
Subject: Whoa!!!! Why can't we have THIS graphics engine?

Posted by [Blazer](#) on Wed, 16 Apr 2003 18:25:36 GMT

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Demolition manBlazerAs 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...

shrug. When Crimson had 512M of ram, the game was slow and laggy. Turned out it was using more memory than she had. Now that she has a gig, it uses about 256M of RAM when you first spawn, but once you walk out into an area where there are vehicles etc, you can alt-tab and check and it will be using 900M+. It's not just me others have checked and gotten the same numbers.

Maybe turning all the graphics details down to minimum makes it use less RAM, I havn't tried that.
