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Subject: Poor performance in online play  
Posted by [dub zomby](#) on Fri, 13 Feb 2009 19:47:33 GMT  
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so the old computer i used to play ren on gave up completely and i installed it on my vista laptop. whilst I managed to correctly install it (apart from the shared internet components, which don't seem to have worked), the game performs unplayably badly in online play (I've been using renip to connect to the n00bstories server, I don't have the ip for any others). fps is generally around 20, 15 when lots of stuff is onscreen and 5 when anybody starts shooting. this is with the lowest detail settings for everything.

the laptop has a dual processer running at 1.6ghz and the graphics card is a mobile Intel 945 Express, updated with the latest drivers, running DX10. RAM is 1014Mb (according to dxdiag). i feel this should be easily enough for decent performance in ren, and in fact campaign and multiplayer practice run fine even at higher detail levels.

i tried that RenD3D9 thing but if anything fps only got worse.

the server was full when i was trying to play so i'm wondering if the problem is just to do with the numbers in the server, but if anyone could shed any light on improving performance, i'd be very grateful.

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Subject: Re: Poor performance in online play  
Posted by [cmatt42](#) on Fri, 13 Feb 2009 20:13:44 GMT  
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You probably went with a downgrade with a) a laptop b) Vista and c) an express graphics chip.

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Subject: Re: Poor performance in online play  
Posted by [Lone0001](#) on Fri, 13 Feb 2009 20:20:14 GMT  
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I have that exact same graphics card in my laptop I can get from 30-40 in a 30 player server(about this I think), make sure you don't have the power mode set to "Power Saver" as that makes the performance crappy as hell set it to "High Performance", also I would suggest getting another GB of ram Vista with 1GB is super slow.

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Subject: Re: Poor performance in online play  
Posted by [Goztow](#) on Fri, 13 Feb 2009 21:37:17 GMT  
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I'm sorry to say but cheap laptops give cheap performance, especially with Vista. Upgrade to XP (yes: upgrade) and you may get a bit of a better performance. Also, avoid huge servers like n00bstories: the more players, the worse the FPS will be.

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You can also turn performance down in the Renegade options, so the game will be lighter.

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Subject: Re: Poor performance in online play  
Posted by [dub zomby](#) on Fri, 13 Feb 2009 22:17:19 GMT  
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Lone0001 wrote on Fri, 13 February 2009 20:20 I have that exact same graphics card in my laptop I can get from 30-40 in a 30 player server (about this I think), make sure you don't have the power mode set to "Power Saver" as that makes the performance crappy as hell set it to "High Performance", also I would suggest getting another GB of ram Vista with 1GB is super slow.

it was on balanced not high performance - i changed this and performance improved, fps in the 30s and 40s most of the time, but it still took a large hit in combat and after 5 minutes crashed right back down to 5 or so (possibly it was overheating?)

@goztow, the laptop wasn't too cheap, although it is a couple of years old now. thanks for the advice - xp isn't really an option, but i guess i will just have to avoid the bigger servers until i have something more powerful.

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Subject: Re: Poor performance in online play  
Posted by [Goztow](#) on Sat, 14 Feb 2009 10:12:00 GMT  
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Maybe we can help you with the online components problem?

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Subject: Re: Poor performance in online play  
Posted by [dub zomby](#) on Sat, 14 Feb 2009 20:58:33 GMT  
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Goztow wrote on Sat, 14 February 2009 10:12 Maybe we can help you with the online components problem?

no worries, i've sorted that out - i'd installed it without the components and lost the cd, but i have now found it and installed them.

incidentally, playing in 20 player servers is fine, FPS of 50 or more, except on canyon when it tends to crash.

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