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Subject: Whoa!!!! Why can't we have THIS graphics engine?

Posted by [Blazer](#) on Wed, 16 Apr 2003 17:57:02 GMT

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As a beta tester of PlanetSide I can tell/warn you that it uses about 925M of RAM...so if you don't have at least a gig of RAM, you are going to get lag since you will constantly be swapping to/from virtual memory. Hopefully the beta is compiled with lots of debug code and the memory usage for the final version will go down.

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