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Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Thu, 22 Jun 2006 01:19:00 GMT

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EA-DamageEverything wrote on Wed, 21 June 2006 18:29Dead Dave wrote on Mon, 19 June 2006 06:43I tested this patch out for a bit on my XFX GeForce FX5200. With Anti Aliasing 4x and Antistropic Filtering 8x enabled I got 130 FPS.

Before I installed the patch I used to only get 80 FPS with Anti Aliasing and Antistropic Filtering disabled.OMFG (I must write it this time)=

I have an Intel Pentium4 with 2,4Ghz / 1GB real good GSkill Ram and the FX5200. And I want to know what kind of CPU do you use? The fps values you've posted are in some Areas of a Nvidia 6600GT!

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To stop those questions about Videocards which are supporting DX9=

Nvidia= Geforce 5 (FX), Geforce 6 and Geforce 7 up to 7900GTX  
ATI= Radeon 9000 series, all X000 series, all X1000series and higher up to X1900XTX (The Radeon 8500 does NOT support DX9), it supports DX8.1!)

So this means, the minimum Hardware is a Radeon 9200 or FX5200. Below, there is ZERO DirectX9 Hardware Support present.

And don't forget, Renegade is coded in DirectX, so a better CPU is more important than a better Videocard. A faster Videocard with more Speed is good for keeping your FPS constanly at the average Level when big rushes will come. A faster CPU will increase the average FPS...

Is your video card the "NVIDIA" FX5200 or the "XFX" FX 5200?

Quote:I have an Intel Pentium4 with 2,4Ghz / 1GB real good GSkill Ram and the FX5200.

I have an Intel Pentium 4 3Ghz, with 1GB of Corsair XMS Gaming RAM, and the XFX FX 5200.

And you have to take into account, it isn't just the performance ratings of your hardware that matter. There are other factors to take into consideration as well. Your computers health is the biggest part. Things like your hard drive being extremely fragmented, your RAM being fragmented, your hard drive having low memory, having alot of useless processes running, viruses, spyware, malware, adware, ect. There are alot of factors besides hardware that matters.

Also, in a previous post, I said I did not test it during online play, I only tested it in multiplayer practice. I had Vsync disabled as well.

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