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Subject: "Performance enhancements"

Posted by [GEORGE ZIMMER](#) on Wed, 23 Sep 2009 13:33:21 GMT

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So I was wondering, about how much is performance in TT enhanced? As far as I know, Renegade uses alot more CPU than RAM... will it make more use of additional RAM, aswell as other newer technologies? I'd like to know, as this could help with low FPS problems on high-graphics mods such as Reborn and rp2.

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Subject: Re: "Performance enhancements"

Posted by [saberhawk](#) on Wed, 23 Sep 2009 14:49:26 GMT

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The performance is enhanced by exactly 42.

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Subject: Re: "Performance enhancements"

Posted by [StealthEye](#) on Wed, 23 Sep 2009 15:45:14 GMT

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There's no real use for using more memory (=RAM). As long as it's not needed, there's no gain in using more. Don't expect miracles from the performance enhancements, it's still the same engine so it's still CPU hungry and single threaded. Most performance improvements I know of are to make it a little more constant; ie. less lag spikes. That applies mostly to netcode, I can't say much about the graphics parts, as that's not my area.

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Subject: Re: "Performance enhancements"

Posted by [Jerad2142](#) on Wed, 07 Oct 2009 18:04:39 GMT

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Saberhawk wrote on Wed, 23 September 2009 08:49The performance is enhanced by exactly 42. Excellent, I was expecting 39, this has by far exceeded my expectations, great work Saberhawk.

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Subject: Re: "Performance enhancements"

Posted by [archerman](#) on Fri, 09 Oct 2009 21:59:11 GMT

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Saberhawk wrote on Wed, 23 September 2009 17:49The performance is enhanced by exactly 42. how did you calculate that?

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Subject: Re: "Performance enhancements"

Posted by [StealthEye](#) on Sat, 10 Oct 2009 08:49:12 GMT

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We used google.

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Subject: Re: "Performance enhancements"

Posted by [Jerad2142](#) on Tue, 20 Oct 2009 17:21:23 GMT

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StealthEye wrote on Sat, 10 October 2009 02:49We used google.

Ah scat, well all of a sudden I'm not so sure about your answer, google has a nasty habit of returning too broad of a result when it goes looking for something.

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