

---

Subject: Red Alert2 & Yuris

Posted by [Custom998](#) on Wed, 15 Nov 2006 12:34:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Every time i play YR or RA2, its slow..

When i click on a unit, its freezes, then starts speed up again, when i click on a new class (Inf, vehs, Build, def), it slows down, freezes, then speeds up..I have things moved on my Computer. it cant be the reason..? Also, when i click on the floor of the terrain to build a structure, it freezes, then speeds up..

Any help with this..?

---

---

Subject: Re: Red Alert2 & Yuris

Posted by [Goztow](#) on Wed, 15 Nov 2006 14:15:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You mean online? Seemsl ike a connection problem to me, as in: much lag. What connection you have?

---

---

Subject: Re: Red Alert2 & Yuris

Posted by [Carrierll](#) on Wed, 15 Nov 2006 18:06:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Else severe, I mean severe fragmentation of the hard drive could cause it, I got worse lag when my always.dat as spread in to something like 1152 peices all over the HDD. :S

---

---

Subject: Re: Red Alert2 & Yuris

Posted by [Custom998](#) on Wed, 15 Nov 2006 23:58:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I dont play it Online. I think its actually better Online, as i have tried.

---

---

Subject: Re: Red Alert2 & Yuris

Posted by [Zion](#) on Wed, 22 Nov 2006 17:18:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Similar things happend to me on my old GFX card, it was the lack of FPS in online games, although skirmish was fine.

---

Defrag your HDD, then try it.

---

---

Subject: Re: Red Alert2 & Yuris

Posted by [Jerad2142](#) on Wed, 28 Feb 2007 15:43:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have seen it slow down if a AI soldier gets stuck somewhere, and the computer will keep trying to move it and the more the computer tells him to move the slower it gets (so you should try different levels and see if it is just that specific level).

---