
Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [Chuck Norris](#) on Wed, 24 Dec 2008 23:36:04 GMT

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Anant, that picture you posted shows a desktop with a 1024x768 resolution. I can tell due to the space the taskbar has. Surely you can choose that. If not, there's something up. I don't think a 17" or 19" LCD would have a native/maximum resolution of 800x600. R315r4z0r wrote on Wed, 24 December 2008 13:56 I used to get that. It isn't really that much FPS, it just says that. I would get 300FPS at some points and it wouldn't seem any different than 40. I don't know about you, but when it says I get so many FPS, I'm getting that many FPS. If I disable v-sync, depending on what's going on and how many players are in the server, I can sometimes average about 200FPS (keep in mind that this is at 1600x1200 with 8xAA, 16xAF, and Supersampling AA enabled), and when I do, I can most definitely tell the difference between it (even though it's just 100FPS with screen tearing) versus a comparatively slow 40FPS. Then again, I can see the difference between 60FPS and 100FPS to the point to where, if I've played a game with a constant 100FPS (Renegade hardly ever goes below that for me if I enable v-sync), then 60FPS is just slow to me, so maybe it's just me, and you can't tell that you're getting what it says when it's over a certain amount. If you're used to 40-60FPS, and you have an LCD that won't go higher than, say, 60hz or 75hz, it may really be doing that many FPS, but it may not feel any higher to you since you're used to that range and anything higher doesn't come off to you.

Edit: By the way, I'll second the comment that, of all of the HUDs I've seen, this is the first I've downloaded and liked. Nice job!

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File Attachments

1) [ScreenShot37.jpg](#), downloaded 1281 times

