
Subject: Renegade Main Memory Usage

Posted by [mildaine](#) on Sun, 09 Jan 2005 05:01:51 GMT

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I've noticed something strange .. Renegade's self generated sysinfo.txt reveals that somehow my processor has NO L2 cache, yet Everest XP reports it enabled.. Bios also reports it is enabled..

In addition, the "Loadtime" at the bottom of the screen shows 0 .. funny, shouldn't it say like 300 some odd seconds because levels for me take 3-5 minutes to load ?

Here's the report.

Computer name: MB870

User name: Mildaine

Operating System: Windows NT

Operating system version 5.1

Operating system build: 0.0.2600

OS-Info: Service Pack 2

Processor: Intel(R) Celeron(R) CPU 2.40GHz

Clock speed: ~2392MHz

Processor type: Original OEM

Total physical memory: 446Mb

Available physical memory: 310Mb

Total page file size: 1054Mb

Total available page file size: 926Mb

Total virtual memory: 2047Mb

Available virtual memory: 2008Mb

CPUID: Yes

RDTSC: Yes

CMOV: Yes

MMX: Yes

SSE: Yes

SSE2: Yes

3DNow!: No

Extended 3DNow!: No

CPU Feature bits: 0xbfebfbff

Ext. CPU Feature bits: 0x0

L1 Data Cache: 64 byte cache lines, 4 way set associative, 8k

L1 Instruction Cache: None

L1 Instruction Trace Cache: 0 way set associative, 0k μ OPs

L2 cache: None

Video Card: ATI MOBILITY RADEON 9000 IGP Series

Driver: ati2dvag.dll

Product=6, Version=14, SubVersion=10, Build=6414
Video Card Chip Vendor: ATI
Type of chip: Unknown ATI Device
Vendor id: 0x1002
Device id: 0x5835
SubSys id: 0x58341002
Revision: 0
GUID = {0xd7b71ee2, 0x1b75, 0x11cf}, {0xbc, 0x6a, 0x3e, 0x78, 0xa1, 0xc2, 0xcb, 0x35}
Hardware T&L support: Yes
NPatch support: No
ZBias support: Yes
Gamma support: Yes
Anisotropic filtering support: No
Supports texture format: A8R8G8B8
Supports texture format: X8R8G8B8
Supports texture format: R5G6B5
Supports texture format: X1R5G5B5
Supports texture format: A1R5G5B5
Supports texture format: A4R4G4B4
Supports texture format: R3G3B2
Supports texture format: L8
Supports texture format: A8L8
Supports texture format: U8V8
Supports texture format: L6V5U5
Supports texture format: X8L8V8U8
Supports texture format: DXT1
Supports texture format: DXT2
Supports texture format: DXT3
Supports texture format: DXT4
Supports texture format: DXT5
Supports render-to-texture format: A8R8G8B8
Supports render-to-texture format: X8R8G8B8
Supports render-to-texture format: R5G6B5
Supports render-to-texture format: X1R5G5B5
Supports render-to-texture format: A1R5G5B5
Supports render-to-texture format: A4R4G4B4
Texture compression support: Yes
Bumpmap support: Yes
Bumpmap luminance support: Yes
Vertex shader version: 1.1, pixel shader version: 1.4
Driver version status: Unknown
Max textures per pass: 6

Compact tab-delimited version:

300 WINXP 2600 Intel 2392 447 bfebfbf 0 ATI Unknown ATI
Device 6414 100 100 0 0 0 0 2 0 0 0 1 640 480 16 0 0.0
Dynamic LOD budget: 100
Static LOD budget: 100

Shadow Mode: None
Dynamic Shadows: Off
Static Shadows: Off
Prelit Mode: Vertex
Texture Resolution: 2
Surface Effects (0-2): 0
Particle Detail(0-2): 0
Texture Filter Mode: Bilinear
Screen UV Bias: Enabled
NPatch level: Not supported
Display mode: 640 * 480, 16 bits Fullscreen

Sound device:
Sound effects: Enabled
Sound effects volume: 0.37
Music: Enabled
Music volume: 0.31

Ten latest levels played:

#	Build	Level	Length	MinFPS	MaxFPS	AvgFPS	LoadTime	Status
1.	1.37	C&C_Walls_Flying	32:41	0	51	32.9	0	OK
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								

Any help is appreciated !
