Subject: FPS Spikes from 300+ to 12.
Posted by omgitsgunz on Fri, 21 Sep 2012 00:49:18 GMT
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Just reinstalled Ren on my new computer. My ping is fine, KPBS seems stable, SFPS is fine, but my FPS keeps going from 300 (up to 500) to 6-12 any time I open a menu, enter a vehicle, or start shooting (ended up in quite a bit of credits lost). I'm using the 4.0.5Beta from TiberianTechnologies. Has anyone else had this problem? Does anyone know of a resolution? The game is 99% unplayable because of this.

Other forum said to disable shaders and vsync. I did. The lag spikes are less frequent, but are worse in nature. Instead of freezing for ~5 seconds, I freeze for 15+.