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Subject: Re: Renegade too laggy

Posted by [Chuck Norris](#) on Thu, 10 Jan 2008 14:47:29 GMT

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EvilWhiteDragon wrote on Thu, 10 January 2008 07:44Chuck Norris wrote on Thu, 10 January 2008 07:30Ethenal wrote on Wed, 09 January 2008 23:27A 1.2 ghz CPU in Renegade is going to lag like hell, no matter what you do. Renegade is very CPU intensive.

QFT. My old 800MHz PIII could barely play the game unless it was small servers. Stick to small servers and since you won't get high FPS anyway, your better off sticking to AOW and avoiding sniping. The game settings depend more on your video card. I don't think any of them are CPU bound except maybe particle detail (so leave that at low/medium).

I'll second the motion that Vista on that CPU is probably a bad idea in itself, let alone running games on top of it. Vista is something like 5%-10% (sometimes more) slower on average than XP even on current systems, so just going to XP on your older one should give a small decent boost right there.

Did really depend on your videocard, my P3 550 Mhz was able to play pretty well on, at the time, BC which was back then pretty much filled...Depends on the person on what they find fast and slow. Renegade is more CPU bound than GPU bound from my findings. I have a GeForce4 Ti4200 in that old PIII 800MHz box. That's plenty for Renegade. It gets between 20-30FPS average, maybe a bit more in tunnels and/or small servers. You're right, it's playable, but I'm used to a constant 60+, so to me, that's a little slow. That same card got twice that in a P4 machine. Point is, Renegade is no longer limited by the GPU at all unless you're using a crappy one. It's CPU limited, especially online when your CPU has to calculate all of those players. The box for the game said a PII of what, 266MHz was minimum? Maybe for single player. I think 800MHz PIII was the minimum for online, and I'd say that's about right. 1.2GHz will work, but when alot happens, it will lag.

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