Subject: Character glides/glitches since update
Posted by reborn on Mon, 17 Feb 2014 09:27:59 GMT

Since the new update, whenever I hit over 1000 FPS my character kind of glides rather than walks. The animation seems all scewed, and it flickers really badly. I can't seem to reproduce this under 1000 FPS, but it's pretty much constant over it.
For now I enabled v-Synch, but I kinda like seeing my FPS over 1000.