Subject: Re: scripts.dll 3.2 is out
Posted by Cunin on Wed, 25 Apr 2007 07:44:42 GMT
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1) as this is my first post I want to thank jonwil and all the other people involved in the scripts.dll project for your continued efforts in keeping this game up-to date and adding new features.

2) I got the same problem as that other dude, my FPS are halved with 3.2.1 while all was working fine with version 3.1.4.
It's not only that FPS display that says that, but it's easily visible. What I think it's that it is exactly halved, so I guess it's not a performance problem but a bug.

The odd thing is that when I reinstalled v314 again to fix it (via the installer provided in this forum) I had that same problem again. How I fixed it? This way:
- I ran renegade and open up BHS.dll options screen, the shaders and high-detail shadows options was disabled
- I re-enabled those options (I keep vsync always off) and pressed Save Settings, then I exited ren and then reloaded: problem fixed.
So I thought that has something to do with saved settings, but I'm not sure, if you can tell me where it saves them I can check what option halves the fps.

My system specs:
Athlon XP 2400+
768Mb ram ddr 266MHz
Radeon X1600pro 512Mb - Catalyst 7.2

my CPU got SSE so there should be no problems with those new SSE optimizations.