Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by KIRBY098 on Wed, 16 Apr 2003 16:35:17 GMT
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Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by kawolsky on Wed, 16 Apr 2003 16:43:45 GMT
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WOW,
not much different if u got proper graphics card

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Scythar on Wed, 16 Apr 2003 16:47:14 GMT
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Ah, looks excellent.....Im actually seriously thinking about buying it.

Subject: Re: Whoa!!!! Why can't we have THIS graphics engine?
Posted by EXorcisT3000 on Wed, 16 Apr 2003 17:10:09 GMT
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KIRBY098http://planetside.station.sony.com/media.jsp
cough RIP OFF! *cough*
Damn i really need to do something about that cough

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Ultron10 on Wed, 16 Apr 2003 17:28:47 GMT
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Heh, you probably haven't even played the game... :rolleyes:

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Blazer on Wed, 16 Apr 2003 17:57:02 GMT
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As a beta tester of PlanetSide I can tell/warn you that it uses about 925M of RAM...so if you don't have at least a gig of RAM, you are going to get lag since you will constantly be swapping to/from virtual memory. Hopefully the beta is compiled with lots of debug code and the memory usage for

the final version will go down.

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Ultron10 on Wed, 16 Apr 2003 18:05:23 GMT
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Yes, I'm glad my 1.2GB has finally come in handy.

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Demolition man on Wed, 16 Apr 2003 18:19:52 GMT
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BlazerAs a beta tester of PlanetSide I can tell/warn you that it uses about 925M of RAM...so if you don't have at least a gig of RAM, you are going to get lag since you will constantly be swapping to/from virtual memory. Hopefully the beta is compiled with lots of debug code and the memory usage for the final version will go down.I got 512 MB it just depends how you set your settings. :rolleyes: It even works fine with 256...

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Blazer on Wed, 16 Apr 2003 18:25:36 GMT
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Demolition manBlazerAs a beta tester of PlanetSide I can tell/warn you that it uses about 925M of RAM...so if you don't have at least a gig of RAM, you are going to get lag since you will constantly be swapping to/from virtual memory. Hopefully the beta is compiled with lots of debug code and the memory usage for the final version will go down.I got 512 MB it just depends how you set your settings. :rolleyes: It even works fine with 256...

shrug. When Crimson had 512M of ram, the game was slow and laggy. Turned out it was using more memory than she had. Now that she has a gig, it uses about 256M of RAM when you first spawn, but once you walk out into an area where there are vehicles etc, you can alt-tab and check and it will be using 900M+. It's not just me others have checked and gotten the same numbers.

Maybe turning all the graphics details down to minimum makes it use less RAM, I havn't tried that.

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Halo38 on Wed, 16 Apr 2003 19:39:45 GMT
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BlazerAs a beta tester of PlanetSide

I bow down to you oh master!

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Blazer on Wed, 16 Apr 2003 19:53:29 GMT
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Halo38BlazerAs a beta tester of PlanetSide

I bow down to you oh master!

Mmmmmmkay. I said a beta tester, not the beta tester. I was simply trying to pass on some technical details.

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Creed3020 on Wed, 16 Apr 2003 19:57:24 GMT
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I don't like teh whole it never ends part of the game and with INSANE   system requirments like that then I guess that is out of the question for me and even have 768 MB of Ram.

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Blazer on Wed, 16 Apr 2003 20:02:24 GMT
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Creed3020I don't like teh whole it never ends part of the game and with INSANE   system requirments like that then I guess that is out of the question for me and even have 768 MB of Ram.

While its true that the game never ends (as with all MMO games), don't forget that this is a Beta, and surely (hopefully) it has lots of debug code in it and the final version wont be so resource-hungry. Also it may be the case that turning down your graphics settings reduces the amount of resources required.

For me the major showstopper is paying a monthly fee to play it. Which I am unwilling to do unless the game is simply stunning, amazing, and action packed. PlanetSide is definitely impressive on many levels, but to be honest I have more fun and action playing games like Renegade, UT, etc that I don't have to continuously pay for

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Halo38 on Wed, 16 Apr 2003 20:32:49 GMT
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BlazerHalo38BlazerAs a beta tester of PlanetSide

I bow down to you oh master!

Mmmmmmkay. I said a beta tester, not the beta tester. I was simply trying to pass on some technical details.

I know there were like 12000 or something and more getting put in soon (or so i heard a while ago) but being one of them IMOA is a achivement

It looks amazing but for a month fee is it going to be a huge hit?? i'm not so sure on this.....

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Crimson on Wed, 16 Apr 2003 20:57:17 GMT
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Now you're all beta testers...

http://www.n00bstories.com/renforums/viewtopic.php?t=4310

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Crimson on Wed, 16 Apr 2003 21:08:22 GMT
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Maybe not... and if it's only one person, then whoever registers first is the lucky one.

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Ultron10 on Wed, 16 Apr 2003 21:10:50 GMT
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CrimsonMaybe not... and if it's only one person, then whoever registers first is the lucky one.

But more than 1 person can install it using that key it's just 1 person playing at a time.

If someone else were to go on at the same time it'll probably fuck up.

But oh well, it's worth a try...

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Homey on Wed, 16 Apr 2003 21:59:51 GMT
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1.7ghz, 512 ddr ram gf4 mx440 no lag with 1700people in the server, you do not need 512, and mine gets better as they fix the bugs. The game is not a rip off, not unless you hate the game

---

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by C4miner on Wed, 16 Apr 2003 22:08:23 GMT
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that's less than 1.38 cents an hour, see, i have calculator skills

homey in beta?

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by SomeRhino on Thu, 17 Apr 2003 00:00:19 GMT
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The only reason the engine looks better is because the clipping plane (your visiblility range) is greater than 300 meters away. That may be the main limiter on Renegade's engine. Too bad they didn't set it to a modifiable variable in Level Edit.

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Nodbugger on Thu, 17 Apr 2003 00:18:57 GMT
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That game is awsome.

btw only have 512mb ram and it runs fine for me. I can alt-tab instantly and sue aim or internet explorer.

I also have an amd athlon xp 2200+
geforce 4 ti 4600

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Bassoonboy on Thu, 17 Apr 2003 00:25:45 GMT
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sue aim and internet explorer?!?! what did they do to you!!! I'm not that casual about suing people! j/k
you mean use

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Crimson on Thu, 17 Apr 2003 00:38:34 GMT
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I have an Athlon XP 2400+, 1024 MB of PC2700 DDR RAM and a GF4 Ti 4800SE video card (thanks Blazer, I love you!) on maximum details, and that's how much RAM it uses on mine.

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Homey on Thu, 17 Apr 2003 01:39:40 GMT
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C4minerthat's less than 1.38 cents an hour, see, i have calculator skills

homey in beta?
Yeah i am. 1.4 cents an hour man i better start saving up :rolleyes:

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Duke of Nukes on Thu, 17 Apr 2003 03:22:57 GMT
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money adds up...most people dont want to have a buy a game repeatedly every month. Once we buy it...that should be it...I personally would rather stick with Renegade and not have to pay to play it

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Subject: Re: Whoa!!!! Why can't we have THIS graphics engine?
Posted by scrinstorm on Thu, 17 Apr 2003 05:13:23 GMT
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KIRBY098http://planetside.station.sony.com/media.jsp

Shut up! Don't make me want what I can't have!
KIRBY098= :twisted:

Subject: Whoa!!!! Why can't we have THIS graphics engine?
Posted by Dante on Thu, 17 Apr 2003 06:35:30 GMT
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been giving the game the ol heave ho tonight...

i have to say two things, and then i will shut up about it all

the game is fucking awesome, and the game is fucking awesome...

once it gets all that debug crap out, and they boost up the network resources and servers, i will abosolutely fall in love with this game...

don't worry, im not leaving ren, but i think i found a game to play when i can't find a good server on WOL