
Subject: FPS "smoothness" issue
Posted by [Ani](#) on Mon, 27 Feb 2012 00:51:50 GMT
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This happens to me on a couple of games, but CoD4 and Renegade seem to have this issue happening to me the most.

I have a gaming laptop, G74SX-BBK8 from ASUS, and per the specs, it's more than good enough to handle modern games, let alone Renegade.

I have it all the drivers installed, nothing hogging up resources in the background, etc. Renegade is all up to date, installed properly (I think?) and it works fine, except for one small issue.

About once a minute or so, my game freezes for what seems like 20ms, randomly.

I need help as I don't know what to do at this point, I even went as far as disabling powermizer on the GPU

Thanks in advance

Subject: Re: FPS "smoothness" issue
Posted by [Lone0001](#) on Mon, 27 Feb 2012 10:22:23 GMT
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Check the temperatures of your gpu and cpu when you're playing games. It's fairly common for laptops to overheat if not properly cooled. ASUS usually has a good track record for making solid laptops though...

Check out GPU-Z and CPU-Z, they're good programs for monitoring temps.

Subject: Re: FPS "smoothness" issue
Posted by [Ani](#) on Mon, 27 Feb 2012 13:45:43 GMT
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The temps are all completely solid, 30-45°C is what I get when playing Crysis maxed out after like 2 hours, with 47°C being the highest temperature i've seen.

Subject: Re: FPS "smoothness" issue
Posted by [Jerad2142](#) on Mon, 27 Feb 2012 14:06:06 GMT
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Animoskity wrote on Mon, 27 February 2012 06:45 The temps are all completely solid, 30-45°C is what I get when playing Crysis maxed out after like 2 hours, with 47°C being the highest temperature i've seen.

Way to hot, hottest a cpu should get is -5C jk.

How full is your hard drive on the laptop? If the disc was full enough when you installed Ren it could have put the Ren's data onto the 'slow access' part of the disc. If it is rather full you should make sure you've been defragging, but it might just not be able to access fast enough (also check what programs you have running, maybe one does a bunch of calculations every few minutes that are enough to cause the game to lock for short amounts of time).

Subject: Re: FPS "smoothness" issue

Posted by [Ani](#) on Mon, 27 Feb 2012 14:20:00 GMT

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I just reformatted my OS and Renegade is currently on a secondary drive with 500GB capacity all by itself.. (I keep my games on a dedicated HDD by themselves)

My other hard drive (only have 2, now we're talking about C) has 446/465 free..

Other interesting facts; it's been happening to for my previous 2 PC's, but they've been crap and I always blamed the hardware for it.. But this thing can run Crysis maxed out around 30-50 FPS and it still doesn't have the whole 20ms freeze thing.

It always happens spontaneously, like it has to load something off the HDD first before it can continue processing the rest. That's the only real explanation for it, i'll be getting 120FPS (for instance, yesterday when there was the reneversary with 50 people) and it'll happen once a minute, and the weirdest part is, the longer I stay in a game (in a map rather, like a marathon) the less it happens.

Clearly I need to optimize this game for my PC somehow but running it as Administrator, and running it in XP-compatibility mode doesn't help it at all.

Also, another thing that might help; it always seems to happen when there is something being "created" - in terms of a vehicle being bought, a character being bought (not only by me, but people I can visually see) or even someone typing in the chat, including commands...

Honestly, I love this fregging game, I haven't played Rene in years and yesterday was a great day, and i'm sort of a weirdo when it comes to fps smoothness, and having a 120FPS consistent run with a 20ms freeze every couple of minutes is enough to have me stop playing. :/

Subject: Re: FPS "smoothness" issue

Posted by [Jerad2142](#) on Mon, 27 Feb 2012 15:16:19 GMT

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If its every time something is created that suggests that its either happening during texture load or mesh load, if you have shaders enabled try disabling them and see if that helps, otherwise try defragging Ren as it should still be hard drive related if it isn't some weird thing shaders are doing.

Also try with compatibility mode off, I've never had to run Ren as admin or xp mode (however I've always had UAC disabled on all 11 7/Vista computers I've installed it on).

Subject: Re: FPS "smoothness" issue
Posted by [Ani](#) on Mon, 27 Feb 2012 16:06:22 GMT
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I don't know how to disable shaders, but I did set the Shader Details slider all the way to 0%. I also defragged my hard drive, and I can confirm it's still happening.. =/

Subject: Re: FPS "smoothness" issue
Posted by [Jerad2142](#) on Mon, 27 Feb 2012 16:09:22 GMT
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Shaders setting is in the renegade options menu in game (used to be in bhs.dll options but its called something different under 4.0).

Subject: Re: FPS "smoothness" issue
Posted by [Ani](#) on Mon, 27 Feb 2012 16:18:25 GMT
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Yeah there is no option to turn it off.. Only minimize the details, I also disabled post-processing which sounds like what the issue can be and it seems to still be happening although less noticable :/

Subject: Re: FPS "smoothness" issue
Posted by [Jerad2142](#) on Mon, 27 Feb 2012 16:40:03 GMT
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How much ram did does your laptop have, and how much of it is free?

Subject: Re: FPS "smoothness" issue
Posted by [Ani](#) on Mon, 27 Feb 2012 17:08:48 GMT
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8GiGs of ram, about 80% free or so.

Subject: Re: FPS "smoothness" issue

Posted by [Jerad2142](#) on Mon, 27 Feb 2012 17:20:17 GMT

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Was the defrags speed consistent though Renegade's files?

You should also run Renegade in windowed mode with task manager up, see if your CPU is maxing out (maybe something on the network causes it to get over taxed) (oh, and when I say maxing out, I mean a single core, as Renegade can only take advantage of two (one for the texture loader and one for the game itself)).

Subject: Re: FPS "smoothness" issue

Posted by [StealthEye](#) on Tue, 28 Feb 2012 01:21:13 GMT

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I'd also guess it's disk related. Try using the windows "resource monitor" [1] to see if it's related to disk I/O. See if you see the disk graphs spike when it happens.

You can also try copying your Renegade dir entirely to a different HDD and see if it happens when you start it from there.

The CPU maxing out is fine, it's quite normal for it to do that as long as the FPS is below the limit (e.g. 60) or vsync is off.

(1: start -> type "resource monitor", enter; or ctrl+shift+escape -> performance -> resource monitor; needs win7 or maybe vista)

Subject: Re: FPS "smoothness" issue

Posted by [Ani](#) on Wed, 29 Feb 2012 01:06:09 GMT

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I uninstalled Power4Gear which manages power options for my laptop. The issue is still there but it's happening a lot less, more frequently for the first 30min or so the games up, and less often after that; usually occurring during a creation of an object.. Running Ren in windowed mode and looking at resource manager at the same time shows nothing out of the ordinary.

Like I said, its been happening to me for years but I usually blamed the hardware for it but my laptop is way more then capable of running Ren. My best guess is that it's the games engine or something in the scripts (such as not preloading all assets properly) that causes this. I'm a bit more sensitive to FPS issues then most but i'd have to say others must be experiencing this issue as well...

Subject: Re: FPS "smoothness" issue
Posted by [Ani](#) on Wed, 29 Feb 2012 14:41:11 GMT
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Another thing: running in Windowed mode literally gets rid of the problem in it's entirety.. No slowdowns at all... Running everything in the same settings too. :/

Subject: Re: FPS "smoothness" issue
Posted by [MorDos](#) on Thu, 15 Mar 2012 21:29:23 GMT
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I noticed a similar issue on my main desktop rig fully loaded bells and whistles where that should never behave in that manner and had similar issues.

My fix was screen resolutions as long as I am running Renegade in the screen resolution and refresh rate that is currently being set by system video controlled by Nvidia Controller the issue goes away any more or less than that have issues such as your describing.

Basically try to match Renegade video display setting to that of your Video Controller settings try that see if it helps.

Subject: Re: FPS "smoothness" issue
Posted by [Jerad2142](#) on Fri, 16 Mar 2012 14:06:26 GMT
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Animoskity wrote on Wed, 29 February 2012 07:41 Another thing: running in Windowed mode literally gets rid of the problem in it's entirety.. No slowdowns at all... Running everything in the same settings too. :/

Do you have a wide screen monitor, and when you run it windowed do you run it in a non widescreen resolution?

Subject: Re: FPS "smoothness" issue
Posted by [Ani](#) on Fri, 16 Mar 2012 14:11:54 GMT
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I indeed have a widescreen monitor, but I found out what is a fix for this... Running Fraps... lol But yeah, I still had the issues when running in Windowed mode, it just happened a lot less..

Subject: Re: FPS "smoothness" issue
Posted by [MorDos](#) on Fri, 16 Mar 2012 15:04:05 GMT
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Yes I have a wide screen and the resolution fix i mentioned fixed the issue, that's all i can suggest that fixed the issue I dont run in windowed mode and yes when i did i had same issue I just matched the resolution scheme to that of the Video controller scheme.

Subject: Re: FPS "smoothness" issue
Posted by [Ani](#) on Fri, 16 Mar 2012 19:59:41 GMT
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What exactly do you mean by "video controller scheme" ?

I'm assuming running the game in your monitor's native resolution?

(My monitor is 1600x900, and i've always run my games in native resolution and still experience this issue)

Subject: Re: FPS "smoothness" issue
Posted by [MorDos](#) on Fri, 16 Mar 2012 22:18:34 GMT
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are you sure that renegade console is using the same bit rates and refresh rates as resolutions as that of your controller settings also make sure your DX is up to date with the current setup you are using its best to have the DX version for renegade you can have multiple DX settings not all games use the same DX versions some are forced to to use certain versions just a though trying to help ya figure this out as I did also may want to take a look at your CPU usage actual usage while in game tag the cpu use for ren as renegade relies more on CPU rather than Video that is why I mentioned how I fixed my same issue.
