Subject: FPS Drop/Game Stutter at beginning of new levels
Posted by XPiRX on Thu, 03 Jul 2014 05:35:13 GMT
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I reinstalled renegade recently because of the new scripts. However, after a few days I started to notice every now and then my game would stutter. Its half a second or less, but its as if the game stops responding for a split second and FPS drops significantly. It got bad after a while (a day or so later after noticing it) where it was happening every 1-2 minutes and it would stutter/freeze for half a second or so.

So, I reinstalled the game fresh and reinstalled scripts. The first few games were absolutely fine, no stutter issue. I didn't turn shaders on this time because I thought that was causing it. Sure enough though, after exiting the game and coming back a few hours later, that stutter came back. Its not near as bad as the first time, it seems less aggressive and happens less often. Less aggressive meaning it seems "softer", less often, and FPS only drops to like 80-150 usually instead of 10. Also seems shorter, even though im not sure if I'd be able to tell the difference between .25 seconds and .4 seconds.

So, I reinstalled the game for a third time since it seemed to fix the issue the first time. However, I figured it might of been an issue with my SSD possibly, so I installed it to my second SSD. Mind you, I've played renegade on this computer for months on end a couple years ago with no issues. Same hardware in it that was in it then. Well, its on my second SSD, and the stutter wasn't there. After some matches and game restarts later, its back, same as the second time and not aggressive like the first.

I did notice something though, it seems to only happen during the beginning of a new game. When I walk out of a building for the first time, it stutters. Then as I get closer to the enemy base, it stutters. An explosion happens for the first time, it stutters. A new vehicle is made for the first time, it stutters. It seems like the stuttering only happens when new models are loaded in the game, and after maybe half a dozen of stutters, I don't get them for the rest of the match.

It's not a game breaking issue, but would be nice to be rid of it. I believe it has something to do with scripts 4 and the way it loads models, or possibly has to do with some replacement models in scripts 4. Never had this issue in scripts 3.4.4.

Edit: forgot to mention I have tested everything else I can think of. I disabled basically everything on my computer that was running. Antivirus, temp monitoring programs, and ANYTHING else that was running. Nothing was running except for renegade, and the stutter still occurred. I don't have anything like this issue in any other game either, which leads me to believe its scripts.