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Subject: Re: Radeon 4670

Posted by [Chuck Norris](#) on Thu, 06 Aug 2009 07:11:22 GMT

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IronWarrior wrote on Wed, 05 August 2009 04:12: Thing is.. I know it could do better but Renegade is a CPU sided game, since you have a dual core CPU and I don't, you should get a higher FPS than me. Renegade wasn't made for and doesn't gain any advantage from more than one CPU or more than one core, so that means nothing. You are right that Renegade demands much more CPU power, especially in larger servers, though. The key is more actual CPU speed (per a single core).

As for GPUs, just about anything that isn't really old can run this game fine. If you want shaders, high resolutions, and AA/AF and all that, you still don't need top of the line, but you need a decent GPU. Even my old GeForce 6800 ran it maximum at 1600x1200 with 16AF and 4xAA. The shaders did hit it kind of hard though (at the high resolution with AA and AF), so I had those disabled, but it wasn't unplayable. It was the CPU (Pentium 4 2.8GHz with Hyper-threading) that held it back.

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