Subject: Re: infantry movement bugged?
Posted by dblaney1 on Fri, 27 Jan 2017 18:34:01 GMT

iRANian wrote on Fri, 27 January 2017 03:30Causes input lag to enable vsync

Workaround is to underclock your GPU

The input lag is very minimal in renegade with vsync on. It also prevents a lot of physics inconsistencies since a lot of the physics calculations work best with a consistent frame-rate. You also get no tearing with vsync on which makes it look so much nicer.