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

Posted by [Ethenal](#) on Sun, 06 Jul 2014 05:42:36 GMT

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XPIRX wrote on Sat, 05 July 2014 23:59I have come to the conclusion that there is some memory issue/leak with scripts 4

http://en.wikipedia.org/wiki/Memory_leak

Specifically,

Quote: In object-oriented programming, a memory leak may happen when an object is stored in memory but cannot be accessed by the running code.

A memory leak is essentially when a programmer decides to ask for some memory from the computer, does something with it, then throws away his reference to the memory without telling the computer that he's done with it - therefore, the computer thinks the memory is still in use and the program no longer has an address to the memory, so the memory is "leaked" and cannot be reclaimed until the program is exited.

I do not see how this could have anything to do with your stuttering issue.

EDIT: By the way, I might as well mention that I run Renegade with always.dep (0kb) in my data folder, as not recommended by the TT team, and I get pretty significant stuttering immediately after I join due to my client loading the files/textures needed on demand, instead of loading most of them at the loading screen. In my experience the stuttering goes away once (in my estimation) everything in the game is loaded, and I don't experience the problem for the rest of my playing time.
