
Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by [Demolition man](#) on Wed, 16 Apr 2003 18:19:52 GMT
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BlazerAs a beta tester of PlanetSide I can tell/warn you that it uses about 925M of RAM...so if you don't have at least a gig of RAM, you are going to get lag since you will constantly be swapping to/from virtual memory. Hopefully the beta is compiled with lots of debug code and the memory usage for the final version will go down.I got 512 MB it just depends how you set your settings.
:rolleyes: It even works fine with 256...
