
Subject: Multiplayer : Load times *EXTREMELY* Excessive

Posted by [mildaine](#) on Fri, 07 Jan 2005 05:56:03 GMT

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Allright. Here's the deal.

Renegade has extremely long loading times for levels. Loading times are in excess of 3-5 minutes. When I had switched to windows to my task manager to monitor memory usage; I noticed the game seems to never use more than 80mb of main memory. Occasionally during play, the game will us up to 90mb of main memory. This doesn't make sense; I have 512mb of PC3200. Amount of free physiical ram is roughly 250-300mb when running idle on desktop. What I don't understand is why renegade chooses not to use more memory than the minimum running specification (96mb). Wether this is a problem that resides in the programming, or my drivers, or even windows - I have no idea where to start looking.

I have searched all over the forums for similar problems; and I have come across a few people with the exact same problem, yet no viable solution has been brought to light.

I am quite sure that it is not related to the hardware or the hardware controlling it (Direct SATA, SCSI PCI card, or otherwise). However; I do suspect it may be a problem with how Renegade manages main memory, or on the other side of the spectrum - it may also be Windows XP interfering with some of the functions the game requires.

My system specs :

iBASE MB870 Pentium 4 Mini-ITX

ATi RS300m Integrated Radeon 9180 8X AGP 64mb

ATi IXP150 Integrated SATA Controller

RealTek LAN NIC Integrated

RealTek Audio Integrated

Seagate SATA 120GB "Barricuda"

512mb PC3200; 2.5 CL, 64mb Shared for UMA frame buffer (454 mb available for main memory)

Windows XP Professional SP2 & All security updates.

Bare minimum amount of TSR's loaded in background.

If anyone may have some insight to this problem, I would greatly appreciate the feedback. Positive suggestions only please.

Thank you.
