
Subject: Video card

Posted by [resistor1](#) on Tue, 28 Jul 2009 21:38:06 GMT

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Does anyone have the 9800 gtx or Ati Radeon HD 4850? If so what fps do you get in Ren?

Subject: Re: Video card

Posted by [Hex](#) on Tue, 28 Jul 2009 21:41:17 GMT

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I had a 4850HD a while ago at 1920x1280 res and it did 300+ fps

Subject: Re: Video card

Posted by [jnz](#) on Tue, 28 Jul 2009 21:55:11 GMT

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I have Nvidia 9800 GTX+ and get way over 300.

Subject: Re: Video card

Posted by [resistor1](#) on Tue, 28 Jul 2009 22:02:49 GMT

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wtf. woot tell me what I would have plz

800x600

Amd athlon 64 x2 dual 3800+

960 mb of ram

what fps should i expect?

Subject: Re: Video card

Posted by [nope.avi](#) on Tue, 28 Jul 2009 22:08:50 GMT

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If you want better fps, get more ram.

Subject: Re: Video card

Posted by [cnc95fan](#) on Tue, 28 Jul 2009 22:52:51 GMT

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Posting your graphics card model would be helpful, or your mobo gpu chip

Subject: Re: Video card

Posted by [dr3w2](#) on Wed, 29 Jul 2009 02:24:39 GMT

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i'd definately recommend going one step up if you can. I'm running a 512mb Radeon 4870 and it's fucking awesome.

Also renegade is heavily CPU intensive, not GPU.

Subject: Re: Video card

Posted by [Goztow](#) on Wed, 29 Jul 2009 06:23:08 GMT

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Also note that the human eye won't see any difference whatsoever between 60 and 300 FPS.

Subject: Re: Video card

Posted by [slosha](#) on Wed, 29 Jul 2009 06:48:03 GMT

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Goztow wrote on Wed, 29 July 2009 01:23Also note that the human eye won't see any difference whatsoever between 60 and 300 FPS.

Yeah Goztow has a point. Why spend \$150 on a graphics card when you could get one for much cheaper when you won't even notices the difference? I guess it is just novelty, but what do I know, I'm a console gamer

Subject: Re: Video card

Posted by [Goztow](#) on Wed, 29 Jul 2009 07:08:37 GMT

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You get a new card for newer games, not for Renegade .

Subject: Re: Video card

Posted by [resistor1](#) on Wed, 29 Jul 2009 17:51:21 GMT

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im getting it for left 4 dead also..

Subject: Re: Video card

Posted by [resistor1](#) on Wed, 29 Jul 2009 17:53:46 GMT

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how much ram should i get for a noticable difference

Subject: Re: Video card

Posted by [Lone0001](#) on Wed, 29 Jul 2009 17:59:30 GMT

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What Operating System do you have? If XP I'd say at least 1GB, Vista and Win7 at least 2GB.

Subject: Re: Video card

Posted by [resistor1](#) on Wed, 29 Jul 2009 18:11:07 GMT

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I have xp, i get like 120 fps on renegade now with Nvidia 6150 le, IF I get 1 gb of ram how much more fps would I have? an estimate?

Subject: Re: Video card

Posted by [Goztow](#) on Thu, 30 Jul 2009 06:25:00 GMT

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RAM is so cheap that you're better off immediately adding as much as you can. You won't notice much of a difference in FPS during gameplay but your programs will open quicker and you'll get a much smoother experience overall. Just add 2 gigs of RAM: that way you'll be more or less at max for a 32-bit system (this is not 100 % true but no need to go into detail).

Eventually the problem with upgrading is that the moment you upgrade a component, another - non upgraded - component will become the bottleneck and will canalize the upgraded parts.

Subject: Re: Video card

Posted by [bu11c3nts](#) on Fri, 31 Jul 2009 15:16:52 GMT

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I have a 9800 GTX+, but it really is only needed for the newer games, and it handles all of them well(even Crysis)

Make sure you have something like a core 2 duo so it wont bottleneck the card.

Subject: Re: Video card

Posted by [Omar007](#) on Mon, 03 Aug 2009 14:55:56 GMT

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bu11c3nts wrote on Fri, 31 July 2009 17:16I have a 9800 GTX+, but it really is only needed for the newer games, and it handles all of them well(even Crysis)

Make sure you have something like a core 2 duo so it wont bottleneck the card.

Also my framerate on Renegade is way above 300 but i always use VSync so it will stay at 60. No more no less

Subject: Re: Video card

Posted by [Chuck Norris](#) on Thu, 06 Aug 2009 07:23:06 GMT

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Goztow wrote on Wed, 29 July 2009 02:23Also note that the human eye won't see any difference whatsoever between 60 and 300 FPS.Believe it or not, this isn't entirely true, at least not for everyone. I'm not sure who declared themself messiah and decided 60FPS was enough for anybody (I'm not saying you did... maybe it was Kane...).

I notice a big difference between 60FPS and 100FPS, so I'd definitely see it at 300FPS (although the gains get seriously diminishing the higher you go). I even see a difference between 75FPS and 100FPS. I've tried a lower resolution at 150FPS and damn was it fast.

It might not be so much that I "see" the difference as I am used to Renegade at a near constant 100FPS (thus, it doesn't bother me "as much" in other games, especially since getting a near constant 100FPS in newer games isn't always practical).

Ever since I upgraded to Windows 7, my monitor has been locked at 85Hz, but I can't get Renegade to display over 75Hz (it just stays Black). It's a GPU and/or monitor driver .ini problem I have yet to look into regarding Windows 7's handling of my monitor (basically, it's treating it as a CRT with a native resolution, leading to some funky side results), but the long story short is, Renegade "feels" slightly slower responsively to me at a constant 75FPS than it did before, and it does bother me a bit.

I also realize Renegade online only runs at 60 updates per second (60FPS), but that's neither here nor there with how responsive/smooth it is with regards to controls.
