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

Posted by [saberhawk](#) on Sun, 06 Jul 2014 04:51:29 GMT

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XPIRX wrote on Sat, 05 July 2014 21:06

I just don't understand why after a fresh install its stutter free for a while. Its obvious to me that scripts 4 is causing the issue, but i cant figure out why it doesn't happen right away after a fresh install.

Most stutters are currently caused by the game trying to load a file on demand. Some files need to be loaded immediately so the game does nothing else while waiting for Windows to read them (which causes the stutter). Other files can be loaded asynchronously in the background (like textures). Those won't stutter but may cause immediate loads to wait longer.

The reason a "fresh install" seems stutter-free is because Windows uses free RAM to cache file contents. Task Manager shows this as the cached amount.

Disks are still significantly slower than RAM so if all the game files are cached everything loads much faster.

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