Subject: Poor performance in online play
Posted by dub zomby on Fri, 13 Feb 2009 19:47:33 GMT
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so the old computer i used to play ren on gave up completely and i installed it on my vista laptop. whilst I managed to correctly install it (apart from the shared internet components, which don't seem to have worked), the game performs unplayably badly in online play (I've been using renip to connect to the n00bstories server, I don't have the ip for any others). fps is generally around 20, 15 when lots of stuff is onscreen and 5 when anybody starts shooting. this is with the lowest detail settings for everything.

the laptop has a dual processer running at 1.6ghz and the graphics card is a mobile Intel 945 Express, updated with the latest drivers, running DX10. RAM is 1014Mb (according to dxdiag). i feel this should be easily enough for decent performance in ren, and in fact campaign and multiplayer practice run fine even at higher detail levels.

i tried that RenD3D9 thing but if anything fps only got worse.

the server was full when i was trying to play so i'm wondering if the problem is just to do with the numbers in the server, but if anyone could shed any light on improving performance, i'd be very grateful.