havoc9826 wrote on Fri, 01 August 2008 21:59Muad Dib15 wrote on Fri, 01 August 2008 16:38XP

Nvidia GeForce 6800 GT

1GB RAM

FPS: Single player missions 110 to 85. Noobless 28 person server about 40 to 5 depending if the lag printer is on.

Pentium 4 CPU

It's amazing what a new video card can do.
WTF, why did you steal my computer?

Edit: oops, I just remembered that I have 2 GB of RAM (4x 512MB), not 1 GB. Otherwise, same stuff unless my 3.2 GHz P4 is faster than yours.That's almost the same as my old computer too. A Pentium 4 2.8GHz (it was a Northwood, not the much hotter, slightly slower Prescott), 1GB RAM (4x256MB), and a 6800GS (modified into an Ultra, as it was the AGP version). The video card and RAM were more than enough, but in larger servers, the CPU lags it a bit.

My new PC is fast enough to let me find out that the Renegade engine apparently maxes out at 512FPS (was gotten in-game, not just the menu). In reality, I get about 180+FPS in small servers, ~120FPS in medium servers, and barely drop below ~80FPS. Unless it's a very large server with alot going on, then maybe it gets to ~60FPS at worse. I play at 100Hz (1600x1200), so that's all the FPS I really get so it's basically constant 100FPS, but I usually play with v-sync off (slightly noticeable tearing, but it seems slightly faster and slightly more fluid).

As for FPS issues, I've found it's either something in the background taking CPU cycles, or a weak CPU period, which would cause it to run slow. Renegade's old, but it does need more CPU power than anything else.