
Subject: why is my map running choppy
Posted by [Anonymous](#) on Wed, 26 Feb 2003 07:46:00 GMT
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ive got my FPS up to a really good rate now it's running choppy....any reason why it would do this?

Subject: why is my map running choppy
Posted by [Anonymous](#) on Wed, 26 Feb 2003 08:34:00 GMT
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to as you probubly know is the 26th of february. when renegade was first released.HAPPY BIRTHDAY TO RENEGADE!

Subject: why is my map running choppy
Posted by [Anonymous](#) on Wed, 26 Feb 2003 09:28:00 GMT
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quote:RenegadeGenerals.com:Renegade Forums Closing For Anniversary 1) The Official Renegade Forums will be shut down. Users will be reffered to replacement forums, but no longer supported by EA/WS... BAH.2) LadyGamers has given us a reminder that today marks Renegades first birthday. Here is a snippet:Command & Conquer: Renegade has turned 1 years old today. Westwood's fast-paced 3D action game had some heads turning for hard-core action gamers who would have never entered the Command & Conquer universe otherwise. Guys and girls alike, should go check out LadyGamers for some cool links covering Renegade! Happy birthday Ren!

Subject: why is my map running choppy
Posted by [Anonymous](#) on Wed, 26 Feb 2003 09:29:00 GMT
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oh btw.. Renegade was released the 1st of March here (Holland)

Subject: why is my map running choppy
Posted by [Anonymous](#) on Wed, 26 Feb 2003 10:05:00 GMT
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HAPPY BIRTHDAY!!!

Subject: why is my map running choppy

Posted by [Anonymous](#) on Wed, 26 Feb 2003 10:37:00 GMT

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Happy Birthday Renegade!!Here, let me pull that knife out of your back...

Subject: why is my map running choppy

Posted by [Anonymous](#) on Wed, 26 Feb 2003 13:16:00 GMT

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WW should give us Ren2 for the anniversary, NOT SHUT THE BOARD DOWN!!!! I'm so mad!

quote: Happy Birthday Renegade!!Here, let me pull that knife out of your back... Ohhh, it's in deep, lemme help you..... [February 26, 2003, 13:17: Message edited by: maytridy]

Subject: why is my map running choppy

Posted by [Anonymous](#) on Wed, 26 Feb 2003 15:02:00 GMT

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quote:Originally posted by iscripter:oh btw.. Renegade was released the 1st of March here (Holland)You mean the 27th.

Subject: why is my map running choppy

Posted by [Anonymous](#) on Wed, 26 Feb 2003 15:10:00 GMT

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i know renegade is dieing... so i was hoping you guys wouldnt mention that.

Subject: why is my map running choppy

Posted by [Anonymous](#) on Wed, 26 Feb 2003 16:55:00 GMT

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its a small map and i dont understand why its running like this??my frame rate is 60 but it still is choppy.At 1st i thought RAM was low so i restarted my PC and it still was a lil bit choppy.What are some of the MAIN CAUSES that gameplay would be choppy even if the FPS were between 50-60?

Subject: why is my map running choppy

Posted by [Anonymous](#) on Wed, 26 Feb 2003 18:23:00 GMT

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Mmm... renegade is kind of dying. The multi player and Commando Editor need to be better.

Subject: why is my map running choppy
Posted by [Anonymous](#) on Wed, 26 Feb 2003 18:44:00 GMT
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yes i know... thats for sure... WW should have let us mod us the engin like Quake 3. that would be cool.than this game would have lived for atleast 5 years.

Subject: why is my map running choppy
Posted by [Anonymous](#) on Wed, 26 Feb 2003 20:21:00 GMT
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I don't understand. How can it be choppy if it is running at 60FPS?

Subject: why is my map running choppy
Posted by [Anonymous](#) on Wed, 26 Feb 2003 20:23:00 GMT
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may mean "laggy"

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 01:00:00 GMT
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quote:Originally posted by iscripter:oh btw.. Renegade was released the 1st of March here (Holland)No, it was just on the same release date, Just Like Generals was here the 11th, Ren was also here on the release date.

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 01:18:00 GMT
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its being choppy when i jump and run and shoot in LAN (1 player)and the fps are still highmaybe its textures or the weather i have set or pointy mountains....i really dont understand why its choppy if i have 30-60fps...and the other maps were fine...might of noticed a tiny bit on another map but not as bad as mineUPDATEJust fiddled with the textures,removed some objects,and removed all lightning and rain.Same choppy/quick pause going onFPS were still 30-60 which shouldnt cause any bit of locking up when jumping and firingmy other map was low fps but didnt make my guy run choppy.....all other maps were fineANY Suggestions?? [February 27, 2003, 03:11: Message edited by: Titan1x77]

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 03:27:00 GMT
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I think the problem might be your computer you runing any thing new?

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 04:01:00 GMT
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not running anything new....i left level edit on for a couple of days??the map i made caused renegade to crash when i was using the flame tank but the FPS said 24 when it crashed?I had recently changed my settings for my moniter to 75 but i put them back to 60.and also all the other maps are run fine!!im clueless why because im using all the same textures and objects as in my last map but i just have a new terrain....the density was 2.00 before and i changed the density to 12.00 this time to lessen polygons in the terrain so now my fps are fine but its running very choppyI can send you or anyone to test my map on there PC to let me know if they have any problems.

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 04:27:00 GMT
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send it here: freakervh@3d4free.de

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 05:01:00 GMT
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Delete the Armor.ini file in your modfolders subfolder (forgot which one) that will fix the flame tank crash. Also after you generate Pathfinding (hopefully U did that) then Build Dynamic Culling System. that will increase the FPS and should eliminate the choppy stuff.(unless You already generated VIS data, then forget what I said. I never do VIS)

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 05:30:00 GMT
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w t f !!d'amn that's bad i came in the InterToys and the woman said i had to wait, then a truck came that bring Renegade... im gonna sue InterToys ! [February 27, 2003, 05:30: Message edited by: iscripter]

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 06:46:00 GMT
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Who has herd of Amarica's Army?THAT IS WHAT HAS BEEN KILLING RENIGADE!!!!!!Fhjh is so cool so is Mr.T !!!!!

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 09:22:00 GMT
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quote:Originally posted by deth by bonking:Who has herd of Amarica's Army?THAT IS WHAT HAS BEEN RENIGADE!!!!!!Fhjh is so cool so is Mr.T !!!!!thats a good game.... i play both (rne more though duh!)

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 10:45:00 GMT
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HAPPY BIRTHDAY!What a present 2 shut down the official forumz!

Subject: why is my map running choppy
Posted by [Anonymous](#) on Thu, 27 Feb 2003 12:11:00 GMT
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Is it like that on other maps?(You will probly never read this)

Subject: why is my map running choppy
Posted by [Anonymous](#) on Fri, 28 Feb 2003 00:12:00 GMT
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ive generated pathfind....and also have had it crash while just using a flame or chemical sprayer.....ill send it out to you RVH.If you have time garth ill send it to you and maybe you can suggest something if it runs choppy for youLet me know if you get and type of stutter/choppy movement RVH.Thanks
