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

Posted by [XPiRX](#) on Sun, 06 Jul 2014 17:54:13 GMT

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@EvilWhiteDragon - No, my system does not overheat. Neither heatsink on the GPU or CPU is stock, they are both after market. I monitor temps always. I used to play renegade on this machine a few years ago, hardware has not changed. GPU is not being taxed heavily either, the highest usage I've seen is 30% playing renegade. I've also disabled shaders, AA, post processing, and put graphics to the lowest setting possible - stutter still exists.

@StealthEye - Yeah, I've used RAMMap, I just restarted to make sure everything was cleared. I don't know why a fresh install fixes it either. I tried making a backup of a fresh install directory, then when stutter started I deleted the install and copied over the fresh install backup. Stutter was still there.

Is there a way to load all the sounds/models for that map to be loaded into RAM without having to wait for it to be loaded on demand? I have no shortage of RAM and should be able to do that, that should remove the stutter according to some people who have posted here. Still doesn't explain why it doesn't occur after a fresh install.

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