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Subject: Good Tool?

Posted by [c0nFuZ0r](#) on Thu, 09 Dec 2004 09:50:30 GMT

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Does anybody know if this is a good tool to help increase FPS?

<http://www.nvrt.org/>

Someone gave me this link but before I tried it I wanted some comments.

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Subject: Good Tool?

Posted by [flyingfox](#) on Fri, 10 Dec 2004 00:15:31 GMT

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won't increase your FPS any more than needed because a human can't see faster than 60FPS. it's just a refresh tool to bypass the refresh rate restriction on winXP computers...your computer might be forced to run at 60hz, but there's no difference in performance.

what it means is, whatever your computer's refresh rate is set to, that's the max FPS you can get in direct3D and probably openGL games. If your refresh rate is 60hz you will get a max of 60FPS IF your video card is good enough. if you don't usually get 60FPS i would not bother trying to increase it at all unless you see distortions with text on windows explorer.

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Subject: Good Tool?

Posted by [kopaka649](#) on Fri, 10 Dec 2004 02:41:41 GMT

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A human cant see faster than about 22 fps you mean. high fps's are only for realisting motion blurring

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Subject: Good Tool?

Posted by [WNxCABAL](#) on Fri, 10 Dec 2004 23:45:58 GMT

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A human probably has like 200 FPS or something.

But you can't compare a human to a computer.

Its like saying the human brain is like the equivelant to a hard drive about the size of the White House

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Posted by [w34g](#) on Mon, 20 Dec 2004 15:05:21 GMT

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well the human who programmed the harddrive would probly be smarter

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Subject: Good Tool?

Posted by [TFWCrashn](#) on Mon, 20 Dec 2004 16:53:39 GMT

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iam with stupid^^

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Subject: Good Tool?

Posted by [cmatt42](#) on Wed, 12 Jan 2005 02:38:38 GMT

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Actually, flyingfox was correct. Humans cannot see more than 60 FPS. 22, however, is too low.

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Subject: Good Tool?

Posted by [EA-DamageEverything](#) on Mon, 17 Jan 2005 00:21:36 GMT

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Note that your TV norm has 60Hz (NTSC) and our European has 50Hz (PAL) an our Eyes need at least 25 Pictures per second to see it as a motion picture...

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