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Subject: Multiplayer : Load times \*EXTREMELY\* Excessive

Posted by [mildaine](#) on Sat, 08 Jan 2005 02:22:42 GMT

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Uh .. right. Well, It just happens to be that the SCSI controller is in the south bridge integrated. (150mhz). However, the RAID / SCSI mode does function in IDE, if only I had two ide slots. Refer to the manufacturer's webpage for iBASE MB870 motherboard if your interested. I do not use a traditional PCI card; and it wouldn't really make much sense if I did, since the drive is designed only to operate at one interface speed : 150mhz. (300mbit/s)

Yes, my hard drive is SCSI based. But what I failed to tell you is that I my hard drive is an SATA drive, and it cannot run RAID mode while SCSI mode is enabled. There is only the option for either or, but not both. If RAID mode is enabled, my system will not detect the SATA drive at all.

To put this perspective for you; it is not the hardware; or the settings in bios. Even if RAID mode was enabled and I did have a second SATA drive, it would not slow the game down one bit. RAID is just as fast as a single drive than redundant drives. The rest of the computer has no idea that there are two hard drives simply because RAID has one rule : There 's no asynchronous mode. The drives operate as one device; and share the exact same I/O resources, except within the controller itself of course. It kinda defeats the purpose of RAID if there was.

Whatever problems you were getting was not hardware related, rather, the way the game was interacting with Windows and it's resources.

A virus? I don' think so. I did a scan just after you suggested it, however.

All my other games run perfecetly fine, so does the rest of the system.

I've never known any video game to directly access hardware on it's own, ESPECIALLY since API's Like DirectX do this for you nowadays (Saving video game developers alot of time and resources on developing their own API)

I can assure you, the problem isn't with the hardware. It's software related.

And im betting that it's how Renegade is trying to tell the core how to read the game data.

Thanks for the input... Appreciate your help =)

Anyone else have any brilliant ideas?

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