

---

Subject: Minor problem...

Posted by [IRON FART](#) on Sat, 30 Apr 2005 21:25:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

icedog90IRON FARTThat would explain it. Although I have a 128MB card, and the aperture is set to 256MB, so I don't see why there would be a shortage. Does Renegade use that much memory?

For one thing, we all know that the Geforce FX 5200 sucks. I have a Geforce FX 5600 with 256mb of video memory, and it's actually not that bad. I even run Half-Life 2 at an average of 30 FPS with maximum detail, 1024x768 resolution, and DirectX 8.1 (no, I did not guess the average FPS, I used Fraps to benchmark). Renegade easily tops above 100 FPS, with maximum detail on and 1024x768 resolution.

Never make your aperture size above 128mb, it's useless to do so. I forgot the reason why, but I read on a few sites about it and the reason was a very good reason. Change it back to 128mb.

EDIT: Find the reason here: <http://www.ocfaq.com/article.php/overclocking/vidcard/43>

And Kanezor, you payed way too much for that computer...

I could really use a better card, but the 5200 is really impressing me. I'm sort of pushing it to the limits and it's handling well. New drivers, overclocked GPU + memory, overclocked CPU and various tweaks really make it run well. My PC is shit compared to the PCs of many of the people here, but it runs well for what it is.

---