
Subject: Minor problem...

Posted by [IRON FART](#) on Wed, 06 Apr 2005 00:03:37 GMT

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I don't know if you guys will be able to fix this, but i'll throw it out on the table anyway.

I have an FX5200 graphics card. Sometimes in game at random, textures on certain objects will dissappear for a short amount of time. It could be anything.

So at random, something will just turn invisible. Sometimes I can see straight through walls and see the enemy on the other side, etc. I don't have any control over it though.

I have noticed that other people with my GPU have the same issue, although it isn't a big deal. I'm not sure if it happens on other FX cards.

This problem has something to do with the .w3d file format because it doesn't happen in any other game besides Renegade and Generals (which both use .w3d).

I'm not sure if it is limited to objects that are textured with .dds files or if it happens to objects textured with .tga files. It happens a lot in C&C_Field; especially on the ground on the Nod side.

I don't know if this can be fixed or not, but it would be nice.

TIA

Subject: Minor problem...

Posted by [Kanezor](#) on Wed, 06 Apr 2005 01:14:59 GMT

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I remember similar problems with Unreal Tournament back when I had my ATI Rage Fury Pro. When I'd play on Facing Worlds, I could see through the pillars for the middles of the towers. It was really crazy. The problem would disappear, though, if I were to use better rendering (eg, 32 bit screen instead of 16 bit screen).

I believe it actually was a problem with the card's rendering device, and not the file format.

I would venture a guess that you could probably verify whether it's the W3D file format or not by doing similar things that I did..., mess with Renegade's graphical settings.

Subject: Minor problem...

Posted by [zunnie](#) on Wed, 06 Apr 2005 04:22:08 GMT

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Thats a graphics card texture memory shortage more like than a game bug.
Check your BIOS and make sure that you set AGP Aperture size to 64mb

when you have a 64mb card, 128mb for 128mb etc

Your gfx card unloads parts of the map and/or textures that are not currently in use if it comes to point where there is no more available texture memory. Then when you go into an area where new textures are then sometimes the speed between unloading old textures and loading new textures isnt going fast enough and you see this texture missing for a second or two.

Subject: Minor problem...

Posted by [IRON FART](#) on Wed, 06 Apr 2005 04:52:37 GMT

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That would explain it. Although I have a 128MB card, and the aperture is set to 256MB, so I don't see why there would be a shortage. Does Renegade use that much memory?

Subject: Minor problem...

Posted by [jonwil](#) on Wed, 06 Apr 2005 04:57:42 GMT

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I have a brand new NVIDIA GeForce FX5700LE and I havent experienced any texture issues myself.

Subject: Minor problem...

Posted by [Kanezor](#) on Wed, 06 Apr 2005 05:00:17 GMT

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IRON FARTThat would explain it. Although I have a 128MB card, and the aperture is set to 256MB, so I don't see why there would be a shortage. Does Renegade use that much memory?Why do you have your aperture set to 256MB?

Subject: Minor problem...

Posted by [zunnie](#) on Wed, 06 Apr 2005 05:01:22 GMT

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Your supposed to set the BIOS to what your card REALLY has. I guess you should try and set it to 128MB instead and see if the problem still exist then. Memory handling is probably not working right because of it.

Subject: Minor problem...

Posted by [cmatt42](#) on Thu, 07 Apr 2005 00:31:59 GMT

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Your graphics card is teh sux.

Subject: Minor problem...

Posted by [IRON FART](#) on Thu, 07 Apr 2005 04:08:12 GMT

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cmatt42 Your graphics card is teh sux.

I guarantee you that nobody here uses any of the graphics card listed here to play Renegade.

Since that list was made, 3 new generations of GeForce cards have come out. (GeForce 4, FX and the 6 series).

I don't think this will matter much anymore. It wasn't a big problem to begin with, and my computer has become royally fucked so I think I'm going to lay eyes on a new computer soon.

Subject: Minor problem...

Posted by [WNxCABAL](#) on Thu, 07 Apr 2005 12:19:26 GMT

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I used to have a GeForce2 64MB over a year ago, the FPS weren't TOO bad

Subject: Minor problem...

Posted by [Sanada78](#) on Thu, 07 Apr 2005 19:12:28 GMT

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I had a Geforce 2 MX400 32MB before and it ran Renegade at like 40FPS, but that was SP only. Never played MP when I had that card.

Subject: Minor problem...

Posted by [Renx](#) on Thu, 07 Apr 2005 20:19:13 GMT

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IRON FARTcmatt42 Your graphics card is teh sux.

I guarantee you that nobody here uses any of the graphics card listed here to play Renegade.

I know quite a few people that use TNTs. I used a GeForce 2 32 up until last fall and never had any trouble.

Subject: Minor problem...

Posted by [EA-DamageEverything](#) on Fri, 29 Apr 2005 04:18:36 GMT

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The absolutely minimum to play Renegade online would be a FX5200 (my old Videocard). As my experience.

Try to set the "Client physics optimization" OFF, if it's turned on. Press F8 ingame and type C , then ENTER and look what your game messages you as following Info. But I think this would be a memory problem, like Zunnie wrote already...

My second experience with the 5200 was, it runs at best with the 52.16 Forceware driver. With 66.93 I had some FPS problems (I think some features of this new driver were not supported by the FX GPU anymore).

Subject: Minor problem...

Posted by [IRON FART](#) on Fri, 29 Apr 2005 04:47:03 GMT

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Actually with the new nVidia drivers that someone made a thread about, my performance has increased. I get an average of 40-45 FPS and this problem about the textures has been resolved too.

Subject: Minor problem...

Posted by [Kanezor](#) on Fri, 29 Apr 2005 05:16:28 GMT

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There is quite an increase in framerate with the third part nVidia drivers, mentioned in this thread, which are obtainable at <http://www.dhzeropoint.net>. I've noticed an average of about double the total frames per second on my machine...

Before, my framerate would always be around 45-55 frames per second, and never above 60. Now, my framerate rarely drops below 70, and is usually up around 90 to 120. My specs are P4 3.4GHz HT, GeForce FX5300 PCI-X, and 1 GB of RAM, if anyone's interested. Also note that I'm running Renegade at 800x600 with full details.

I was beginning to think that I just suck in picking out computer parts, since most games also got such crappy framerate for me, even with a quite decent setup. Now, I've come to realize just how much of a difference the drivers you use can make... even though I probably do still suck at picking out computer parts. Now pretty much all of my games get an expected framerate... except for Half Life 2, which still seems to get nasty fps. Of course, that game also takes about a minute to load levels, too... whereas loading levels on any other game is pretty much a snap of a finger (maybe two) and viola, it's loaded.

Subject: Minor problem...

Posted by [IRON FART](#) on Fri, 29 Apr 2005 05:47:20 GMT

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FX5300? With PCIE? Does that exist?

Subject: Minor problem...

Posted by [Kanezor](#) on Fri, 29 Apr 2005 06:12:50 GMT

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I dunno about retail, but mine came OEM. :\

http://www.powerspec.com/systems/system_specs.phtml?selection=9262 <-- my computer specs, plus 1 ATA/133 RAID PCI card, plus 1 ATA/133 250GB HD, replace the default 3.2GHz proc with a faster 3.4GHz proc.

gg. nasty price though..., but at the time i purchased it, i had ZERO time to go looking for the best prices around

Subject: Minor problem...

Posted by [icedog90](#) on Fri, 29 Apr 2005 06:24:17 GMT

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IRON FARTThat would explain it. Although I have a 128MB card, and the aperture is set to 256MB, so I don't see why there would be a shortage. Does Renegade use that much memory?

For one thing, we all know that the Geforce FX 5200 sucks. I have a Geforce FX 5600 with 256mb of video memory, and it's actually not that bad. I even run Half-Life 2 at an average of 30 FPS with maximum detail, 1024x768 resolution, and DirectX 8.1 (no, I did not guess the average FPS, I used Fraps to benchmark). Renegade easily tops above 100 FPS, with maximum detail on and 1024x768 resolution.

Never make your aperture size above 128mb, it's useless to do so. I forgot the reason why, but I read on a few sites about it and the reason was a very good reason. Change it back to 128mb.

EDIT: Find the reason here: <http://www.ocfaq.com/article.php/overclocking/vidcard/43>

And Kanezor, you payed way too much for that computer...

Subject: Minor problem...

Posted by [IRON FART](#) on Sat, 30 Apr 2005 21:25:12 GMT

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icedog90IRON FARTThat would explain it. Although I have a 128MB card, and the aperture is set

to 256MB, so I don't see why there would be a shortage. Does Renegade use that much memory?

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And Kanezor, you payed way too much for that computer...

I could really use a better card, but the 5200 is really impressing me. I'm sort of pushing it to the limits and it's handling well. New drivers, overclocked GPU + memory, overclocked CPU and various tweaks really make it run well. My PC is shit compared to the PCs of many of the people here, but it runs well for what it is.

Subject: Minor problem...

Posted by [icedog90](#) on Sun, 01 May 2005 02:00:56 GMT

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Well, as long as you're happy with it I guess you're fine, but I do suggest getting something like a 6800 around the end of this summer, it should get a lot cheaper by then.

Subject: Minor problem...

Posted by [jonwil](#) on Sun, 01 May 2005 11:10:32 GMT

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I actually ran renegade (including online play) with a GeForce 4 MX 440, 512MB system ram, Intel Pentium IV 2.40GHz CPU and Intel motherboard.

Although the graphics card has been replaced with a GeForce FX 5700LE

Subject: Minor problem...

Posted by [Sir Kane](#) on Sun, 01 May 2005 13:45:04 GMT

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I ran the game with an 1.5 GHz P4, 256 MB SDRAM and a geforce2 mx.

Subject: Minor problem...

Posted by [icedog90](#) on Sun, 01 May 2005 23:12:51 GMT

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The first days I played it was on a PC with 64mb of memory, a 500mhz Celeron and a 16mb video card. My FPS was 10 - 20, lol.

Subject: Minor problem...

Posted by [IRON FART](#) on Wed, 04 May 2005 04:51:55 GMT

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icedog90The first days I played it was on a PC with 64mb of memory, a 500mhz Celeron and a 16mb video card. My FPS was 10 - 20, lol.

Heh...10-20 FPS is pretty good for a system that bad.

Subject: Minor problem...

Posted by [Arsen](#) on Sun, 08 May 2005 13:08:16 GMT

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icedog90The first days I played it was on a PC with 64mb of memory, a 500mhz Celeron and a 16mb video card. My FPS was 10 - 20, lol. Do you mean 64mb left or for evrything? Because with that you wouldnt be able to fit C:/Drive as well as the game on there that alone enough room for the programs needed elsewhere.no offense but that computer was sh*t.

Subject: Minor problem...

Posted by [flyingfox](#) on Sun, 08 May 2005 22:20:50 GMT

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Page two.

no he meant 64 mb of system ram. the memory you are talking about is your hard disk memory, that should be at least 20 gigs.

hahah, 64mb of hard disk memory

Subject: Minor problem...

Posted by [Kanezor](#) on Mon, 09 May 2005 00:19:09 GMT

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Hey, I have a computer with a 1.2 GB drive. Try fitting Renegade and your OS on that thing...

Subject: Minor problem...

Posted by [archer427](#) on Sat, 28 May 2005 16:14:30 GMT

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dont make me laugh

i have a 486 with a 202mb drive and a 386 with an 83mb drive AND THE 486 BOOTS FROM
BUTTON TO FULLY LOADED IN UNDER 20 SECONDS

Subject: Minor problem...

Posted by [Kanezor](#) on Sat, 28 May 2005 18:06:59 GMT

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Well if you wanna go that route, I have a 4MB drive connected to my Mac Plus...

And it's SCSI, too! Mwuhahahahaha!
