
Subject: New PC build with recording capability
Posted by [Starbuzz](#) on Sun, 26 Oct 2025 17:37:21 GMT
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Hello Renefam,

Needing your help with picking out a computer that let's me play Renegade but also record it at the same time without performance loss.

I see many of you make Renegade videos with music backgrounds but what rig are you using? Also what software are you using to record and add music to it?

I am using the website logicalincrements.com to help me build the computer. Budget is \$2000.

I don't play any modern/recent games but that would be an added bonus with this build.

ty

Subject: Re: New PC build with recording capability
Posted by [ehhh](#) on Wed, 29 Oct 2025 15:37:14 GMT
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anything from the last 10 years should be fine

whenever i recorded anything for the last 10 years, I just used nvidia shadowplay.

only thing to be worried about is you need to cap ur FPS on a newer rig, if ur FPS is higher then 300? it breaks the game animations a bit, vsync works but feels a bit laggy, i think you can cap ur fps in nvidia thought im too lazy to try that

Subject: Re: New PC build with recording capability
Posted by [Unstoppable](#) on Sun, 02 Nov 2025 08:57:47 GMT
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TT caps it at 300, no need for manual capping.

Subject: Re: New PC build with recording capability
Posted by [Starbuzz](#) on Thu, 06 Nov 2025 00:11:58 GMT
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Good to know eh...ty!
Things are starting to come together.

Subject: Re: New PC build with recording capability

Posted by [ehhh](#) on Fri, 07 Nov 2025 16:52:11 GMT

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Unstoppable wrote on Sun, 02 November 2025 08:57TT caps it at 300, no need for manual capping.

the technology has come so far

ill try turning v sync off next time i play

Subject: Re: New PC build with recording capability

Posted by [Unstoppable](#) on Wed, 12 Nov 2025 13:40:51 GMT

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I don't understand why people play with their VSync turned off, or would want to turn it off.

If you have a 144Hz monitor and a good enough CPU to run Renegade at 300 frames per second, the game will render 156 extra frames every second that you'll never see. Because your monitor is designed to display only 144 frames a second, it wastes power & makes the fans spin hard to produce 156 frames that you won't see anyway.

VSycn caps your FPS to your monitor's refresh rate, so your computer won't work extra time to do stuff you'll never see.

Game logic is literally: "If VSync is enabled, cap FPS to monitor refresh rate, otherwise cap FPS to 300."

Disabling VSync doesn't yield any noticeable difference, except for making your room warmer.

Subject: Re: New PC build with recording capability

Posted by [ehhh](#) on Fri, 14 Nov 2025 20:26:22 GMT

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It used to give some input lag, I have no idea if it doesnt anymore tbh

iran cried about it for years

Subject: Re: New PC build with recording capability

Posted by [Jerad2142](#) on Wed, 03 Dec 2025 07:36:22 GMT

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Unstoppable wrote on Wed, 12 November 2025 06:40I don't understand why people play with their VSync turned off, or would want to turn it off.

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Disabling VSync doesn't yield any noticeable difference, except for making your room warmer.

If your fans are spinning up even running 2000 fps you need to dust your computer its a 20 year old game lol.

Subject: Re: New PC build with recording capability

Posted by [ehhh](#) on Fri, 19 Dec 2025 14:07:21 GMT

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ok i tested it, it does cap at 300 now

thanks mister
