
Subject: Vista

Posted by [mehide](#) on Mon, 21 Apr 2008 19:12:33 GMT

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Hello first time poster here

I installed Vista Ultimate (32 bit) on my computer. I built my own computer from parts. Dual Core 2.4 (overclocked to 3.0) 4gigs ram and GeForce 9600 GT 512 ram (overclocked). I can run just about anything I have normally at full detail even the COD4 i just bought with no problems. But when I try to play Renegade I get warping over and over. The more going on the more people warp. This seems like it would be a router/internet/server issue. BUT I have another computer that runs just fine with Renegade. So it is not any other those options. All i can guess is either drivers or settings. I have installed all the latest drivers for all my hardware with no luck. Setting I have tried have it run on just 1 Core..same. I tried closign EVERYTHING else still same. I tried window and full mode...same. Turned Windows firewall off...same. I am out of ideas HELP PLEASE

thanks

Subject: Re: Vista

Posted by [renalpha](#) on Mon, 21 Apr 2008 19:59:04 GMT

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trust me renegade is a bitch on EVERY computer.
you just got to deal with it.

Subject: Re: Vista

Posted by [mehide](#) on Mon, 21 Apr 2008 23:47:19 GMT

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some lag u can deal with but when the warp from one hallway to the next and then back a few seconds later....u can't do anything but die

Subject: Re: Vista

Posted by [danpaul88](#) on Mon, 21 Apr 2008 23:50:33 GMT

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You could try disabling network auto-tuning in Vista, I know it improves RDP performance a LOT, so it might help with Renegade lag too.

Info: <http://www.kombitz.com/2007/02/14/vista-auto-tuning/>

How to turn it off;

Quote: 1. Open up an elevated command prompt.

2. Enter the following command to disable auto-tuning
netsh interface tcp set global autotuninglevel=disabled

It's meant to provide some level of QoS for networking, but generally it just seems to slow everything down.

Subject: Re: Vista
Posted by [mehide](#) on Tue, 22 Apr 2008 00:51:34 GMT
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tried that did not fix the problem thanks for the idea any other?

Subject: Re: Vista
Posted by [Goztow](#) on Tue, 22 Apr 2008 06:44:12 GMT
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Could u, in-game, do F8 -> FPS and tell us how your FPS, SFP, ping and kbps changes over time? Also give us a cvlue about the amount of players in the game.

Also try doing F8 -> nur 30 so your net update rate is at the maximum.

In "my information", set your bandwith to LAN/T1 so you're sure Renegade doesn't put your bandwith to 56k.

Subject: Re: Vista
Posted by [mehide](#) on Tue, 22 Apr 2008 15:05:45 GMT
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15 people

150-250 fps
52-62 sfps
103-161 ping
83-97 kpbs

i set both things before and tried again no change

Subject: Re: Vista
Posted by [Goztow](#) on Tue, 22 Apr 2008 15:19:34 GMT
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150-250 fps --> could u go in the renegade options -> BHS -> put vertical sync on?

Is SFPS changing a lot? With only 15 players, it should be more or less a stable 59. Though that would be a server side issue.

Subject: Re: Vista

Posted by [mehide](#) on Wed, 23 Apr 2008 07:00:59 GMT

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DONE....no change =[[[

Subject: Re: Vista

Posted by [Goztow](#) on Wed, 23 Apr 2008 07:17:36 GMT

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Do you have a stable 59 FPS now? Or do it still vary?

Do you have a flatscreen? Does your 2nd computer have a CRT screen?

Subject: Re: Vista

Posted by [mehide](#) on Wed, 23 Apr 2008 16:14:50 GMT

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mostly stable when i told u 52-62 i sat and watched it for like 5 minutes..yes i have a flat screen and so does the other. thanks for all the help btw

i am install VMware right now and going to try installing XP on it and try it that way....not sure if this will solve the issue but gives me an excuse to try the software out =]

Subject: Re: Vista

Posted by [mehide](#) on Wed, 23 Apr 2008 18:05:06 GMT

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ok so u can't run ren on a virtual drive LOL i get crashes all the time =P

Subject: Re: Vista

Posted by [Carrierll](#) on Thu, 24 Apr 2008 09:38:17 GMT

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No. Things like Virtual PC 2007 don't provide DirectX9 type hardware to the OS you install on the

virtual machine.

Subject: Re: Vista

Posted by [Goztow](#) on Thu, 24 Apr 2008 10:35:06 GMT

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If the FPS constantly changes from 59 to 55 to 52 to 53 to 58 to 54 to ... that could explain the lag spikes; For the rest, i'm a bit out of ideas :-S. "Warping" is typically a bandwidth problem. Maybe you could switch the port of your router and/or some cables as test? It's surprising, however, that other games wouldn't have the same problem then.
