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Subject: SLOOOOOW FPS rate.

Posted by [nastym4n](#) on Fri, 18 Feb 2005 03:52:44 GMT

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icedog90

1. 16-bit greatly effects the eye candy, it looks INCREDIBLY blotchy, and it never even boosted my frame rate any higher than 1.
2. Screen resolution is the only good one I see in here. It may not look as sharp, but it greatly improves FPS.
3. Let me get this straight, WINDOWED MODE DOES ABSOLUTELY NOTHING TO YOUR PERFORMANCE. The only difference is that it turns off Vsync, so your FPS goes higher than your refresh rate and you THINK you're getting better performance.
4. Texture replacements barely harm the FPS at all, unless you get huge ones that are big texture maps.
5. This is the first thing almost anyone tries.

he was looking for suggestions, all of mine boost frame rate, regardless of impact on visuals. So to retort:

[1] in fact does increase your fps, you said so yourself.

[2] screen res is always a factor

[3] windowed mode increases fps on slower systems. Fact.

[4] we are talking about a CPU intensive game. Texture replacements slow the game down because ren draws BOTH textures. Shoddy game engine.

[5] just because its obvious to you does not mean it is to the person that posted.

be careful before you tear through one of my posts regarding increasing fps for Ren, I had a shit system for a long time and i tweaked it almost exclusively for Ren.

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