
Subject: Windows XP Professional X64

Posted by [Alcoholicleaf](#) on Tue, 21 Mar 2006 18:37:16 GMT

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Someone knows if renegade bugs while installing on a Windows XP Professional X64 windows installation, or if there's something else wrong with the 64 version of windows that doesn't support renegade. because renegade just bugs everytime i use it

hope someone knows more?!~

Alco

Subject: Re: Windows XP Professional X64

Posted by [Goztow](#) on Tue, 21 Mar 2006 19:16:16 GMT

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Renegade should work but Renguard 1.03 doesn't support 64-bit versions. 1.04 will.

Subject: Re: Windows XP Professional X64

Posted by [Alcoholicleaf](#) on Tue, 21 Mar 2006 19:55:22 GMT

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it is working but it bugs.. btw do you know how to "improve" framerates in renegade.. everytime i play online it just slows down.. and i don't know why! because on another pc in the same network.. it just goes better than with thisone :s

Subject: Re: Windows XP Professional X64

Posted by [Goztow](#) on Wed, 22 Mar 2006 09:58:53 GMT

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Put the performance in the options lower. Don't run other programs while playing. Your FPS depends on CPU usage and video card (and a bit RAM)...

Subject: Re: Windows XP Professional X64

Posted by [light](#) on Wed, 22 Mar 2006 10:06:10 GMT

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Goztow wrote on Wed, 22 March 2006 21:58Put the performance in the options lower. Don't run other programs while playing. Your FPS depends on CPU usage and video card (and a bit RAM)...

I think a 64Bit CPU will have enough grunt for Renegade.

Does x64 have Compatability options? Can you try running it as 2000 or 98?

Subject: Re: Windows XP Professional X64
Posted by [Goztow](#) on Wed, 22 Mar 2006 10:35:38 GMT
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light wrote on Wed, 22 March 2006 05:06Goztow wrote on Wed, 22 March 2006 21:58Put the performance in the options lower. Don't run other programs while playing. Your FPS depends on CPU usage and video card (and a bit RAM)...

I think a 64Bit CPU will have enough grunt for Renegade.

Does x64 have Compatability options? Can you try running it as 2000 or 98?
He could have a shitty shared 64 MB video card...

Subject: Re: Windows XP Professional X64
Posted by [light](#) on Thu, 23 Mar 2006 06:50:39 GMT
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Well if he's running an x64 system, i'm guessing at least 1GB of RAM, which would be plenty.

Subject: Re: Windows XP Professional X64
Posted by [Goztow](#) on Thu, 23 Mar 2006 07:45:19 GMT
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RAM doesn't make up for your video card, though . Maybe he could give us his system info.

Other thing I think of now: if you're using a "cheap" LCD-screen then that's probably the reason. Change with a non-LCD-screen and check if you still havet he problems.

Subject: Re: Windows XP Professional X64
Posted by [light](#) on Thu, 23 Mar 2006 08:22:10 GMT
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How does the screen he is using dictate the FPS his graphics card can output?

Subject: Re: Windows XP Professional X64
Posted by [Goztow](#) on Thu, 23 Mar 2006 13:51:37 GMT

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I can give you a very nice explanation but can't be bothered. It's all up to the response time of your LCD-screen, nothing to do with which video card you have at that moment.
