
Subject: Slow on w3d Load

Posted by [Cpo64](#) on Tue, 04 Nov 2003 18:19:06 GMT

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IRON-FART

What have you changed since?

Nothing that I know of... After the problem started I removed about 6 gigs of stuff thinking that it just needed more room.

Quote:

I don't think RAID would make a difference either way.

-What are your system specs?

Operating System: Windows XP Home Edition (5.1, Build 2600) Service Pack 1
(2600.xpsp2.030422-1633)

BIOS: Award Modular BIOS v6.00PG

Processor: Intel(R) Celeron(TM) CPU 1200MHz

Memory: 248MB RAM

Page File: 173MB used, 433MB available

Windows Dir: C:\WINDOWS

DirectX Version: DirectX 9.0b (4.09.0000.0902)

DX Setup Parameters: None

DxDiag Version: 5.03.0001.0902 32bit Unicode

Card name: RADEON 7000

Manufacturer: ATI Technologies Inc.

Chip type: Radeon 7000 (QY)

DAC type: Internal DAC(350MHz)

Device Key: Enum\PCI\VEN_1002&DEV_5159&SUBSYS_000B1002&REV_00

Display Memory: 64.0 MB

Current Mode: 1280 x 1024 (32 bit) (60Hz)

Monitor: Studioworks 775E

Monitor Max Res: 1280,1024

Driver Name: ati2dvag.dll

Driver Version: 6.13.0010.6166 (English)

DDI Version: 8

Driver Attributes: Final Retail

Quote:

-What Graphics card?

RADEON 7000 64 MB

Quote:-Try opening simple objects such as cubes etc without textures, and simple shapes WITH textures also. Note the difference, and determining if the problem is textures.

-3 min 32 seconds to load C&C_Field

-3 min 8 seconds small 2 texture turrain mesh

-0 min 0 seconds untextured Box

-3 min 10 seconds single texture Box

-Crash on 50000 Poly GeoSphere (lol)

Quote:

-What are you trying to open that is takes a long time?

Anything, W3D viewer takes forever on anything, if its an animated bone, or a fully textured level. Commando takes long on things to, but not as long on untextured objects, once they are in, I can mess with them all I want. But soon as I load another object even if its the same one, it will take a long time to load.

Quote:

-Is is a high-poly count object with full-on textures?

It's everything, even those transition boxes take a long time, number of polys don't seem to matter.

Quote:

-Do what was said before, defrag, run scandisk.

-Kill any background services.

I will run scandisk later, but I have run defrag several times.

I will try emilinating bacground services later.

Quote:

-What OS are you running?

-What kind of textures are you using?

XP Home

Standard renegade textures.

Quote:

-What resolution and color depth are you running?

1280 x 1024 (32 bit) (60Hz)

Quote:

This is an ODD problem, so we are gonna need some in-depth info.

If you don't know what anything means, say so.

Odd, I guess, since no one else seams to have had this problem...

Okay okay, I guess I exagerated with the 10 min, but I never actuly spent the time to use a timer, I was to busy banging my head against the table lol.

I don't think its becuase of something running in the background, because all my other games run normaly, and renegade it self runs normaly as well. The problem has to do with the textures. When looking at the log scroll by, when it looks for the textures, and loads the w3d it goes by very fast, but then it stops, 3 min go by, and the file pops up.

I just tried to load W3D Viewer, without loading a w3d, its takeing forever... and its not even loading a mesh...

Stupid computer...
