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Subject: Renegade Alert HUD Update: Radar  
Posted by [icedog90](#) on Tue, 05 Oct 2004 23:18:42 GMT  
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AircraftkillerhtmlgodI think that's a pretty good idea, but with all the other expansions on the original game (IE increased polygon counts, larger textures), I'm starting to get a bit worried about performance of the game. I've already heard a lot of people say that their computers perform worse in Renalert than they do in renegade.

And? The system specifications were raised 40%, you shouldn't be running on a god damned TNT card anymore with just 128 MB of RAM.

To get a good gaming experience in RA, the minimum requirements are a 1.25 GHz processor, Intel or AMD, with a graphics card that carries at least 64 MB of RAM and is above the level of a GeForce 4 MX. You'll also want at least 256 MB of RAM. If you don't meet those requirements, you're probably going to have framerate problems.

I run fine with 512 MB of DDR, FX 5200 graphics, and a 2.8 GHz Intel Pentium 4 processor.

He has a Radeon 9800 Pro, not a TNT, just in case you meant he has one.

I run fine too, but it does indeed run quite slower than Renegade. I have 512MB DDR, FX 5600 256mb, and an Athlon XP 2600+ (2.1ghz).

I was told you don't add VIS your levels, was that person wrong?

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