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Subject: OT: Eating Up Resources

Posted by [boma57](#) on Wed, 02 Jul 2003 03:18:59 GMT

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I got a new graphics card not too long ago, and ever since, 3DSMax eats up my resources like mad after it's been started, and even after I close it, right up until I restart.

I know it's a huge program, and it does use a lot of resources, but it never did this before, and now I've got a better graphics card, so you think it would do it less if anything. I don't think there's any conflicts, my card is a Radeon 9500 Pro.

Ironically though, GMax works perfectly. Exactly the same as before.

I tried reinstalling, but to no avail. I updated drivers too, but no such luck...

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Subject: OT: Eating Up Resources

Posted by [SOqKid](#) on Wed, 02 Jul 2003 06:09:23 GMT

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my graphics card is a Radeon 9500 Pro but mine dont take up resources

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Subject: OT: Eating Up Resources

Posted by [Xtrm2Matt](#) on Wed, 02 Jul 2003 06:26:55 GMT

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Erm... all depends on RAM (Memory) and CPU..

I have a 1.5GHZ CPU with 512DDR ram

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Subject: OT: Eating Up Resources

Posted by [FalconxI](#) on Wed, 02 Jul 2003 12:19:04 GMT

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AMD Athlon XP 2800+ Barton core  
1024 MB PC3200 Ram synced with cpu  
Radeon 9700 Pro

Don't have any resource problems went I run Max CPU usage stay under 25% unless I'm rendering.

It could be the new gfx card is straining the cpu. Also what video renderer did you choose, HEIDI, OpenGL, or Direct X? I had problems getting Max to run when I tried using the DX renderer.

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Subject: OT: Eating Up Resources

Posted by [General Havoc](#) on Wed, 02 Jul 2003 12:24:58 GMT

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Yeah RAM and CPU are making the slow performance for your 3D Studio Max and not your graphics card. Ram is the main resource used by the program then the CPU, suprisingly the 3D Card is responsible for very little. Half the features such as Pixel and Vertex Shaders, Effects Engines are not used in 3D CAD applications. nVidia offer the Quadro FX for that exact reason, high 3D application performance but not gaming uses. Your Radeon 9500 is more than capable of handling it I would think. However a extran 512MB DIMM (Dual Inline Memory Module) youls speed up your rendering and performcane a lot.

\_General Havoc

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Subject: OT: Eating Up Resources

Posted by [boma57](#) on Wed, 02 Jul 2003 14:57:18 GMT

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Xtrm2MattErm... all depends on RAM (Memory) and CPU..

Well yeah, I realize that, but I had the exact same RAM and CPU before I got the new graphics card, and no problems. I've got an AMD Athlon 1.6 GHz and 512MB DDR

I tried each three of the video renderers, and each has no noticable difference between them

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Subject: OT: Eating Up Resources

Posted by [boma57](#) on Wed, 02 Jul 2003 22:05:15 GMT

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As you can see, it continues spiking like crazy even after I close it and it'll keep doing that until I restart.

All I did during the time Max was open was open a model and manipulate it some, no renders or anything.

There were one or two other programs open as well, but the same ones were open before as were after.

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Subject: OT: Eating Up Resources

Posted by [General Havoc](#) on Wed, 02 Jul 2003 22:14:48 GMT

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Hmm strange. Check your virtual memory settings and make sure your settings are set to default (for debugging your problem). Next find out what applications are using CPU from a cold boot, load up nothing and wait till your HDD LED stops flashing. Press Ctrl + Alt + Del and watch which services are using the CPU and/or memory.

Programs such as Kazaa 2.5 are known to come with a load of un-needed system processes that need not be running until you use the application. Kazaa 2.5 is reported to use around 64MB or RAM with all its services including P2P service, Application, 3rd party junk. Anyway, back to the point check for programs using high memory. No programs should really be using CPU from a cold boot unless you have a boot up virus checker.

\_General Havoc

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Subject: OT: Eating Up Resources

Posted by [Demolition man](#) on Wed, 02 Jul 2003 22:16:07 GMT

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You have Win XP and 3DSMax 5?

I had Win 98se and 3DSMax 4.2 run fine but after I changed to Win XP 3DSMax 5 I got the same problem.

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Subject: OT: Eating Up Resources

Posted by [boma57](#) on Wed, 02 Jul 2003 22:29:54 GMT

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I have XP and 3DSMax 4.2, but I had XP and 4.2 before as well

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