Subject: Re: Character glides/glitches since update
Posted by danpaul88 on Tue, 18 Feb 2014 09:50:35 GMT
View Forum Message <> Reply to Message

Animations in the engine (and cinematics) run at 30fps so it makes sense that the particle engine also runs at the same speed.

At the end of the day the engine does a lot of weird things when you go above 60 fps and you'd be better off keeping vsync on. No point rendering 4000 frames when your monitor only runs at 60Hz anyway...