private testing...

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