Subject: Blue hell / fps crash a lot more frequent
Posted by Jamie or NuneGa on Sun, 01 Feb 2009 17:22:49 GMT
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About 3 months ago I got a new computer with runs ren with 300 fps.

I notice on this computer I encounter blue hell / random fps crash a lot more frequently. Any ideas why?

Subject: Re: Blue hell / fps crash a lot more frequent
Posted by Spyder on Sun, 01 Feb 2009 18:10:38 GMT
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Have you got the newest updates/scripts?

Subject: Re: Blue hell / fps crash a lot more frequent
Posted by CarrierII on Sun, 01 Feb 2009 18:28:39 GMT
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I imagine one of the ways blue hell can be caused is by your client getting slightly out of sync with the server, so that you end up doing something the server should stop you doing (driving through the map for example) creating a blue hell glitch.

I'm not sure on this though.

Subject: Re: Blue hell / fps crash a lot more frequent
Posted by Spyder on Mon, 02 Feb 2009 07:31:43 GMT
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Turn on vsync and check if it still happens.

Subject: Re: Blue hell / fps crash a lot more frequent
Posted by Jamie or NuneGa on Sun, 08 Feb 2009 00:18:11 GMT
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DimitryK (Nero) wrote on Mon, 02 February 2009 07:31Turn on vsync and check if it still happens.

vsync is on and run latest scripts