
Subject: FPS plumits on joining a server

Posted by [candc5297](#) on Tue, 01 Nov 2011 17:28:09 GMT

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As per title, when I join a server I need about a minute to get my fps steady because it will range from somewhere between 0-75 before going to my normal steady 75 fps
This makes it unable for me to do anything at all during the first minute of joining

I guess it's also worth noting that this does NOT happen on a map change unless I leave the server.

Subject: Re: FPS plumits on joining a server

Posted by [Jerad2142](#) on Thu, 03 Nov 2011 22:23:16 GMT

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Sounds like an issue with loading the textures and models, you should test your hard drives access speeds for always.dat, otherwise I know TT team changed how 4.0 loads textures (uses more ram or vram now or something like that, unless saberhawk revised it when I told him about the issues it caused with Rp2).
