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Subject: Minor problem...

Posted by [icedog90](#) on Fri, 29 Apr 2005 06:24:17 GMT

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IRON FARTThat would explain it. Although I have a 128MB card, and the aperture is set to 256MB, so I don't see why there would be a shortage. Does Renegade use that much memory?

For one thing, we all know that the Geforce FX 5200 sucks. I have a Geforce FX 5600 with 256mb of video memory, and it's actually not that bad. I even run Half-Life 2 at an average of 30 FPS with maximum detail, 1024x768 resolution, and DirectX 8.1 (no, I did not guess the average FPS, I used Fraps to benchmark). Renegade easily tops above 100 FPS, with maximum detail on and 1024x768 resolution.

Never make your aperture size above 128mb, it's useless to do so. I forgot the reason why, but I read on a few sites about it and the reason was a very good reason. Change it back to 128mb.

EDIT: Find the reason here: <http://www.ocfaq.com/article.php/overclocking/vidcard/43>

And Kanezor, you payed way too much for that computer...

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