Posted by CarrierII 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 coorect 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)