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Subject: snipesimo

Posted by [mripirate](#) on Wed, 24 Mar 2004 20:13:41 GMT

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AircraftkillermripirateAGP speed is irrelevant, since Renegade does not use nearly enough video memory on textures for it to be an issue. Tanks will kill your computer if you've got a Celeron, since the CPU is in charge of the physics of the game. Anyway, AGP 8x is only 1-3% faster than AGP 4x.

You sure about this? Each texture for vehicles is usually 512x512. That's a fair bit of space when most cards have 32-128 MB of memory.

Furthermore, the terrain textures are 64x64, 128x128, or 256x256. Some rare cases have 512x512. Renegade uses over 35 textures for just the structure exteriors. Then the interiors use around 40-50 different ones. Plus the soldiers, who are normally at 256x256, the sky which is 512x512, fog emulation, vis rendering, etc...

It does use a lot of texture memory.

Am I sure? Yes. It uses enough memory for 8x AGP to help with a 32 MB, or maybe even 64 MB card. However, cards like that don't exist, to the best of my knowledge. I read something once, where they ran several modern games at 4x AGP and then at 8x AGP, and the performance difference was 1-3%, like I said.

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