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Subject: Can RG cause graphics problems?

Posted by [flyingfox](#) on Tue, 13 Apr 2004 23:44:35 GMT

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Have you tried turning on vertical sync? I know this may seem pointless, but this post brought me to mind about it.

Quote:All that is happening is your graphics card is rendering the scene after you are in it, instead of before you are in.

edit: From the reply below mine, you could turn off the swap file to help. You have over a thousand megs of RAM, which is more than enough. A guy on techtv said you need more than 512mb.

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