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

Posted by [XPiRX](#) on Wed, 16 Jul 2014 00:50:44 GMT

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After the stuttering came back, seemed to take longer than normal, I then deleted and replaced all folders with the backups. Stuttering remained. It seems to occur less now since I deleted the folder in documents. I didn't realize 4.1 created a folder there. Ever since I deleted that, the stuttering occurs less(at least it appears that way) and took longer to appear again. It still comes back though after a reinstall.

There are no weird hidden files that get created in any of the folders. I even checked files sizes and everything, the only files that changed were within Documents\Renegade\Client. After deleting and replacing said files it doesn't fix the stutter, only a fresh install does.

Since it appears to occur less often now and took longer to appear ever since that initial deletion of the documents folder, I would imagine it could have something to do with that folder. Deleting and replacing the folder doesn't fix it though, which is extremely odd. There are no large files, garbage files, hidden files, etc. in the folder. I even tried to delete all the chat logs and .thu files that get created and nothing changed.

I noticed an assest error log file within that folder. I monitored it and every time I got a stutter, something failed to load.

```
Failed to load 'e_tk_sld_ltmt'  
Failed to load hierarchy 'ShatterPlanes1'  
Failed to load texture 'multisplash01.tga'  
Failed to load texture "  
Failed to load animation 'NULL.NULL'
```

Those are the most common ones (probably 80-90%) that occur right when a stutter happens. There are probably some others that occur right as a stutter happens, but those are the ones that I remember noticing a lot. There are a lot of other errors but they occur not during stutters as well. These errors might occur without a stutter happening, but they happen exactly when a stutter happens as well, the null.null and " have only occurred when a stutter happens so far.

Seems to be either the stutter is causing a load failure, or a texture failing to load causes the stutter, I would assume the latter.

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