Subject: Re: FPS Drop/Game Stutter at beginning of new levels
Posted by StealthEye on Thu, 17 Jul 2014 01:32:03 GMT
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Bad file writing can be incredibly slow if it uses unbuffered synchronous I/O and does not chunk the data right. I used applications before that took seconds to write only a few 100 lines to a log file (without any processing other than the formatting). Of course, this could be implemented much more efficiently, but that probably goes for whatever is causing the stutters too. Stutters are at several 10ms resolution, bad disk access patterns may not be too far from that. I'm just saying it shouldn't be excluded completely, I'm not saying it is most likely the cause.

I think 3.4 writes the same log file. And if you say it happens more when the install dir is on the HDD and the log file is still on the SSD, then I guess it's not that.

Procmon sounds like a good idea.

I do wonder though, does it display ShatterPlanes1 every time? That's from ShatterSystem afaik, and afaik that's only used for window shattering; which I would not expect to be something that happens all the time?