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Subject: OT: RAM Speed

Posted by [mrpirate](#) on Sat, 17 Jan 2004 16:08:09 GMT

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DDR SDRAM sends and receives data twice per clock cycle. So, while PC-133 SDRAM and PC-2100 DDR both work at 133 MHz, the DDR has twice the bandwidth. The reason you're experiencing slow-down in larger games is the SDRAM. Its low bandwidth limits the CPU's ability to calculate everything happening in a larger game. Also, since the 9200SE only has a 64-bit memory bus, try running texture detail as low as possible, that should make things run a bit faster.

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