

---

Subject: Re: Framerate in Renegade

Posted by [Chuck Norris](#) on Sun, 03 Aug 2008 02:51:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Caveman wrote on Sat, 02 August 2008 19:08Chuck Norris wrote on Sun, 03 August 2008 00:01As for FPS issues, I've found it's either something in the background taking CPU cycles, or a weak CPU period, which would cause it to run slow. Renegade's old, but it does need more CPU power than anything else.As I said.. a 1.5Ghz Celeron CPU with stock onboard graphics just doesn't have any bollocks in it.I was just commenting in general with my last comment, not specifically saying why the one with the slow game problems was having them.

To answer though, let's hold up for a minute and not just make assumptions on a name and number. This is a Celeron M here, not a traditional Celeron. The former is far better. The Celeron M (and Pentium M) are not based on the Netburst architecture, but on the Baniyas/Dothan core, which was Intel's attempt at a better architecture, and it was based on the Pentium III (it sits between a Pentium 4 and Core Duo/Core 2 Duo, in other words). Yeah, it's still a Celeron, and yeah, it has a lower frequency, but don't just assume something because of the name. The Celeron M and Pentium M were "okay", certainly enough for Renegade. I think it's the onboard video that's more at fault here.

---