
Subject: Radeon 4670

Posted by [resistor1](#) on Tue, 04 Aug 2009 23:17:11 GMT

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Anyone have this card? What fps do you get with it in Ren?

What fps do you suppose I would get with it?

Amd athlon x2 Dual core

1 GB Of ram

2 ghz

I have a nvidia 6150le right now and get 120 some fps in 800x600, but low in higher resolutions.

What fps do you suppose I would get with it?

Subject: Re: Radeon 4670

Posted by [nikki6ixx](#) on Tue, 04 Aug 2009 23:45:30 GMT

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Over 9000.

Subject: Re: Radeon 4670

Posted by [IronWarrior](#) on Wed, 05 Aug 2009 08:12:20 GMT

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The 4670 is a awesome card for it's price, I have two in CrossfireX and they allow me to use MAX/HIGH settings in every game out there, medium for Crysis through at 1600x1200 at 75Hz powering TWO monitors.

But in Renegade I get about 30/50 FPS which can go lower when the crap hits the fan, but with all MAX/HIGH settings which includes max AA/AF and Shaders/Bloom.

Thing is.. I know it could do better but Renegade is a CPU sided game, since you have a dual core CPU and I don't, you should get a higher FPS then me.

Subject: Re: Radeon 4670

Posted by [resistor1](#) on Wed, 05 Aug 2009 13:43:19 GMT

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Thanks

Subject: Re: Radeon 4670

Posted by [archerman](#) on Wed, 05 Aug 2009 20:31:16 GMT

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how can you find out if a game is cpu sided or gpu, etc. sided?

Subject: Re: Radeon 4670

Posted by [Chuck Norris](#) on Thu, 06 Aug 2009 07:11:22 GMT

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IronWarrior wrote on Wed, 05 August 2009 04:12 Thing is.. I know it could do better but Renegade is a CPU sided game, since you have a dual core CPU and I don't, you should get a higher FPS then me. Renegade wasn't made for and doesn't gain any advantage from more than one CPU or more than one core, so that means nothing. You are right that Renegade demands much more CPU power, especially in larger servers, though. The key is more actual CPU speed (per a single core).

As for GPUs, just about anything that isn't really old can run this game fine. If you want shaders, high resolutions, and AA/AF and all that, you still don't need top of the line, but you need a decent GPU. Even my old GeForce 6800 ran it maximum at 1600x1200 with 16AF and 4xAA. The shaders did hit it kind of hard though (at the high resolution with AA and AF), so I had those disabled, but it wasn't unplayable. It was the CPU (Pentium 4 2.8GHz with Hyper-threading) that held it back.

Subject: Re: Radeon 4670

Posted by [IronWarrior](#) on Thu, 06 Aug 2009 13:57:50 GMT

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Chuck Norris wrote on Thu, 06 August 2009 02:11 IronWarrior wrote on Wed, 05 August 2009 04:12 Thing is.. I know it could do better but Renegade is a CPU sided game, since you have a dual core CPU and I don't, you should get a higher FPS then me. Renegade wasn't made for and doesn't gain any advantage from more than one CPU or more than one core, so that means nothing. You are right that Renegade demands much more CPU power, especially in larger servers, though. The key is more actual CPU speed (per a single core).

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The microarchitecture between a single core chip and a dual is different, so I would expect more FPS in the game even if the clock speeds are the same.

Through this was the point that am making, the CPU in my desktop bottlenecks my GPU's which

sucks so much, I had the same problem in my old PC.

Subject: Re: Radeon 4670

Posted by [saberhawk](#) on Thu, 06 Aug 2009 15:41:50 GMT

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Chuck Norris wrote on Thu, 06 August 2009 03:11 IronWarrior wrote on Wed, 05 August 2009 04:12 Thing is.. I know it could do better but Renegade is a CPU sided game, since you have a dual core CPU and I don't, you should get a higher FPS then me. Renegade wasn't made for and doesn't gain any advantage from more than one CPU or more than one core, so that means nothing. You are right that Renegade demands much more CPU power, especially in larger servers, though. The key is more actual CPU speed (per a single core).

Yes it does, but not much because of synchronization objects preventing multiple threads from executing the same code at the same time for safety reasons. This is greatly improved in scripts 4.0 by replacing a lot of that code with faster lock-free techniques or by simply giving each thread it's own copy of the memory.

Subject: Re: Radeon 4670

Posted by [resistor1](#) on Fri, 07 Aug 2009 16:30:15 GMT

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k well the card gave me about 160-170 fps on renegade and it was only 75 dollars, can play in high resolutions with good resolutions. Runs left 4 dead great at 100+ fps high settings in 1024x768 resolution, havent tested others. I have 300w power supply and this card works great so if u have a bad poewr supply and want a good card tihs is ur card

Subject: Re: Radeon 4670

Posted by [IronWarrior](#) on Fri, 07 Aug 2009 19:05:29 GMT

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resistor1 wrote on Fri, 07 August 2009 11:30 k well the card gave me about 160-170 fps on renegade and it was only 75 dollars, can play in high resolutions with good resolutions. Runs left 4 dead great at 100+ fps high settings in 1024x768 resolution, havent tested others. I have 300w power supply and this card works great so if u have a bad poewr supply and want a good card tihs is ur card

Which card brand did you get?

Do you know the make of your PSU?

And god damn your lucky to have such high FPS.

Subject: Re: Radeon 4670

Posted by [resistor1](#) on Fri, 07 Aug 2009 21:06:09 GMT

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I got the sapphire radeon 4670 512mb

Bestec power supplies

haha thank u:)

Subject: Re: Radeon 4670

Posted by [cnc95fan](#) on Fri, 07 Aug 2009 22:49:00 GMT

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That card I'm sure definitely needs more than 300W, and don't forget everything else in your computer needs power too.. You're going to kill your card.

Subject: Re: Radeon 4670

Posted by [Starbuzzz](#) on Sat, 08 Aug 2009 00:51:30 GMT

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cnc95fan is right. You need a much higer power supply than just a 300W or you run risk of killing your card and mobo too.

I had a very bad experience last time I put in a high end graphics card and did not upgrade the power supply. I soon started having nightmarish thermal event issues.

I think you should get a decent power supply. Coincidentally, I am getting a Radeon 4650 tommorrow () and my mates at Jelly say my 500W power supply is not gonna hold up since the card itself says 500W minimum on the packaging.

I think I will probably get a 700W.

Subject: Re: Radeon 4670

Posted by [IronWarrior](#) on Sat, 08 Aug 2009 02:19:45 GMT

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You both wrong infact.

The 4670 is a great power saver, it's only needs 50-60w at full load, doesn't even have a power

cable, so you can get away with a low power PSU, remember it's not always about how much wattage the PSU has but the voltage and how the rails are setup.

Through more power is always good.

Currently am using two HIS IceQ Turbo 4670s in CFX using a Antec EW 380w PSU.

This is one of the main reasons I brought these cards for my PC.

Subject: Re: Radeon 4670

Posted by [Gen_Blacky](#) on Sat, 08 Aug 2009 03:02:28 GMT

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I got a GeForce 9800 GTX+ 512MB it gets like 200 fps with 1200 x 1600 resolution. With a Hyper 580W modular psu. I think it handles the card well.

Subject: Re: Radeon 4670

Posted by [Chuck Norris](#) on Sat, 08 Aug 2009 20:58:54 GMT

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IronWarrior wrote on Thu, 06 August 2009 09:57 The microarchitecture between a single core chip and a dual is different, so I would expect more FPS in the game even if the clock speeds are the same. While that is true, you didn't say anything about architecture. A Core 2 is faster than a Pentium D largely because of that reason, sure, but if all else was equal in the architecture, but one was dual core and another was single core (there exists a real life example of this in the Pentium 4 vs Pentium D, and Athlon 64 vs Athlon X2), then the speed will be the same if both went head to head in single threaded applications. My point was that Renegade doesn't gain (much, if anything) from having a dual core CPU. Saberhawk wrote on Thu, 06 August 2009 11:41 Yes it does, but not much because of synchronization objects preventing multiple threads from executing the same code at the same time for safety reasons. This is greatly improved in scripts 4.0 by replacing a lot of that code with faster lock-free techniques or by simply giving each thread it's own copy of the memory. Well, you learn something new every day. Can you estimate a rough percentage increase it gets from having an extra CPU or CPU core to work with? I'd bet it's in the single digits? Maybe this explains why Renegade was a bit CPU hungry back in the old days on the Pentium IIIs and Thunderbird Athlons? It seems to have some rather "unique" coding, from what I hear.

In any case, the point I was getting at is that Renegade doesn't gain really just from having two cores. It's wants CPU speed, that is, the best combination of CPU frequency and CPU IPC possible, and the second core, if any, is just a bonus. GPU power is secondary.

Subject: Re: Radeon 4670

Posted by [saberhawk](#) on Sun, 09 Aug 2009 07:47:00 GMT

Chuck Norris wrote on Sat, 08 August 2009 16:58 Well, you learn something new every day. Can you estimate a rough percentage increase it gets from having an extra CPU or CPU core to work with? I'd bet it's in the single digits? Maybe this explains why Renegade was a bit CPU hungry back in the old days on the Pentium IIIs and Thunderbird Athlons? It seems to have some rather "unique" coding, from what I hear.

In any case, the point I was getting at is that Renegade doesn't gain really just from having two cores. It's wants CPU speed, that is, the best combination of CPU frequency and CPU IPC possible, and the second core, if any, is just a bonus. GPU power is secondary.

Probably, as the only multithreading you'd notice in Renegade is the texture loader which doesn't deal with heavy textures anyways.
