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

Posted by [XPiRX](#) on Sun, 06 Jul 2014 05:54:54 GMT

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Ethel wrote on Sat, 05 July 2014 22:42XPiRX 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](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.

Possibly I used the wrong term. But wouldn't loaded memory that's leftover/addressed wrong cause issues later on when the program calls for the same objects? This could explain why a fresh install with brand new objects that are loaded, without conflicting issues from previous loads, doesn't cause issues.

I may not be an expert on coding but I'm not a noob when it comes to computers. All I can say is that I only have this issue with scripts 4. It has something to do with scripts 4, that I am certain of. And comparing your stuttering, mine doesn't go away once its loaded. It happens again after X amount of time. I thought it was just during the first part of the level loading, but after playing long games the same model/sounds that were loaded previously that caused stutter, they cause stutter again. Its driving me insane and I can't seem to fix it.

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