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

Posted by [StealthEye](#) on Wed, 16 Jul 2014 19:29:38 GMT

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Perhaps it even stutters purely due to writing the log messages to disk (inefficiently, synchronously, one write per character, or something like that). Or it tries some other way of finding the file. Perhaps filesystem-related? A clean install somehow being more efficient because the file table is less fragmented or something like that. I don't think anything like this should normally be noticeable though.

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