Subject: Windows XP-Seeing the actual specs of comp?
Posted by bat66wat6 on Fri, 15 Feb 2008 21:44:05 GMT
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Okay.
  This is closely(Closely more meaning directly)connected to a game problem.

"Windows virtual Memory minimum to low"

 So the game (AVP2) needs 128MB RAM to run efficiently.
I have no idea how much RAM this thing has in it. I have looked in the Accessories>System
Tools>System Information but have only found all the little nitty grities about what the thing
actually has "In" it. Such as drivers, CD-ROM/DVD etc

Can someone please tell me how I can actually find out the REAL specs on my P.C?
  My OS (Operating System) is Windows XP Home Edition.

P.S:
A about the AVP2 game problem. AVP2 is more than 4 years old. If not a little more/less. This
computer never had problems running it before. Why problems such as lag now?

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by havoc9826 on Fri, 15 Feb 2008 21:50:53 GMT
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Belarc Advisor
CPU-Z
System Requirements Lab (online only, uses Javascript)

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by JPNOD on Fri, 15 Feb 2008 21:51:05 GMT
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Get Everest Home edition
Or Sisoft Sandra, to see whats inside your PC.

http://www.starfix.nl/download

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by cheesesoda on Fri, 15 Feb 2008 21:51:44 GMT
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Why don't you JUST FUCKING GOOGLE IT?

Seriously, I'm getting tired of everybody coming in here and posting questions to shit that can be so EASILY found by simply using a search engine. Let alone that this is the WRONG SECTION to be posting these TECHNICAL issues in.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by Lone0001 on Fri, 15 Feb 2008 21:58:21 GMT
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http://freshdevices.com/ has a number of useful programs Fresh Diagnose I believe is the one that tells you information about your computer, and Fresh UI lets you change hidden settings on your computer, and all these programs are FREE you just have to enter a key that you will get via email.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by cnc95fan on Fri, 15 Feb 2008 22:11:20 GMT
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Start > Run > Dxdiag.
In future, use Google..

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by bat66wat6 on Fri, 15 Feb 2008 22:29:09 GMT
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Thank you. I now have the Information I was after & more. That Start>Run dxdiag is really good! Is that on all Windows comps?

System Information

Time of this report: 2/15/2008, 22:23:43
      Machine name: {Edited Out }
   Operating System: Windows XP Home Edition (5.1, Build 2600) Service Pack 1
(2600.xpsp2.050301-1526)
          Language: English (Regional Setting: English)
System Manufacturer: Notebook
      System Model: MID2020
              BIOS: Insyde Software MobilePRO BIOS Version 4.00.01
         Processor: Intel(R) Pentium(R) 4 CPU 2.80GHz
            Memory: 224MB RAM
         Page File: 277MB used, 343MB available
       Windows Dir: C:\WINDOWS
    DirectX Version: DirectX 9.0b (4.09.0000.0902)
DX Setup Parameters: Not found

DxDiag Version: 5.03.0001.0902 32bit Unicode

  Okay so the RAM is enough by far. The game(AVP2) requires 128MB of RAM in order to run efficiently. This thing has 224MB RAM.
 Why is my Computer making a Paging file and bitching about there not being enough memory? The graphics sound card is all up to scratch for the game. If not higher than what it needs to be!

  What the hell's going on?
Oh and, I do shut off all programmes except necessary ones needed when playing AVP2.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by danpaul88 on Fri, 15 Feb 2008 23:49:18 GMT
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Don't forget that Windows XP itself also needs some RAM to run. That machine barely qualifies to run XP decently tbh, you might be better off using Windows 98 on there. It has a fairly decent processor but severely limited RAM.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by bat66wat6 on Fri, 15 Feb 2008 23:55:26 GMT
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So basically this computer is a peice of shit and can't run a game above 128MB mark properly?

  That's it then?

Another. Go out and get a new computer matter?
 Ah man...That sucks!

I wont be able to afford my own proper computer(One that needs loads of space and a Desk, P.C Chair etc)until im like 22!
 That's one long ass wait!

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by havoc9826 on Fri, 15 Feb 2008 23:56:47 GMT
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Though danpaul88 is probably correct, AVP might also be asking for a graphics card that has a minimum of 128 MB of its own VRAM. What kind of graphics card does dxdiag say you have?

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by cnc95fan on Fri, 15 Feb 2008 23:57:34 GMT

It's not just programs that take up ram, or page file, it's processes too.
Ctrl + Alt + Del "Processes" then take a look. You'll be amazed at the amount of ram some things need. My version of XP usually uses 512mb of RAM on its own, never mind other things. Like dan said, you should go to 98 or 2000. But your processor, being a P4, means the motherboard should be fairly decent, so you could cheaply upgrade it.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by bat66wat6 on Sat, 16 Feb 2008 00:11:53 GMT

Yeah. That's what I meant.
  I turned all the stuff off.

Not just the tasks in Tasmsgr but also some Processes that have no purpose.
  The problem is that some of the big things that use 32,000+KB are things that XP needs to run. Like explorer.exe. etc

Anything i recognise or I don't see as Comp related I turn off before starting the game. Especially if im gonna be on it long term(+2 hours).

Not much more I can do to free RAM really. First i thought. It's all the utilities I still got from Renegade on this thing(I uninstalled Renegade to make way for AVP2). But logic hits reminding me that RAM isn't GB space. It's whats needed for things that are actually running. Not installed...

  Not fair really.
Sometimes I see computers and games as a challenge. To update it, make sure it's compatible, maintain working internet, make sure drivers/graphics are compatible, RAM ok,GB space ok.
    It's alot of check boxes to tick. And sometimes seems like a big waste of time

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Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by cnc95fan on Sat, 16 Feb 2008 00:14:19 GMT

Make your page file bigger.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by danpaul88 on Sat, 16 Feb 2008 00:38:20 GMT

I don't know what you are like for money, but it might be worth asking at a local computer shop to see how much they would charge you to add some more RAM, perhaps an extra 512mb or 1gb, depending on how much the motherboard can take in each socket. As I said previously, it has a

good processor but is severely limited in RAM, so just adding an extra stick would probably give you a massive performance increase. If that stick was a 1gb stick you would have almost 5x the original amount of RAM, and at the moment RAM is cheap as chips. (no pun intended)

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by Caveman on Sat, 16 Feb 2008 14:28:49 GMT
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To compensate for low RAM I would highly recommend increasing the page file.

Do the following;

Windows key + pause/break > Advanced > Performance settings > Advanced > Virtual memory change > Pick the C: drive > Custom settings > Initial size : 512 > Maximum 1024 > Set > OK

Try that. Let me know if you still get problems.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by danpaul88 on Sat, 16 Feb 2008 15:16:40 GMT
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Page file is a LOT slower than real RAM though, so you won't get anywhere near the performance gains you would get by adding real RAM.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by Caveman on Sat, 16 Feb 2008 15:19:57 GMT
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danpaul88 wrote on Sat, 16 February 2008 15:16Page file is a LOT slower than real RAM though, so you won't get anywhere near the performance gains you would get by adding real RAM.

True however its a nice and cost free way to boast performance a little due to low ram.

But yes increasing the RAM would be more beneficial.

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by Ryu on Sat, 16 Feb 2008 15:25:43 GMT
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You nearly have 3.0Ghz clock speed, yet so low on ram? were did you buy that computer?

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by Jamie or NuneGa on Sat, 16 Feb 2008 15:40:32 GMT
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You know both the problems you posted about could have been solved by using CCleaner...

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by rm5248 on Sat, 16 Feb 2008 15:40:47 GMT
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bat66wat6 wrote on Fri, 15 February 2008 18:11
  The problem is that some of the big things that use 32,000+KB are things that XP needs to run. Like explorer.exe. etc

Actually, you don't really need to have explorer.exe running. You can shut it off when you play games or something, then just CTL+ALT+DEL and select 'New Task' and type in 'explorer'. It will come back up. Everything else I'm not sure about. (Basically the only thing that explorer does is allow you to have a GUI for browsing. It contains the start bar and stuff like that...)

Subject: Re: Windows XP-Seeing the actual specs of comp?
Posted by JPNOD on Sat, 16 Feb 2008 17:34:14 GMT
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bat66wat6 wrote on Fri, 15 February 2008 17:29Thank you. I now have the Information I was after & more. That Start>Run dxdiag is really good! Is that on all Windows comps?

System Information

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         Language: English (Regional Setting: English)
System Manufacturer: Notebook
     System Model: MID2020
            BIOS: Insyde Software MobilePRO BIOS Version 4.00.01
      Processor: Intel(R) Pentium(R) 4 CPU 2.80GHz
         Memory: 224MB RAM

Looks to me like it has a integrated graphics card which shares the system memmory (Onboard

video) That's the reason why it's saying you have 224MB ram instead of 256. The VGA is sharing 32MB.

Playing Games with onboard VGA is really doubtfull (It's most likely an Intel GMA aswell. If I were you I wouln't spend to much on the laptop.
And just get a new PC.

And as much as been saying 256 is barely enough to run XP with all the eyecandy on.