Subject: FPS Spikes from 300+ to 12.
Posted by omgitsgunz on Sat, 08 Sep 2012 22:39:02 GMT
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Just reinstalled Ren on my new computer. My ping is fine, KPBS seems stable, SFPS is fine, but my FPS keeps going from 300 (up to 500) to 6-12 any time I open a menu, enter a vehicle, or start shooting (ended up in quite a bit of credits lost). I'm using the 4.0.5Beta from TiberianTechnologies. Has anyone else had this problem? Does anyone know of a resolution? The game is 99% unplayable because of this -well...garbage.

Subject: Re: FPS Spikes from 300+ to 12.
Posted by Good-One-Driver on Sun, 09 Sep 2012 06:47:45 GMT
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Good to see you again and yeah happens to me some times but not as much as you are mentioning.

Subject: Re: FPS Spikes from 300+ to 12.
Posted by Sean on Sun, 09 Sep 2012 11:40:22 GMT
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I've seen this issue with some people,

I'd advise enabling vsync and lowering the shaders to 50% or disabling them completely.

Subject: Re: FPS Spikes from 300+ to 12.
Posted by Jamie or NuneGa on Mon, 10 Sep 2012 23:03:11 GMT
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I had this a long time ago, disabling shaders fixed it.

Other than that I advise posting on the tiberium technologies forum section, one of them might be able to help you. I used to get this rarely before 4.0 but haven't had once since.

Subject: Re: FPS Spikes from 300+ to 12.
Posted by omgitsgunz on Fri, 21 Sep 2012 00:26:27 GMT
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I tried disabling shaders and enabling vsync. It still happens. :/ any more thoughts?

Subject: Re: FPS Spikes from 300+ to 12.
Posted by Good-One-Driver on Mon, 24 Sep 2012 06:41:36 GMT

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run 3.4.4 or post in http://www.renegadeforums.com/index.php?t=thread&frm_id=52&rid=24464