
Subject: How come I got a 8800 and still cant get a good FPS??

Posted by [Viking](#) on Wed, 18 Apr 2007 20:18:36 GMT

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In renegade I never can get over 60-70 FPS.

AMD 2.6GHz Dual Core 5200+
EVGA 8800GTS 320MB

with that I should get like 200!!??

WTF?

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Zion](#) on Wed, 18 Apr 2007 20:23:13 GMT

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I'm sure this was in another topic somewhere.

It's not because of the card, it's because of the monitor. Its refresh rate is limited to 60-70Hz which in turn limits the graphics cards output to 60-70 FPS. It's not your machine, it's your monitor.

I would recommend not messing about with the refresh rate since i predict that monitor cost alot of money and wouldn't be nice blowing up in your face would it?

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Romaner](#) on Wed, 18 Apr 2007 20:29:37 GMT

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depends what monitor you got, if its an lcd then you should not bring it any higher then 70-80fps. in any case i dont see much of a difference between 60-70 and 80-90 or more... really it will have almost no impact on your gameplay as long as it is higher than 60fps you shouldnt notice a difference.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Zion](#) on Wed, 18 Apr 2007 20:32:37 GMT

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Increasing the refresh rate over what your monitor can support will perminently damage your graphics card, monitor or both, rendering them useless.

Most LCD monitors support up-to 75Hz, whereas CRT (the big ones) support up to 80Hz.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Goztow](#) on Wed, 18 Apr 2007 20:54:28 GMT

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You can't see the diffeence anyway, so it doesn't matter.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Zion](#) on Wed, 18 Apr 2007 21:10:54 GMT

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I can with my 7900GS and gmod, especially when 'mingebags' spawn loads of huge chimneys to try to crash the server, little shits.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Caveman](#) on Wed, 18 Apr 2007 22:29:44 GMT

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I don't see why people moan/boast about there FPS.

60 FPS is what the average human eye can see (Why do you think monitor makers don't make monitors that can go like 200Hz?) .

70-75FPS is pushing it.

People saying oh look I have 100+ FPS and think they're getting uber cool shit are just stupid.

If you have a stable 60-75FPS you aren't going to tell the difference of the gameplay from having a stable 100FPS.

But anyway, if you REALLY want to have a higher FPS theres two ways.

1) Lower your resolution (Desktop resolution) and then increase the Hz in the settings. (You would also have to lower your Ren resolution aswell. Most people do anyways. How can you people play a game @ 8*6?)

2) Google for a program that'll allow you to turn Vsync on. This is show you your TRUE FPS. (But it won't make a difference in gameplay except give you more lag. For example; One moment you have 150FPS and then when something big happens like 7 mammals all shoot your FPS will drop to like 80 creating a huge lag spike)

Edit:

One last thing, if you people want to bitch and tell me I don't know what im talking about then be my guest. I really couldn't give a shit. Good day.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [mrpirate](#) on Wed, 18 Apr 2007 22:32:59 GMT

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I have an AMD Athlon 64 X2 3800+ running at around 2.2 GHz and in large servers (32+) my CPU can't go faster than 50-60 FPS. 60-70 FPS might be appropriate for your system in larger games because Renegade is a lot harder on CPUs than video cards.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [SeargentSarg](#) on Wed, 18 Apr 2007 23:13:23 GMT

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I don't understand why, but I have better FPS in BF2 and CSS then Renegade. Shit netcode or something probably?

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Caveman](#) on Wed, 18 Apr 2007 23:15:07 GMT

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SeargentSarg wrote on Wed, 18 April 2007 18:13I don't understand why, but I have better FPS in BF2 and CSS then Renegade. Shit netcode or something probably?

Off-Topic but anyways, as far as i'm aware BF2 has Vsync turned on. So its showing you your TRUE FPS. Whereas Renegade doesn't have that feature.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [SeargentSarg](#) on Wed, 18 Apr 2007 23:16:17 GMT

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I know I know... But, still.. In BF2, my FPS *can* get lower, and it doesn't freeze up like renegade when I hit the same thing. Renegade has a shit FPS detector =]

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Homey](#) on Thu, 19 Apr 2007 01:15:58 GMT

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BF2 runs better than Renegade if you have 2GB of ram, pretty sad considering it's 4 years newer or so.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Jecht](#) on Thu, 19 Apr 2007 01:53:00 GMT

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Viking wrote on Wed, 18 April 2007 15:18In renegade I never can get over 60-70 FPS.

AMD 2.6GHz Dual Core 5200+
EVGA 8800GTS 320MB

with that I should get like 200!!??

WTF?

The human eye can't see a difference above that anyway.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [cmatt42](#) on Thu, 19 Apr 2007 02:33:48 GMT

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I must be inhuman then; I can see above 85Hz.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Thu, 19 Apr 2007 06:16:24 GMT

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Sigh... every time there's a topic like this I always have to step in and teach a class. Everyone is right about the fact that your FPS is being limited because of your refresh rate, but if you still want FPS higher than that even though you can't see the difference, turn VSYNC off.

Merovingian wrote on Wed, 18 April 2007 13:32Increasing the refresh rate over what your monitor can support will permanently damage your graphics card, monitor or both, rendering them useless.

Most LCD monitors support up-to 75Hz, whereas CRT (the big ones) support up to 80Hz.

No it will not damage your monitor/video card. If the screen displays fine, it's fine. If the monitor doesn't support it, it will either NOT show up in the list of refresh rates or your screen will turn BLACK. It won't run a refresh rate it cannot run. If it did, then everyone's monitors would fry. I've been running 85hz for yeeaaars, and my room hasn't caught on fire.

cmatt42 wrote on Wed, 18 April 2007 19:33I must be inhuman then; I can see above 85Hz.

I can see flickering at 85hz too (on a CRT), but as far as game FPS goes, I can't really tell much past 60.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Jonty](#) on Thu, 19 Apr 2007 06:30:41 GMT

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icedog90 wrote on Thu, 19 April 2007 07:16I can see flickering at 85hz too, but as far as game FPS goes, I can't really see much past 60.

Do LCDs even suffer from flickering? This 19" has been running at 60Hz since I got it and I've never noticed anything bad about it.

On a related note, if your fps seems to be always stuck at 60, you should turn on bloom and antialiasing to make it look better.

With both on, I get an average 30fps which is perfectly fine for me.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Thu, 19 Apr 2007 07:53:50 GMT

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LCDs don't suffer from flickering because they respond to pixel changes. What I was talking about was a CRT refresh rate. Sorry for being misleading.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [CarrierII](#) on Thu, 19 Apr 2007 09:26:40 GMT

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Err... My CRT can manage 120 Hz... It's also ~6 years old...

(Not beyond recommended rates, that is what it reports as its maximum)

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [JeepRubi](#) on Thu, 19 Apr 2007 10:54:53 GMT

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Well then obviously it was a good one. I got this one from my Dad and I can only guess how old it is and sure, you can have it at very fast refresh rates but only at lower resolutions. Try cranking the resolution up and keeping the same refresh rate.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Cat998](#) on Thu, 19 Apr 2007 11:44:38 GMT

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uhm, just turn vsync off in your graphic card settings, or I think

you can turn it also off if you have the latest scripts.dll installed, then there is a new option in the renegade settings menu. This has nothing to do with your LCD screen. It's just a feature to sync the FPS rate of the game with your LCD screen

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Renx](#) on Thu, 19 Apr 2007 16:15:44 GMT

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A 4Ghz C2D with SLI 8800GTXs still wouldn't manage over 100fps in a 32 player game of Renegade.

You should be getting like 500FPS in the menu though if that makes you feel any better...

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [msgtpain](#) on Sat, 21 Apr 2007 21:02:36 GMT

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Renx wrote on Thu, 19 April 2007 12:15A 4Ghz C2D with SLI 8800GTXs still wouldn't manage over 100fps in a 32 player game of Renegade.

You should be getting like 500FPS in the menu though if that makes you feel any better...

And yes... I actually do average over 100 fps in a 40 player game... it goes up and down, but I have quite a few screenies over 120 during gameplay; just depends on what you're looking at.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Viking](#) on Sat, 21 Apr 2007 22:30:09 GMT

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LOL ownt!

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Renx](#) on Sat, 21 Apr 2007 23:05:02 GMT

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Are you actually running at 800*600? If so put it up to a decent resolution like 1280*1024 and see what you get. That is more along the lines of what I was referring to.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Sat, 21 Apr 2007 23:07:02 GMT

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I'd like to see that machine run something like Supreme Commander.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [msgtpain](#) on Sun, 22 Apr 2007 01:22:09 GMT

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This is what I'm currently running:

eVGA nForce 680i SLI 775

Intel Core 2 Duo 6400

2GB RAM

2 nVidia 7900 GT cards in SLI

the only problem that I've had with this setup is the typical nForce network controller errors. If you use any of their performance tweak programs... BSOD in XP.. which is impressive, actually.. it's the only time in 3 years that I've seen XP brought to its knees by installed hardware.

Yes, I play at 800x600.. I have two 20" Acer LCD's and I've tried at higher resolutions and don't like it... I bought larger monitors so I could see shit, not so I could make it all smaller.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [msgtpain](#) on Sun, 22 Apr 2007 01:23:31 GMT

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icedog90 wrote on Sat, 21 April 2007 19:07 I'd like to see that machine run something like Supreme Commander.

you should see it run 3d pipes... it fucking owns@!!

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Renx](#) on Sun, 22 Apr 2007 01:54:30 GMT

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Please tell me you play other games too and at decent resolutions

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [msgtpain](#) on Sun, 22 Apr 2007 15:11:42 GMT

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does solitaire count?

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [CarrierII](#) on Sun, 22 Apr 2007 16:57:34 GMT

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I really don't get this whole drive to higher resolutions... at anything above 1024 X 768 I find it hard to read text and everything looks like it's a mile away...

FTR, I do run supreme commander on here, at 1024 X 768, and I get 11 FPS (in big 7 player games)

ATI X1650 (512Mb, 667 Mhz)
Intel P4D, 2.66 GHz (running it at 3GHz)
1 GB of RAM (Nothing special)
SATA II RAID 10 (AKA 0+1)

I get ~ 15 FPS during massive games of renegade when I'm looking at the action, the cave in mesa is a good example. I prefer smaller numbers of prettier frames than several hundred sets of boxes...

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Aprime](#) on Sun, 22 Apr 2007 17:05:51 GMT

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msgtpain wrote on Sat, 21 April 2007 21:22 This is what I'm currently running:

eVGA nForce 680i SLI 775
Intel Core 2 Duo 6400
2GB RAM
2 nVidia 7900 GT cards in SLI

the only problem that I've had with this setup is the typical nForce network controller errors. If you use any of their performance tweak programs... BSOD in XP.. which is impressive, actually.. it's the only time in 3 years that I've seen XP brought to its knees by installed hardware.

Yes, I play at 800x600.. I have two 20" Acer LCD's and I've tried at higher resolutions and don't like it... I bought larger monitors so I could see shit, not so I could make it all smaller.

What a waste.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [trooprm02](#) on Sun, 22 Apr 2007 17:14:40 GMT

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ok, im going to remind everyone of a simple fact...the human eye can not see anything higher than 60fps (at best) so having 200 vs 60 makes no difference, EXCEPT if the fps drops, so maybe 80 or 70 would ensure you would always have atleast 60

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [JPNOD](#) on Sun, 22 Apr 2007 17:47:55 GMT

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stop jelos.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Sun, 22 Apr 2007 18:10:01 GMT

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CarrierII wrote on Sun, 22 April 2007 09:57I really don't get this whole drive to higher resolutions... at anything above 1024 X 768 I find it hard to read text and everything looks like it's a mile away...

Not everyone has a 17" CRT monitor. I have one too, but there are many people who have larger LCD monitors or even 20"-22" 1680x1050 (native) widescreen LCD monitors, which trust me are freakishly huge.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Tunaman](#) on Sun, 22 Apr 2007 19:17:25 GMT

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... Holy shit

File Attachments

1) [00nIsRET.jpg](#), downloaded 939 times



Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [msgtpain](#) on Sun, 22 Apr 2007 19:18:12 GMT

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troopr02 wrote on Sun, 22 April 2007 13:14ok, im going to remind everyone of a simple fact....the human eye can not see anything higher than 60fps (at best) so having 200 vs 60 makes no difference, EXCEPT if the fps drops, so maybe 80 or 70 would ensure you would always have atleast 60

How about instead of spewing rhetoric which you've picked up in some other thread, you go to Google and do a little research on your own.

Or, maybe you already have.. so.. please, enlighten us with your knowledge of how a cinema reel

works at 24 fps, how many frames of dark are between identical frames in the movie? Do you see fluid motion because 24 fps is all the eye can see, or do you know much about a term "motion blur"? Why don't game manufacturers add motion blur to their games instead of spending millions of dollars making the hardware perform better FPS?

The Air Force conducted a test where they displayed an image of a plane for 1/500th of a second.. pilots were easily able to recognize the plane in that small amount of time. Why is that? Do you know anything about afterimages and how they affect your perception?

If it suits you, please feel free to continue regurgitating that which you've read but don't at all understand.. It really doesn't affect me at all. However, should you wish to actually become enlightened, sit down with an ophthalmologist, or a physiologist and pose the question to them.. I guarantee you'll be surprised when they tell you that they don't actually know exactly what the human limitation on FPS is.. but that in it's simplest form, it most likely higher than 500.. but when coupled with different scenarios testing items such as fluidity, or flickering, different people will always have different perceptions.

For now, I'll just keep upgrading my video card and monitors.. if for no other reason than "I feel like it".

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Sun, 22 Apr 2007 22:34:23 GMT

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I agree about motion blur in games. I think more games should use it because not only does it sort of cancel out low frame rates, but it also makes the motion much more interesting and closer to real-life.

EDIT: Crysis will use motion blur.

Also, physically there IS no limit to how many frames per second you can see. See here:

<http://amo.net/NT/02-21-01FPS.html>

msgtpain wrote on Sun, 22 April 2007 12:18The Air Force conducted a test where they displayed an image of a plane for 1/500th of a second..

1/220th of a second.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 23 Apr 2007 01:15:53 GMT

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Viking wrote on Wed, 18 April 2007 16:18In renegade I never can get over 60-70 FPS.

AMD 2.6GHz Dual Core 5200+
EVGA 8800GTS 320MB

with that I should get like 200!??

WTF?

Lol my average FPS is like 18

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Jerad2142](#) on Mon, 23 Apr 2007 17:01:50 GMT

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I have noticed this, when playing Renegade there is a definite smooth ness that occurs at 120 fps, it's pretty awesome. But once we get games to display higher fps, you realize how fake motion blur is, because you will see and actually motion blur (note this probably has to be over 200 fps).

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Mon, 23 Apr 2007 18:40:09 GMT

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That's not necessarily true. Unless your refresh rate is at 120hz, it's still going to look like 85, 75, 72, 70, 60hz or whatever your refresh rate is at. Even if vsync is off, your monitor is still physically displaying frames no higher than its current refresh rate, while the video card is chucking out like 200 FPS. Vsync just limits the amount of frames the video card renders at, and it also eliminates tearing.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [trooprm02](#) on Mon, 23 Apr 2007 23:35:40 GMT

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WTF? 1000+ Fps, who is that guy/how did you get that SS/ and what kind of rig must he have? Then again it could just be that ren3d thing editing or showing more fps than it really is

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [mrpirate](#) on Tue, 24 Apr 2007 00:05:49 GMT

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that 1660 FPS picture is a fake

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Tunaman](#) on Tue, 24 Apr 2007 01:01:19 GMT

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How do you know?

nlsMo is one of those sniper geeks sitting around in public servers 24/7 humping walls.. I got the ss from my friend Anthrax/NSStRyKeR, and I dunno what kind of rig he has or anything.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [mrpirate](#) on Tue, 24 Apr 2007 01:58:04 GMT

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look at the second six in 1660... there's a stray pixel next to it. besides, 1660 FPS isn't possible on current hardware

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Zion](#) on Tue, 24 Apr 2007 08:05:12 GMT

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mrpirate wrote on Tue, 24 April 2007 02:58look at the second six in 1660... there's a stray pixel next to it. besides, 1660 FPS isn't possible on current hardware

That's true comparing the spacing between the 1 and 6, and 6 and 6 but take a look at the spacing of the 6 and 0 on the sfps. They're the same as the 6 and 0 on the fps. Which goes towards implying that it wasn't edited, although i could be completely wrong.

It could just be simple taking the 1 from somewhere else and the 6 from somewhere else and putting them in front. Compare the ping spaces for verification.

The most i've ever had in ren was 600fps and that was at the black screen before the loading game and after clicking the start button from the serverlist.

Back to the topic at hand:

It's not the size of the fps that matters. Sure, you could have 600fps but you look at 10,000 polys and it drops to 6. It's the strength of the fps that matters to most gamers. The fact that it can render hundreds of thousands of polygons and still have a constant 60fps, yet looking at one polygon and still have 60 fps.

The 8800GTX is a stong card not only because of its sheer power but because it can take alot of the stuff you give it, and display it to the end user perfectly. If you dislike the fact that you always get 60 fps, sure, boost your refresh rate but if you blow your card don't come crying to us.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Carrierll](#) on Tue, 24 Apr 2007 08:49:56 GMT

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About that SS, I am aware that Anthrax / NSS has a very expensive gaming rig, I suppose that many FPS would require something like a Core 2 Extreme with 2 GB of heck fast RAM + something like four *insert high rank Nvidea card here* SLI'd, it's possible, if you look at a wall... like that screenshot...

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Tue, 24 Apr 2007 08:53:18 GMT

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How can you "blow up your card" from letting it render as fast as it can? I don't know where you're getting that, but it can only get damaged that way if you overclock it.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [Zion](#) on Tue, 24 Apr 2007 10:28:54 GMT

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My card blew up from overheating, still waiting for XFX to get back to me on that (before you ask, no, i didn't overclock it, the fan was rubbing against the case and it just got hot, then went pop).

Graphics cards are designed to take a specific ammount of hertz from the monitor. If it exceeds this it will damage the card perminenetly. I was using the term "blow up" metaphorically and i used in it a metaphoric sentance.

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [mrpirate](#) on Tue, 24 Apr 2007 11:50:41 GMT

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haha?

Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [icedog90](#) on Tue, 24 Apr 2007 21:04:22 GMT

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Graphics cards' maximum supported refresh rates for average resolutions are way higher than what any monitor can even attempt to display. There is no way that is a factor. If your card overheats even though it's not overclocked, then the reason is one or more of the following:

-the stock fan isn't very good quality and has degraded over time

- the whole cooling in the case is terrible
- the fan just died
- the card is defective

Graphics cards cost a HUGE fortune, they are designed to be much better than to easily fry if you use something like 85hz (or even 120hz).

Subject: Re: How come I got a 8800 and still cant get a good FPS??
Posted by [GoTWhiskÉY](#) on Thu, 26 Apr 2007 23:55:36 GMT
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I use 1680 x 1050 with full detail, 8x anti-aliasing, 16x Anisotropic filtering.

Subject: Re: How come I got a 8800 and still cant get a good FPS??
Posted by [icedog90](#) on Fri, 27 Apr 2007 06:47:52 GMT
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And that is to show off, right?

Subject: Re: How come I got a 8800 and still cant get a good FPS??
Posted by [JPNOD](#) on Fri, 27 Apr 2007 08:50:15 GMT
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Those Core 2 duo's certainly do own.

If you put your refreshrate to high most monitors will give the error out of range. It blowing up doesnt happen.

To test your new card put everything up and then compare it to your old card. And Renegade's a bad way of comparing because any decent system from 3 years ago will still give you a steady 60 fps all the time unless you go into a server of what maybe over 12 players.
