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Subject: Re: FPS Drop/Game Stutter at beginning of new levels

Posted by [danpaul88](#) on Thu, 03 Jul 2014 14:49:41 GMT

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When its freshly installed there is a good chance a lot of the files are still resident in the RAM standby cache, especially if you have a lot of RAM in your system that isn't being used for anything else.

Whilst an SSD might be fast it's still many orders of magnitude slower than RAM and even after reading the file it needs to unpack it into a game data structure, which requires CPU and/or GPU time depending on the type of file. Textures in particular will typically cause micro-stutters since they have to be loaded before they can be rendered.

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