
Subject: Hard Drive swapping problems

Posted by [mildaine](#) on Tue, 01 Jul 2003 03:54:28 GMT

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Hey all. Im having a rather unique problem, I have tried everything I don't know to how to solve it.

I've owned C&C renegade for a while now, and I have recently set it up on my Epia system :

Epia M 800mhz
2x128mb PC133
PowerColor R7500 PCI
Samsung 8.4GB 5400RPM

Everything is fine. Installation is perfect .. when I play Online / Single player, the hard drive DOES NOT STOP swapping. The levels load fine, and I can connect to online servers .. but It's really annoying because it hinders my frame rate bigtime (Like 0.5fps). But when I play Battlefield 1942 or Quake 2, they run fine. No swapping problems. With renegade ..hell.

These are the settings I have enabled :

In Windows 98 :

- Virtual Memory set to either 150 / 450 or Automatic (makes no differnece)
- File system read ahead optimization is full.
- For hard drive settings, DMA is enabled.

In bios :

- HDD Block mode transfer is enabled.

In Renegade :

- 640x480x16bit - Low detail - 11khz audio / 8bit / stereo

If anyone can freakin' help me please do not hesitate to drop a reply. This is really annoying I dont know what is causing the problem.

Thanks

- Mildaine

[/u]

Subject: Hard Drive swapping problems

Posted by [Ren Sizzlefab](#) on Tue, 01 Jul 2003 05:02:15 GMT

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How much free space you got left on that drive? With Renegade, BF1924 and Quake2 on, as well as other programs I'm assuming, you must be getting pretty low on space. That may be causing you problems.

It also depends on how you put the hard drive into the new system. Did you do a fresh install of windows and all the programs, or did you just connect it up? If you just connected it, it's probably got a whole heap of redundant drivers for your old motherboard resources.

Subject: Hard Drive swapping problems

Posted by [mildaine](#) on Fri, 07 Jan 2005 05:39:20 GMT

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Funny, I had vitually the same setup :

Via EPIA 800

2 x 128MB CL2 @ 133mhz

40GB Samsung

PowerColor Radeon 7500 PCI 64mb

Windows XP Professionl (BTW, to get XP running on the original Epia's you need to flash your bios with latest bios rom. XP never used to work before that.).

Renegade ran like a charm. Load times were low; relative to 15-30s depending on the level.

The only problem I had was low framerates. I would get roughly between 7-10fps, and not a frame higher. Still was somewhat playable, although.

Subject: Hard Drive swapping problems

Posted by [mildaine](#) on Fri, 07 Jan 2005 05:40:09 GMT

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I forgot to mention that my Epia model was not the M model. It was the Epia V 800.

Subject: Hard Drive swapping problems

Posted by [Majiin Vegeta](#) on Fri, 07 Jan 2005 15:05:20 GMT

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Quote:Epia M 800mhz

2x128mb PC133

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sounds like it can barely run renegade

does it do this swapping while your playing in a single player lan? could just be where your trying to play in a big server O_O

Subject: Hard Drive swapping problems
Posted by [flyingfox](#) on Fri, 07 Jan 2005 18:09:45 GMT
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i'm a bit confused..you revived the topic but did you sort out the original problem? I think you're aware of the conservative swap file usage thing, which should surely fix the swapping problem.

also I'd recommend fast defrag: <http://www.amsn.ro/>
it also lets you use conserv swapfile usage.

Subject: Hard Drive swapping problems
Posted by [mildaine](#) on Fri, 07 Jan 2005 19:33:29 GMT
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Actually, I had brought this topic back into light because I had revived another topic regarding the same situation; hoping to attract some more attention. The swapping problems have affected numerous users and I chose 1 post regarding the situation to support my claim. I could have included many others but I am not that desperate.

And yes, I had already tried fast defrag 2 weeks ago. I assure you, the problem does not reside with windows interacting with the swap file, (as games send requests to the operating system to do these functions.). If this were the case, all of similar installed applications or at least some of them would be experiencing the same issues.

Im not even sure at this point what the problem may be. I am sure that it has nothing to do with my SATA drive directly, but it MAY be the drivers, it may be the way the game is telling windows what to do with hardware (Again, drivers) or it simply may be that the Operating System itself has enabled or disabled functions needed by renegade in effect to adjust system resources or change in interface or hardware (in this case, my SATA drive being installed) Again, this would fall under driver problem. To this point; I could only guess some more; and without facts - It is all speculation.

Since updating and using reference drivers does not solve the problem, I am positive the problem lies elsewhere. I am pretty sure it is within windows, but it also may be that renegade has problems interacting with something else windows related. Again, without facts - it is all speculation.

Thanks for the input everyone. but I need something more.
