Subject: Character glides/glitches since update
Posted by reborn on Mon, 17 Feb 2014 09:27:59 GMT
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Since the new update, whenever I hit over 1000 FPS my character kind of glides rather than walks. The animation seems all scewed, and it flickers really badly. I can't seem to reproduce this under 1000 FPS, but it's pretty much constant over it.
For now I enabled v-Synch, but I kinda like seeing my FPS over 1000.

Subject: Re: Character glides/glitches since update
Posted by danpaul88 on Mon, 17 Feb 2014 09:29:45 GMT
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vsync is highly recommended for the W3D engine anyway, lots of timing based things get screwy above 60 fps. For example, the time a "firing emitter" for a weapon is rendered depends on frame rate and, above a certain frame rate, they're effectively invisible.

Subject: Re: Character glides/glitches since update
Posted by Omar007 on Mon, 17 Feb 2014 12:03:27 GMT
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Isn't it be possible to compensate for that problem by adapting the calculation to take the time between frames into account?
Imo you don't really want to be (or keep in this case) depending on the framerate for any form of calculation. If it is possible to change, that'd be nice

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Subject: Re: Character glides/glitches since update
Posted by StealthEye on Mon, 17 Feb 2014 16:52:46 GMT
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They already take into account frame times. The issues are probably related to precision, roundoff, and conversion and would be hard to track down.

Subject: Re: Character glides/glitches since update
Posted by reborn on Mon, 17 Feb 2014 20:23:42 GMT
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Thanks guys, acknowledged.

Subject: Re: Character glides/glitches since update

Posted by Jerad2142 on Mon, 17 Feb 2014 21:57:47 GMT
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danpaul88 wrote on Mon, 17 February 2014 02:29vsync is highly recommended for the W3D engine anyway, lots of timing based things get screwy above 60 fps. For example, the time a "firing emitter" for a weapon is rendered depends on frame rate and, above a certain frame rate, they're effectively invisible.

Frame rate also affects the physics engine, and I've noticed it screws wit particle physics that inherit from the emitter as well (but that seems to break around 30fps, at least in 3.4.4).

Subject: Re: Character glides/glitches since update
Posted by danpaul88 on Tue, 18 Feb 2014 09:50:35 GMT
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Animations in the engine (and cinematics) run at 30fps so it makes sense that the particle engine also runs at the same speed.

At the end of the day the engine does a lot of weird things when you go above 60 fps and you'd be better off keeping vsync on. No point rendering 4000 frames when your monitor only runs at 60Hz anyway...

Subject: Re: Character glides/glitches since update
Posted by Jerad2142 on Thu, 20 Mar 2014 13:17:12 GMT
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danpaul88 wrote on Tue, 18 February 2014 02:50Animations in the engine (and cinematics) run at 30fps so it makes sense that the particle engine also runs at the same speed.

At the end of the day the engine does a lot of weird things when you go above 60 fps and you'd be better off keeping vsync on. No point rendering 4000 frames when your monitor only runs at 60Hz anyway...
The input however feels much smoother at 500FPS lol.

Subject: Re: Character glides/glitches since update
Posted by danpaul88 on Thu, 20 Mar 2014 14:54:09 GMT
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You'll notice horrendous movement glitching once the FPS approaches 1000, your character starts spasming on the spot and flipping to face backwards constantly

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