Subject: Re: Radeon 4670
Posted by IronWarrior on Thu, 06 Aug 2009 13:57:50 GMT

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Chuck Norris wrote on Thu, 06 August 2009 02:11IronWarrior wrote on Wed, 05 August 2009 04:12Thing 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 then 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.

The microarchitecture between a single core chip and a dual is different, so I would expect more FPS in the game even if the clock speeds are the same.

Through this was the point that am making, the CPU in my desktop bottlenecks my GPU's which sucks so much, I had the same problem in my old PC.