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Subject: Vsync Issues

Posted by [Homey](#) on Wed, 22 Apr 2009 21:15:44 GMT

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So about 6 months about I built a new pc and this problem only applies to Ren. Basically my fps stays at a constant 60, but I get a weird mouse lag which makes my mouse lag behind where I'm moving it maybe by a half second. On XP I would just open up riva tuner and disable vsync and my fps would go over 60 and the lag would be gone.

On vista now I can disable vsync through the nvidia manager but it has no effect. The only thing I've found to work is 3.4.4 scripts. My problem with 3.4.4 is people warp way more especially when they jump. Frankly both problems are annoying. Any suggestions/fixes?

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Subject: Re: Vsync Issues

Posted by [Goztow](#) on Thu, 23 Apr 2009 06:27:41 GMT

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Try 3.1.4? It should include vsync but may not give you the warping problem. I'm not sure about that, though, as I never heard of the warping problem before...

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Subject: Re: Vsync Issues

Posted by [Homey](#) on Fri, 24 Apr 2009 21:29:15 GMT

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I tried screwing around with the files, 2.9.2 and wwconfig2 and that d3d9? file seemed to fix the problem. I would've taken a video of the warp but since I got everything working I'm not touching anything! If anything comes up again i'll try that version, didn't know it existed.

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Subject: Re: Vsync Issues

Posted by [Jamie or NuneGa](#) on Sat, 25 Apr 2009 07:42:13 GMT

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I get 400 fps in smaller games sometimes, however occasionally I will run ren and fps will constantly sit at 60.

But I found if I alt tab and then maximize my true fps shows in counter.

p.s I like the warp, wouldn't be ren without warp.

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Subject: Re: Vsync Issues

Posted by [Homey](#) on Sun, 26 Apr 2009 12:00:08 GMT

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LOL true, but I mean it's an abnormal amount of warp. As in if you were to sit in the middle of the tunnel on Islands and hit A and D and do it quickly, you'd probably be on both sides of the tunnel. More warp than normal

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Subject: Re: Vsync Issues  
Posted by [Pyr0man1c](#) on Sun, 26 Apr 2009 19:32:30 GMT  
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What does Vsync do?

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Subject: Re: Vsync Issues  
Posted by [Jamie or NuneGa](#) on Sun, 26 Apr 2009 21:34:42 GMT  
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improved graphics by limiting fps, usually to 60

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Subject: Re: Vsync Issues  
Posted by [Omar007](#) on Mon, 27 Apr 2009 09:36:56 GMT  
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If i recall correctly Vsync makes the FPS equal to the Vertical refresh rate of your monitor (60Hz by default) (that's why it's called Vsync ). In every game you can also increase this to lets say 80Hz. This will give you a FPS of 80.

If im totally wrong please coorrect me

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Subject: Re: Vsync Issues  
Posted by [Carrierll](#) on Mon, 27 Apr 2009 14:47:51 GMT  
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Omar007 wrote on Mon, 27 April 2009 10:36If i recall correctly Vsync makes the FPS equal to the Vertical refresh rate of your monitor (60Hz by default) (that's why it's called Vsync ). In every game you can also increase this to lets say 80Hz. This will give you a FPS of 80.

If im totally wrong please coorrect me

You're pretty much on the mark. It prevents an artifact (?) called "tearing" where the top of your screen is displaying the latest frame, and the bottom part is displaying the previous frame, and this looks quite horrible.

I personally use it, but some people don't. It's whichever looks best on your machine TBH.

Personally, I also found my FPS was more constant with it on (rather than jumping between 100 and 30, it goes between 60 and 49, but of course the upper limit is dictated by the Vsync option, so I don't know how relevant this is)

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