Subject: Framerate in Renegade
Posted by rrutk on Thu, 31 Jul 2008 18:19:27 GMT
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Concerning the computer of my girlfriend:

She has an AMD Athlon 64 X2 Dual 2 GHz with a hugh amount of RAM. With a GeForce 8800
GTS (320 MB) she got in Renegade with newest scripts (= really old game, we all know, pimped
with some modern grafical effects through scripting) only about 40 Frames/second, most time
below this (25 FPS or lower)....
I guess, there is a big problem somewhere? Driver is a new one.

I got with the same grafical adapter and with a Core2Duo 1,87 GHz about 60-70 FPS, little bit
more or less, depending on situation.

All with 4x Alias. Shutting down the AA or the Shadows doesnt change something???

I mean, a 8800 GTS should deliver some more FPS with this old game?

Subject: Re: Framerate in Renegade
Posted by R315r4z0r on Thu, 31 Jul 2008 18:25:31 GMT
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Check the NVIDIA control panel. It may be set up in such a way that it is causing a performance
drop.

For example, she may have it set to duel monitor support, or have most graphics settings set to
quality and not performance.

Subject: Re: Framerate in Renegade
Posted by rrutk on Thu, 31 Jul 2008 18:49:18 GMT
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NVIDIA Panel is set to: decision at the application.

Dual view is deactivated.

But: it should show only one monitor (and not the second deactivated one), because there is no
plug inserted into the TV connector???

Subject: Re: Framerate in Renegade
Posted by cheesesoda on Thu, 31 Jul 2008 18:50:55 GMT

You might want to check the vsync, too. I had to disable that for my card because it would only let my games go as high as my refresh rate.

Subject: Re: Framerate in Renegade
Posted by rrutk on Thu, 31 Jul 2008 18:53:25 GMT

VSync: It's deactivated, of course. Refresh rate would be 60.

Subject: Re: Framerate in Renegade
Posted by saberhawk on Thu, 31 Jul 2008 19:05:25 GMT

rrutk wrote on Thu, 31 July 2008 13:19
I mean, a 8800 GTS should deliver some more FPS with this old game?

Nope, check what's running in the background; My bet is there's something using up the CPU overly (like perhaps Norton and friends). Renegade isn't GPU limited at all on most modern cards (6 series and above) so that 8800GTS is really spending most of it's time sitting around

Subject: Re: Framerate in Renegade
Posted by rrutk on Thu, 31 Jul 2008 19:10:35 GMT

No, I check and maintain the systems often...I hate Norton&Co

Ah, ok, so the CPU's are just to slow.

At the computer of my GF i now setted the adjustments to: "performance" instead of "application decision", there are now FPS about 60-70.

But a little bit poor too.

We have to buy some new CPU's, I guess.

What FPS do you have in Renegade?

Subject: Re: Framerate in Renegade
Posted by danpaul88 on Thu, 31 Jul 2008 19:17:04 GMT

I really doubt if you need a new CPU, the spec you posted above for her CPU (AMD Athlon 64 X2 Dual 2 GHz) is actually the same as my CPU, and I can run Renegade at a steady 70fps (my refresh rate) quite easily, with all graphics settings maxed out with scripts.dll 3.4.4.

Open task manager and look for ANYTHING that's using CPU time, and decide if you REALLY need it running while you are playing Renegade.

Subject: Re: Framerate in Renegade
Posted by cnc95fan on Thu, 31 Jul 2008 19:19:16 GMT

Anything above 60 FPS won't have an effect on gameplay anyway.

Subject: Re: Framerate in Renegade
Posted by Goztow on Thu, 31 Jul 2008 19:22:32 GMT

How many players server?

Subject: Re: Framerate in Renegade
Posted by rrutk on Thu, 31 Jul 2008 19:43:59 GMT

danpaul88 wrote on Thu, 31 July 2008 14:17Open task manager and look for ANYTHING that's using CPU time, and decide if you REALLY need it running while you are playing Renegade.

OK, I will try this.

Subject: Re: Framerate in Renegade
Posted by rrutk on Thu, 31 Jul 2008 19:44:47 GMT

Goztow wrote on Thu, 31 July 2008 20:22How many players server?

About 50.

Subject: Re: Framerate in Renegade
Posted by Goztow on Thu, 31 Jul 2008 20:18:23 GMT
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rrutk wrote on Thu, 31 July 2008 21:44Goztow wrote on Thu, 31 July 2008 20:22How many players server?

About 50.

Well, that explains.

Subject: Re: Framerate in Renegade
Posted by Starbuzzz on Thu, 31 Jul 2008 20:21:30 GMT
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lol Gozy...yeah you get frame drops on very large servers. Try playing in a smaller server and try to see if FPS drops or not.

also press F8 --> type "FPS" so it shows all your FPS info on the right side...

Subject: Re: Framerate in Renegade
Posted by CarrierII on Thu, 31 Jul 2008 20:57:29 GMT
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I can get a solid 60 FPS with a Radeon HD 2600 and a Q6600 (Quad core @ 2.4 ish Ghz) but I have no AA on.

Subject: Re: Framerate in Renegade
Posted by rrutk on Fri, 01 Aug 2008 12:34:00 GMT
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danpaul88 wrote on Thu, 31 July 2008 14:17I really doubt if you need a new CPU, the spec you posted above for her CPU (AMD Athlon 64 X2 Dual 2 GHz) is actually the same as my CPU, and I can run Renegade at a steady 70fps (my refresh rate) quite easily, with all graphics settings maxed out with scripts.dll 3.4.4.

Open task manager and look for ANYTHING that's using CPU time, and decide if you REALLY need it running while you are playing Renegade.

Yup, there was additionally a "camoflaged" CPU killer on my GF's computer: some media share service from media player 11, which caused unconstantly but high cpu usage.

Subject: Re: Framerate in Renegade
Posted by CarrierII on Fri, 01 Aug 2008 14:43:58 GMT

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That network media service is a terrible program. Simply sharing a drive over the network containing the media files works better.

Subject: Re: Framerate in Renegade
Posted by Romaner on Fri, 01 Aug 2008 15:41:56 GMT

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i have 5200x2 amd 2.5ghz*2 cpu, 4 gigs of ram at 800mhz, and an 8800gt superclocked vid card.

running on win vista, and playing ren on 50 people server it stays at 60 the whole time, since 60 is the most my lcd monitor can take. so im guessing i could easily get higher fps if i had a crt monitor.

well atleast it used to be like that till my 8800gt died last week... now im stuck with 8500gt while i am doing the whole RMA thing

Subject: Re: Framerate in Renegade
Posted by Muad Dib15 on Fri, 01 Aug 2008 23:38:50 GMT

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XP

Nvidia GeForce 6800 GT

1GB RAM

FPS: Single player missions 110 to 85. Noobless 28 person server about 40 to 5 depending if the lag printer is on.

Pentium 4 CPU

It's amazing what a new video card can do.

Subject: Re: Framerate in Renegade
Posted by havoc9826 on Sat, 02 Aug 2008 01:59:16 GMT

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Muad Dib15 wrote on Fri, 01 August 2008 16:38XP

Nvidia GeForce 6800 GT

1GB RAM

FPS: Single player missions 110 to 85. Noobless 28 person server about 40 to 5 depending if the lag printer is on.

Pentium 4 CPU

It's amazing what a new video card can do.
WTF, why did you steal my computer?

Edit: oops, I just remembered that I have 2 GB of RAM (4x 512MB), not 1 GB. Otherwise, same stuff unless my 3.2 GHz P4 is faster than yours.

Subject: Re: Framerate in Renegade
Posted by nopol10 on Sat, 02 Aug 2008 03:33:55 GMT
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My 8800GT + 1.86GHz Core 2 Duo + 2Gb runs Renegade at 30-60 fps on high traffic servers with 16xQ AA. And its on Vista.

Subject: Re: Framerate in Renegade
Posted by terminator 101 on Sat, 02 Aug 2008 07:20:43 GMT
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Sorry to Hijack this thread, but I am experiencing frame rate issues as well.
Specs: 3 years old Laptop, 1.5GHz Intel Celeron M 270, with Intel 915GMA video card.
My games used to run fine(excluding Renegade of course), but now I get frame rate drops in just about every game I have: Soldier Of Fortune 2, Aliens VS Predator, ...

I have increased the Virtual Memory, which helped me to get more FPS, but the frame rate drops keep happening at almost regular intervals in every game.
Also, when I watch streaming or high resolution videos, frame rate suffers as well.

I tried everything I could think of: System Mechanic 7, Three registry Fixing Programs, Turning off as many tasks as possible, Three adware programs. The only things left that I can think of are trying another Anti-virus program (in case one anti-virus program is not enough), and re-installing Video Card drives.
Could you people provide any more help?

Subject: Re: Framerate in Renegade
Posted by Goztow on Sat, 02 Aug 2008 07:50:41 GMT

Terminator, did you try a format and windows reinstall? If you never did it for over 3 years, then this may actually help your laptop run faster.

Subject: Re: Framerate in Renegade
Posted by danpaul88 on Sat, 02 Aug 2008 09:03:36 GMT

Try looking for any programs that are doing things on the same regular basis as your frame drops are occurring, if the system is busy doing something else then it has less time for Renegade, and therefore you get less frames rendered in that period.

A handy tool for this would be Process Explorer from sys internals, which also shows you disk I/O activity by processes, as well as a CPU usage history per-process.

Subject: Re: Framerate in Renegade
Posted by Caveman on Sat, 02 Aug 2008 13:05:30 GMT

Even though ProcEX is made of ultimate win, a 3 year old celeron CPU and stock onboard GPU just isn't gonna be enough. If you haven't formatted within 3years then do as Gozy suggested. 3 years of installed programs and whatnot doesn't help. But it really boils down to your lappy just doesn't have any bollocks in it.

Subject: Re: Framerate in Renegade
Posted by Chuck Norris on Sat, 02 Aug 2008 23:01:37 GMT

havoc9826 wrote on Fri, 01 August 2008 21:59Muad Dib15 wrote on Fri, 01 August 2008 16:38XP

Nvidia GeForce 6800 GT

1GB RAM

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Pentium 4 CPU

It's amazing what a new video card can do.
WTF, why did you steal my computer?

Edit: oops, I just remembered that I have 2 GB of RAM (4x 512MB), not 1 GB. Otherwise, same

stuff unless my 3.2 GHz P4 is faster than yours.That's almost the same as my old computer too. A Pentium 4 2.8GHz (it was a Northwood, not the much hotter, slightly slower Prescott), 1GB RAM (4x256MB), and a 6800GS (modified into an Ultra, as it was the AGP version). The video card and RAM were more than enough, but in larger servers, the CPU lags it a bit.

My new PC is fast enough to let me find out that the Renegade engine apparently maxes out at 512FPS (was gotten in-game, not just the menu). In reality, I get about 180+FPS in small servers, ~120FPS in medium servers, and barely drop below ~80FPS. Unless it's a very large server with alot going on, then maybe it gets to ~60FPS at worse. I play at 100Hz (1600x1200), so that's all the FPS I really get so it's basically constant 100FPS, but I usually play with v-sync off (slightly noticeable tearing, but it seems slightly faster and slightly more fluid).

As for FPS issues, I've found it's either something in the background taking CPU cycles, or a weak CPU period, which would cause it to run slow. Renegade's old, but it does need more CPU power than anything else.

Subject: Re: Framerate in Renegade
Posted by Caveman on Sat, 02 Aug 2008 23:08:35 GMT
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Chuck Norris wrote on Sun, 03 August 2008 00:01havoc9826 wrote on Fri, 01 August 2008 21:59Muad Dib15 wrote on Fri, 01 August 2008 16:38XP

Nvidia GeForce 6800 GT

1GB RAM

FPS: Single player missions 110 to 85. Noobless 28 person server about 40 to 5 depending if the lag printer is on.

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As for FPS issues, I've found it's either something in the background taking CPU cycles, or a weak CPU period, which would cause it to run slow. Renegade's old, but it does need more CPU power than anything else.

As I said.. a 1.5Ghz Celeron CPU with stock onboard graphics just doesn't have any bollocks in it.

Subject: Re: Framerate in Renegade
Posted by Chuck Norris on Sun, 03 Aug 2008 02:51:11 GMT
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Caveman wrote on Sat, 02 August 2008 19:08Chuck Norris wrote on Sun, 03 August 2008 00:01As for FPS issues, I've found it's either something in the background taking CPU cycles, or a weak CPU period, which would cause it to run slow. Renegade's old, but it does need more CPU power than anything else.As I said.. a 1.5Ghz Celeron CPU with stock onboard graphics just doesn't have any bollocks in it.I was just commenting in general with my last comment, not specifically saying why the one with the slow game problems was having them.

To answer though, let's hold up for a minute and not just make assumptions on a name and number. This is a Celeron M here, not a traditional Celeron. The former is far better. The Celeron M (and Pentium M) are not based on the Netburst architecture, but on the Banias/Dothan core, which was Intel's attempt at a better architecture, and it was based on the Pentium III (it sits between a Pentium 4 and Core Duo/Core 2 Duo, in other words). Yeah, it's still a Celeron, and yeah, it has a lower frequency, but don't just assume something because of the name. The Celeron M and Pentium M were "okay", certainly enough for Renegade. I think it's the onboard video that's more at fault here.

Subject: Re: Framerate in Renegade
Posted by rrutk on Sun, 03 Aug 2008 18:56:10 GMT
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Chuck Norris wrote on Sat, 02 August 2008 18:01My new PC is fast enough to let me find out that the Renegade engine apparently maxes out at 512FPS (was gotten in-game, not just the menu). In reality, I get about 180+FPS in small servers, ~120FPS in medium servers, and barely drop below ~80FPS. Unless it's a very large server with alot going on, then maybe it gets to ~60FPS at worse. I play at 100Hz (1600x1200), so that's all the FPS I really get so it's basically constant 100FPS, but I usually play with v-sync off (slightly noticeable tearing, but it seems slightly faster and slightly more fluid).

Nice Framerate.... *dream*

Subject: Re: Framerate in Renegade
Posted by terminator 101 on Mon, 04 Aug 2008 22:05:47 GMT
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Goztow wrote on Sat, 02 August 2008 03:50Terminator, did you try a format and windows reinstall? If you never did it for over 3 years, then this may actually help your laptop run faster. Yes I did, about two months ago. Perhaps I should do it again.

Maybe this could be the problem: The hard disk stores factory computer image. After I did a reformat, I used the stored image to put the computer into the state that is was at when I first

turned it on. I then changed the main HDD partition into NTFS. Could that be the problem?