
Subject: Renegade Main Memory Usage

Posted by [mildaine](#) on Sun, 09 Jan 2005 04:55:45 GMT

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I need a favor from anyone if they have a few minutes.. preferably people who have 512mb of ram, and windows XP. Im trying to solve a problem with renegade and my memory.

Next time you are in a multiplayer game, switch to windows to check how much memory it uses after the level is loaded and the game has started. Post your results here.

On average, renegade uses 60-85mb of main memory on my computer, and even though I have 512mb of ram, the loading time for the levels takes 3-5 minutes (more like I had only 96mb of ram ..). I gotta figure this out, and if I can nail the problem down to something specific, I can get the appropriate help i need to fix this =)

Thanks ...

- Mildaine

Subject: Renegade Main Memory Usage

Posted by [mildaine](#) on Sun, 09 Jan 2005 05:01:51 GMT

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I've noticed something strange .. Renegade's self generated sysinfo.txt reveals that somehow my processor has NO L2 cache, yet Everest XP reports it enabled.. Bios also reports it is enabled..

In addition, the "Loadtime" at the bottom of the screen shows 0 .. funny, shouldn't it say like 300 some odd seconds because levels for me take 3-5 minutes to load ?

Here's the report.

Computer name: MB870

User name: Mildaine

Operating System: Windows NT

Operating system version 5.1

Operating system build: 0.0.2600

OS-Info: Service Pack 2

Processor: Intel(R) Celeron(R) CPU 2.40GHz

Clock speed: ~2392MHz

Processor type: Original OEM

Total physical memory: 446Mb

Available physical memory: 310Mb

Total page file size: 1054Mb

Total available page file size: 926Mb

Total virtual memory: 2047Mb

Available virtual memory: 2008Mb

CPUID: Yes
RDTSC: Yes
CMOV: Yes
MMX: Yes
SSE: Yes
SSE2: Yes
3DNow!: No
Extended 3DNow!: No
CPU Feature bits: 0xbfefbff
Ext. CPU Feature bits: 0x0

L1 Data Cache: 64 byte cache lines, 4 way set associative, 8k
L1 Instruction Cache: None
L1 Instruction Trace Cache: 0 way set associative, 0k μ OPs
L2 cache: None

Video Card: ATI MOBILITY RADEON 9000 IGP Series
Driver: ati2dvag.dll
Product=6, Version=14, SubVersion=10, Build=6414
Video Card Chip Vendor: ATI
Type of chip: Unknown ATI Device
Vendor id: 0x1002
Device id: 0x5835
SubSys id: 0x58341002
Revision: 0
GUID = {0xd7b71ee2, 0x1b75, 0x11cf}, {0xbc, 0x6a, 0x3e, 0x78, 0xa1, 0xc2, 0xcb, 0x35}
Hardware T&L support: Yes
NPatch support: No
ZBias support: Yes
Gamma support: Yes
Anisotropic filtering support: No
Supports texture format: A8R8G8B8
Supports texture format: X8R8G8B8
Supports texture format: R5G6B5
Supports texture format: X1R5G5B5
Supports texture format: A1R5G5B5
Supports texture format: A4R4G4B4
Supports texture format: R3G3B2
Supports texture format: L8
Supports texture format: A8L8
Supports texture format: U8V8
Supports texture format: L6V5U5
Supports texture format: X8L8V8U8
Supports texture format: DXT1
Supports texture format: DXT2
Supports texture format: DXT3

Supports texture format: DXT4
Supports texture format: DXT5
Supports render-to-texture format: A8R8G8B8
Supports render-to-texture format: X8R8G8B8
Supports render-to-texture format: R5G6B5
Supports render-to-texture format: X1R5G5B5
Supports render-to-texture format: A1R5G5B5
Supports render-to-texture format: A4R4G4B4
Texture compression support: Yes
Bumpmap support: Yes
Bumpmap luminance support: Yes
Vertex shader version: 1.1, pixel shader version: 1.4
Driver version status: Unknown
Max textures per pass: 6

Compact tab-delimited version:

300 WINXP 2600 Intel 2392 447 bfebfbff 0 ATI Unknown ATI

Device 6414 100 100 0 0 0 0 2 0 0 0 1 640 480 16 0 0.0

Dynamic LOD budget: 100

Static LOD budget: 100

Shadow Mode: None

Dynamic Shadows: Off

Static Shadows: Off

Prelit Mode: Vertex

Texture Resolution: 2

Surface Effects (0-2): 0

Particle Detail(0-2): 0

Texture Filter Mode: Bilinear

Screen UV Bias: Enabled

NPatch level: Not supported

Display mode: 640 * 480, 16 bits Fullscreen

Sound device:

Sound effects: Enabled

Sound effects volume: 0.37

Music: Enabled

Music volume: 0.31

Ten latest levels played:

#	Build	Level	Length	MinFPS	MaxFPS	AvgFPS	LoadTime	Status
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1.	1.37	C&C_Walls_Flying	32:41	0	51	32.9	0	OK
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2.

3.

4.

5.

6.

7.

8.

- 9.
- 10.

Any help is appreciated !

Subject: Renegade Main Memory Usage
Posted by [Deathgod](#) on Wed, 12 Jan 2005 00:31:25 GMT
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You have a radeon mobility in a desktop??

Subject: Renegade Main Memory Usage
Posted by [JPNOD](#) on Wed, 12 Jan 2005 18:04:06 GMT
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ATI made some chipstes for p4/celeron
he probly has a integrated gfx. (doesnt have to be a laptop)
if u have the celeron northwood.
they only have like 8 l2cache,and like 128 l2cache.
STILL the loading time shouldnt be taking that long.
even a p3 -1000 mhz with 512sdr can load renegade in 3-4 seconds.
Turn of unneseccary exe's in the taskmanager.
turn of virus/scanners and stuff.
...hmm if that doesnt work, try a format

Subject: Renegade Main Memory Usage
Posted by [mildaine](#) on Tue, 18 Jan 2005 04:37:06 GMT
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I don't think it's related to my processor. For the record, the Northwood Cele does have 8kb L1, but it also has an additional 12kb on L1 (tracer cache). In addition, this problem doesn't occur with the following games and fullscreen apps that I have tested :

Quake 2
World of Warcraft
Battlefield 1942
Battlefield Vietnam
C&C Renegade demo
Nemu64 & Project 64
ePSXe
Serious Sam
Quake 3
Doom 3 (Ok .. barely runs, but still loads faster than renegade retail does..)

All these games run great..

I think its the way Renegade is programmed. Since none of my other games exhibit this problem, I can only assume it was a problem with the way the hard drive interracts with the core of the game. I think that the game itself makes direct requests to the harddrive without regard for what other resources are sharing it or need constant updates from. (ESCD, windows, possibly even a raid device... never tested that theory.) To this effet, I think windows is reacting in some way to this .. all speculation still..

I can't reformat. to do so with mean I would be without an operating system unless I had an IDE hardrive larger than 2.0gb... and I don't have an extra drive laying around.

It's because upon installation windows requires drivers for my SATA hd. No drivers, then the installation halts. (ffollowed by reboot) The installation doesn't allow you to load drivers from anywhere else but the floppy drive. Since I own a MB870 MINI-ITX motherboard, it doesn't come with a standard 34pin floppy connector onboard. instead, it comes with a laptop style connector - designed to be compliant with all floppy drives manufactured in the standard laptop floppy drive. (anything year 2000+ basically is compatible basically...)

In addition, it comes with a 44 pin OBPS IDE connector (2.5" laptop), and 1 standard 3.5" drive IDE connector.

Trust me, i'd love to reformat - but I can't. Stupid microsoft. Stupid westwood !

Subject: Renegade Main Memory Usage
Posted by [WNxCABAL](#) on Tue, 18 Jan 2005 09:55:14 GMT
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mildaineStupid westwood !

Ctrl + 8
its Stupid EA!

Subject: Renegade Main Memory Usage
Posted by [mildaine](#) on Tue, 18 Jan 2005 22:14:38 GMT
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What is ctrl-8? what are you talking about ?

Subject: Renegade Main Memory Usage
Posted by [SuperMidget](#) on Wed, 19 Jan 2005 13:28:20 GMT
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whats your internet speed? i had the exccat same problem, then i got a 2.5mbps connection now

it loads in 5 seconds
