Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by mildaine on Fri, 07 Jan 2005 05:56:03 GMT

Allright. Here's the deal.

Renegade has extremely long loading times for levels. Loading times are in excess of 3-5 minutes.   When I had switched to windows to my task manager to monitor memory usage; I noticed the game seems to never use more than 80mb of main memory. Occasionaly during play, the game will us up to 90mb of main memory. This doesn't make sense; I have 512mb of PC3200. Amount of free physiical ram is roughly 250-300mb when running idle on desktop. What I don't understand is why renegade chooses not to use more memory than the minimum running specification (96mb). Wether this is a problem that resides in the programming, or my drivers, or even windows - I have no idea where to start looking.

I have searched all over the forums for similar problems; and I have come across a few people with the exact same problem, yet no viable solution has been brought to light.

I am quite sure that it is not related to the hardware or the hardware controlling it (Direct SATA, SCSI PCI card, or otherwise). However; I do suspect it may be a problem with how Renegade manages main memory, or on the other side of the spectrum - it may also be Windows XP interfering with some of the functions the game requires.

My system specs :

iBASE MB870 Pentium 4 Mini-ITX
ATi RS300m Integrated Radeon 9180 8X AGP 64mb
ATi IXP150 Integrated SATA Controller
RealTek LAN NIC Integrated
RealTek Audio Integrated
Seagate SATA 120GB "Barricuda"
512mb PC3200; 2.5 CL, 64mb Shared for UMA frame buffer (454 mb available for main memory)

Windows XP Professional SP2 & All security updates.
Bare minimum amount of TSR's loaded in background.

If anyone may have some insight to this problem, I would greatly appreciate the feedback. Positive suggestions only please.

Thank you.

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by Majiin Vegeta on Fri, 07 Jan 2005 14:58:31 GMT

Defrag ?

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by mildaine on Fri, 07 Jan 2005 15:52:38 GMT

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It is not related to the way the information is being stored on the hard drive. Rather, it is the method the data is being read from the hard drive, or windows interfering with specific functions needed by the game in order to sreamline the loading process into main memory.

However, I appreciate the feedback.

For those of you who would suggest reinstalling XP; this is not an option for me as I do not have a Floppy Disk Drive to use with my system to load third-party SCSI drivers for my SATA hard drive upon installation.   Failutre to provide the drivers results in a system reboot just after the option for installing third party SCSI or RAID drivers. (My motherboard supports only laptop style floppy drives. In this respect, the interface hardware is completely different in physical design. Windows XP only allows you to install third-party drivers from floppy disk, so im out of luck there.)

Ive tried using the option "ConservativeSwap File Usage" for Windows XP. It has no effect.

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by Majiin Vegeta on Fri, 07 Jan 2005 17:18:16 GMT

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if your hard drive is fragmented then the game will load slowly
 have you even tried defraging
it helped alot on loading times for my old computer

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by flyingfox on Fri, 07 Jan 2005 18:04:19 GMT

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About the hard drive thing, I think I understand what you are saying but did not know a hard drive ever required a driver set.

I have never used windows XP but it sounds like maybe windows is reserving too much memory for other applications and/or it thinks 96mb is all you need for the game?

here's a small suggestion, it probably won't do much good:

Go to your device manager (a right click of my computer) and find your hard drive on 'disk drives'. properties, go to its settings and check the DMA box which is direct memory access. also enable this on your CD drives. you then need to restart your computer for it to change.

Subject: Multiplayer : Load times *EXTREMELY* Excessive

Posted by [mildaine](#) on Fri, 07 Jan 2005 19:57:10 GMT
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Thank you for the input, but I do not have an IDE hard drive as you do. My hard drive is an SATA drive, (SCSI based) which means it DOES need a driver. (For the SCSI controller, anyhow.) Also, DMA is not a resource used for SCSI based devices, unless routed through an SCSI PCI controller (even then, im not even sure DMA would be utilized).

Oh yeah, I have 250mb-300mb free physical memory at all times (Unless running a game). Renegade refuses to use more than 96mb for reasons unknown. It's as if the game only recognizes 96mb of memory installed in my system. Im not sure what to do about this .. im getting alot of responses, but nothing has helped me yet. I suppose I just have to be patient.

Thank you for the input ! I appreciate the time you took to try and help.

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by [laeubi](#) on Fri, 07 Jan 2005 20:46:29 GMT
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If you running a RAID it is VERY slow.
Copy rengade to a singel Drive and try that out.

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by [mildaine](#) on Fri, 07 Jan 2005 21:30:40 GMT
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Raid is not enabled, freind. I have only one hard drive.

the RAID function is *not* soley for SCSI devices, it also supports IDE devices. You should look up what it means before posting a suggestion like that. To save you the trouble; I'll explain it too you.

RAID basically lets you run hard drives redundantly. This means you can have two hard drive's acting as one. RAID is a function used mostly by businesses that need to protect sensitive information, if one hard drive suffers any sort of problem the other will contain the same information (so no data loss occurs, saving money on having recovery technicians bubble bobble it out with diskedit like tools.)

Thanks for the input, though. I appreciate you trying to help.

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by [laeubi](#) on Fri, 07 Jan 2005 22:46:53 GMT
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I miysef running a RAID, and theres no difference if its a SCSI RAID or IDE RAID, nor Level 0, Level 1 or Level 0+1.

All this slows renegade down for a reason I never understood, so I copied Rengade to my old 2Gig SCSI HD amd that reduced loadngspeed from 5-8 minutes to about 30 seconds.

The loadingspeed is highly effected by the Harddrive speed, so maybe a Virus, a backround program or what ever eats up your HD performance.

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by mildaine on Sat, 08 Jan 2005 02:22:42 GMT
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Uh .. right. Well, It just happens to be that the SCSI controller is in the south bridge integrated. (150mhz). However, the RAID / SCSI mode does function in IDE, if only I had two ide slots. Refer to the manufacturer's webpage for iBASE MB870 motherboard if your interested. I do not use a traditional PCI card; and it wouldn't really make much sense if I did, since the drive is designed only to operate at one interface speed : 150mhz. (300mbit/s)

Yes, my hard drive is SCSI based. But what I failed to tell you is that I my hard drive is an SATA drive, and it cannot run RAID mode while SCSI mode is enabled. There is only the option for either or, but not both. If RAID mode is enabled, my system will not detect the SATA drive at all.

To put this perspective for you; it is not the hardware; or the settings in bios. Even if RAID mode was enabled and I did have a second SATA drive, it would not slow the game down one bit. RAID is just as fast as a single drive than redundant drives. The rest of the computer has no idea that there are two hard drives simply because RAID has one rule : There 's no asynchronous mode. The drives operate as one device; and share the exact same I/O resources, except within the controller itself of course. It kinda defeats the purpose of RAID if there was.

Whatever problems you were getting was not hardware related, rather, the way the game was interacting with Windows and it's resources.

A virus? I don' think so. I did a scan just after you suggested it, however.
All my other games run perfectly fine, so does the rest of the system.
I've never known any video game to directly access hardware on it's own, ESPECIALLY since APi's Like DirectX do this for you nowadays (Saving video game developers alot of time and resources on developing their own APi)

I can assure you, the problem isn't with the hardware. It's software related.
And im betting that it's how Renegade is trying to tell the core how to read the game data.

Thanks for the input... Appreciate your help =)

Anyone else have any brilliant ideas?

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by icedog90 on Sun, 09 Jan 2005 18:16:30 GMT
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Majiin Vegetaif your hard drive is fragmented then the game will load slowly
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it helped alot on loading times for my old computer

Defragmenting barely does anything on huge hard drives.

mildaine:

Renegade shouldn't use 90mb of memory. On average, it uses about 32mb of mine when it idles, and I have 512mb PC2700.

Subject: interesting
Posted by mildaine on Mon, 10 Jan 2005 11:58:28 GMT
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well that would be strange .. I dont know, im suddenly getting an image in my head - riding a bicycle,but with one leg, and one one foot. Imagine how hard that would be.

I think i've found my problem.   I still Don't have the slightest idea what im going to do about it yet ...

Subject: Multiplayer : Load times *EXTREMELY* Excessive
Posted by 2000_years on Sat, 22 Jan 2005 13:53:04 GMT
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Have you got an old IDE hdd you can plug in to test? I have basically the same setup as you (AXP 2500+, R9800, SATA HDD connected via PCI card (but mine is a Maxtor 120gb)

Every other game loads and functions perfectly, but Renegade would take about 3 minuites to load. It would then run quite choppy when-ever I did something new (like going into a PT, getting into a tank for the first time, etc)

Someone else suggested to move it onto an old IDE drive and I thought "wow, what good will that do?" gave it a try, and it seems fine now. Still runs like a bag of shit loading it from the SATA drive.
I know you'll probably go on to blame CBP1 or Renguard or god knows what else, but give it a try

Subject: Multiplayer : Load times *EXTREMELY* Excessive

Posted by kopaka649 on Sun, 23 Jan 2005 02:20:24 GMT

actually mildaine is right, renegade doesnt use above 96 Mb of memory.

I think it probably is your hard drive, my renegade loads fine (but then, i hav 1 gig of pc3200)