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Subject: Game slowdown--is it my performance settings?

Posted by [HTDana](#) on Wed, 02 Apr 2003 18:33:06 GMT

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Hi:

For curiosity's sake, I tried setting my performance levels to high. Now, although it's cool to see snow and dust clouds at my feet, I've noticed my system get seriously constipated during flank rushes. Is that a graphics issue (implying that I should go back to my medium performance setting) or is it simply a mess caused by too many flanks and too much rendered flame in one screen? Either way, I know I'm going to reduce my settings.

BTW, I have a 1.4 ghz Athlon PC with 256 MB of DDRAM (or whatever it is that isn't pokey SDRAM). My video card is an NVIDIA GF2 MX 400 (64MB), I think. I'm not at home, so I have to go on memory here...

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Subject: Game slowdown--is it my performance settings?

Posted by [Homey](#) on Wed, 02 Apr 2003 21:09:00 GMT

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You can also try different resolutions. If its necessary to have it at max quality try expert mode and select what quality you want specific things at. Also you can run in windowed mode.

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Subject: Game slowdown--is it my performance settings?

Posted by [HTDana](#) on Wed, 02 Apr 2003 21:17:39 GMT

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Thanks for the suggestions, Homey. I switched to windowed mode a week ago, so that's outside the picture (so to speak). I'll toy with my options, but I'd rather not test my limitations during a flank rush--unless I'm on Nod. It really sucks to lose your base because things sl-o-o-o-o-o-w d-o-ow-w-w-n-n.

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Subject: Game slowdown--is it my performance settings?

Posted by [Homey](#) on Wed, 02 Apr 2003 22:12:11 GMT

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Flames cause a major slow down, especially in max quality. i get about 20fps in a 50player. If i run max graphics and buy flame guy in 1 player game and hit building in 3rdp erson i go as low as 10fps so flames cause low fps

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Subject: Game slowdown--is it my performance settings?

Posted by [Ren Sizzlefab](#) on Thu, 03 Apr 2003 00:07:37 GMT

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I've noticed that the particle effects setting seems to cause heaps of slowdown. I turn that and shadows right down, and leave the rest at full, and get very little slowdown. And I've got almost the same rig as Dana, Athlon 1800, GF4 MX400, 256MB RAM.

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