
Subject: Taking a screenshot takes AGES
Posted by [RTsa](#) on Tue, 11 Oct 2005 15:27:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Taking screenshots in renegade takes ages for some unknown reason. By ages I mean the screen stops for maybe two seconds and I can't do anything. This of course means I can't take screenies when there's something happening...I've had this always I think.

Oh, and it doesn't save anything at all in menus, don't know if that's not how it's supposed to be..

I have:
AMD 64 3000+
GF 6600GT 256Mb
Win XP, no SPs

Help would be appreciated. Thanks for reading!

edit: found the screenies, nvm this edit if you didn't have time to read the original xD I feel like I'm stupid
The question above still stands though.

edit: Tried taking resolution down to 1024*768..didn't help.
I play at 1600*1200 don't know if that has anything to do with this.

Subject: Re: Taking a screenshot takes AGES
Posted by [icedog90](#) on Wed, 12 Oct 2005 04:59:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know everyone says this... but make sure you have the latest nVIDIA drivers.

Whenever I took a screenshot in Renegade, it always paused for about 1/4 of a second, and only rarely would it pause for two seconds.

Subject: Re: Taking a screenshot takes AGES
Posted by [RTsa](#) on Wed, 12 Oct 2005 11:49:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have the latest drivers :\
And it happened with the old ones as well.

Thanks for the try though...but 1/4 of a second is a lot less than what I have.

Subject: Re: Taking a screenshot takes AGES

Posted by [Lijitsu](#) on Wed, 12 Oct 2005 12:17:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Don't bitch about two seconds of lag. When I play Halo, my average FPS in games that people don't use explosives much(none) is around 40. Otherwise, it's 25. In Renegade, my average FPS is 30. In a fight with Tanks and such, it's 15. Whenever I take a screen shot, it freezes for about one second, and then lags for four more. So don't complain about having 1/4th of a second of lag whenever you take a screenshot. It's expected to lag.

Subject: Re: Taking a screenshot takes AGES

Posted by [Scythar](#) on Wed, 12 Oct 2005 12:45:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can try disabling your virus scanner and see if it has any effect.

Subject: Re: Taking a screenshot takes AGES

Posted by [RTsa](#) on Wed, 12 Oct 2005 17:31:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lijitsu, did I say I have a freeze of one fourth of a second? NO!

I said I had maybe TWO SECONDS of that...and if you don't have a good computer, go and buy yourself one.

I do have a good frame rate (85FPS, which is my refresh rate, no need to go above that) but I just might want to take screenies sometimes, which I can't because of this major freeze thing. Oh, and nothing personal. You just weren't helpful and didn't read my post well enough.

Scythar, I'll try that, though I really don't want to play without my antivir...but I'll see if that makes a difference.

Subject: Re: Taking a screenshot takes AGES

Posted by [Renx](#) on Thu, 13 Oct 2005 00:58:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you're using a recent version of scripts.dll you could change it to take .png screenshots. Or if that's what you're already doing you could change it back to .tga and see if it helps any.

Subject: Re: Taking a screenshot takes AGES

Posted by [Lijitsu](#) on Thu, 13 Oct 2005 01:47:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

RTsa wrote on Wed, 12 October 2005 13:31and if you don't have a good computer, go and buy

yourself one

You definately don't come here often. I'm poor. I have no money to spend on things I like, I have to spend it all on food and bills.

Here's something that will help: Get HoverSnap! and use it. It saves as the type you specify, as the name you specify, and in the folder you specify. Google it because I don't feel like going to my clan's forums and finding the site.

Subject: Re: Taking a screenshot takes AGES
Posted by [RTsa](#) on Thu, 13 Oct 2005 06:08:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lijitsu, I was thinking I'll have to get an external program if I can't get this to work...thanks for the recommendation, sounds good.

Though I'll first try Renx's suggestion...

Subject: Re: Taking a screenshot takes AGES
Posted by [AADude7](#) on Sat, 15 Oct 2005 19:56:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just take screenshots, use Photoshop or Paintshop Pro 9 (if you have it) and change the .tga files to .jpeg or whatever you want.

Subject: Re: Taking a screenshot takes AGES
Posted by [cmatt42](#) on Sun, 16 Oct 2005 13:46:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scan for adware/spyware, defrag, reboot, reinstall Windows.

Don't reinstall Windows.

Subject: Re: Taking a screenshot takes AGES
Posted by [Lijitsu](#) on Sun, 16 Oct 2005 13:51:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

AADude7 wrote on Sat, 15 October 2005 15:56 Just take screenshots, use Photoshop or Paintshop Pro 9 (if you have it) and change the .tga files to .jpeg or whatever you want. Or, you can do what I suggested and get a program that will save it as the name, file type, and in the folder you want it to. See, you have no real helpful information here, because not everyone has Photoshop or Paintshop.

Subject: Re: Taking a screenshot takes AGES
Posted by [AADude7](#) on Sun, 16 Oct 2005 14:11:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know of 1 program like that, ImageForge.
Its free

Subject: Re: Taking a screenshot takes AGES
Posted by [AADude7](#) on Sun, 16 Oct 2005 14:13:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://www.cursorarts.com/ca_imffw.html

Subject: Re: Taking a screenshot takes AGES
Posted by [JPNOD](#) on Sun, 16 Oct 2005 18:51:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Newest drivers for a old game? hmmm k.
I understand you have a GT6600, so you can't run it with the oldest drivers. but those new drivers do not improve for Ren.

Also..I have alot slower system, and I don't get any fps lag when taking SS' or a break. So maybe do a hijackthis log, or scan for spyware with all those programs out there.

Subject: Re: Taking a screenshot takes AGES
Posted by [Renx](#) on Sun, 16 Oct 2005 22:12:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should always have the newest drivers, no matter what game you're playing.

Subject: Re: Taking a screenshot takes AGES
Posted by [GodP0w3r](#) on Tue, 18 Oct 2005 12:15:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've had the same problem on my old computer some time back, what I did was go to the renegade\data map and take out all of the screenshots in there (the .TGA files). Back then I had over 500, when I took those out (and placed them in a different folder somewhere else on my HDD) the game took the screenies fast again 0_o

It fixed the problem for me then, hope it can help you out.

GodP0w3r

Subject: Re: Taking a screenshot takes AGES
Posted by [Renx](#) on Tue, 18 Oct 2005 20:05:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just noticed you have no service packs installed...You should at least install SP1, if not SP2 as well :S

Subject: Re: Taking a screenshot takes AGES
Posted by [RTsa](#) on Sat, 22 Oct 2005 14:34:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Had some other problems as well...and decided to make a clean reinstall of windows. Did that, installed SP1 and SP2, and they still take ages. (newest drivers, no adware, spyware, malware, viruses, trojans etc, all checked, nothing found (well, except for a few cookies, but meh)) not too many SSs in data folder, not too much data there anyway after the reinstall. And yeah, defragged as well

Quote:Also..I have alot slower system, and I don't get any fps lag when taking SS' or a break. Well, I'm guessing there's something changed in the way they're made. So, I'll just get an external program to do this.

Thanks for your help!
