
Subject: Can RG cause graphics problems?
Posted by [Rex](#) on Mon, 12 Apr 2004 22:20:44 GMT
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Hey,

I'll try to type as understandable as possible. Don't flame at me or you will be ignored..

I have been running RG for a week now. I switched back to normal Renegade to see if there were some differences.

I think there were.... The biggest difference I noted was in the graphics.

When I'm using RG, after I load the game and get out of the building that I spawned in, all mountains and structures look "bad" (like if you are running graphics on LOW or something) If I wait a few seconds, the graphics become better and I can see everything normal again. But if I run to a new place all graphics over there will be ugly too and will also refresh between seconds. After getting killed and respawn same thing. So it's not only after loading the game, but also ingame after having played for more then 20 min on the same map.

Oh ps: The Obelisk looks very ugly when i'm playing with RG. Only if I get very close to it, the graphics will become better and it will look normal again.

After I switched back I noticed that I didn't have this problem with Renegade. I only have this problem (sometimes) after loading a new map and getting out of my building....

I have a good computer. Running on a AMD 2,2Ghz, 1024 mb, 256mb videocard. So I seriously doubt it is my pc's 'fault'.

BTW I dont know if this helps to get a solution, but I'm running Win XP SP2 and the NO-CD crack...

Any replies are appreciated, unless they are unwellformed or flaming towards me.

- Rex

Subject: Can RG cause graphics problems?
Posted by [IRON FART](#) on Mon, 12 Apr 2004 22:26:45 GMT
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What video card do you have?

It could be your PC's fault. That doesn't mean that it can't handle Renegade well, but it could be your system.

I can say with confidence that it's not RG causing it. RG does not interfere with the Graphics at all (it can't and doesn't need to).

Subject: Can RG cause graphics problems?
Posted by [Crimson](#) on Mon, 12 Apr 2004 22:38:39 GMT
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We don't make ANY alterations to the files for Renegade except to rename one of them. I don't see how this is possible.

Subject: Can RG cause graphics problems?
Posted by [rm5248](#) on Tue, 13 Apr 2004 01:11:14 GMT
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Huh, I got lower FPS when I got Renguard... or maybe it's just me...

Subject: Can RG cause graphics problems?
Posted by [Rex](#) on Tue, 13 Apr 2004 07:38:16 GMT
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The any possible reason I got in mind is that RG causes my performance to drop.

I got a NVIDIA GeForce4 Ti 4200 256mb with AGP 8x.
I was wrong about hte amount of memory, because I actually have 512mb, but I'm planning to go to 1024mb. Could it be the memory (do you think it could be possible that with 1024 it would be better)?

Thanks for any help.

- Rex

Subject: Can RG cause graphics problems?
Posted by [jager852](#) on Tue, 13 Apr 2004 07:44:27 GMT
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my computer does exactly the same as it used to be , the preformance stays the same and the FPS (60) stays the same, but yeh that's my computer wich isn't the best of the best there is but still it works great.

Subject: Can RG cause graphics problems?
Posted by [Alkaline](#) on Tue, 13 Apr 2004 07:49:28 GMT
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everytime the map is over, renguard scans your game files including your always.dat (i think). I think the problem is that your game can't acces the files when renguard is scanning them so you

get problems.

renguard also has been reported to slow down people's framerate, a drop as large as 20, it also causing other people to lag really bad, and there is also the not connected or renguard not installed problem that so many people are having..

Wait for the 1.01 release and see if these problems have been fixed, in the mean time I would just play on Non-RG servers.

Subject: Can RG cause graphics problems?
Posted by [Rex](#) on Tue, 13 Apr 2004 08:26:16 GMT
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BTW now that I'm thinking about it, my FPS also dropped.... but it was always for a 1-2 sec. drop to like fps 15 and then it jumps back to 60. This event just happens on random times when I'm ingame... Also when I'm just idling ingame.... (Other programs are shut down like my antivirus firewall or whatever)

Like I asked before: Can more memory (RAM) be a good solution?

Subject: Can RG cause graphics problems?
Posted by [HaZarD26](#) on Tue, 13 Apr 2004 11:23:09 GMT
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RAM isn't going to help you as Renegade only use about 90 megabytes. 512 is definitely a sufficient. I'm going with your GPU. Try getting the latest versions of the drives, that could do a lot for you. All that is happening is your graphics card is rendering the scene after you are in it, instead of before you are in.

Oh...RenGuard definitely won't make anybody's FPS drop 20 and if it did, they didn't have 20 to begin with.

Subject: Can RG cause graphics problems?
Posted by [xptek_disabled](#) on Tue, 13 Apr 2004 11:43:33 GMT
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It depends on how much ram you have. If you have something like 128MB, another 256MB couldn't hurt.

Subject: Can RG cause graphics problems?
Posted by [HaZarD26](#) on Tue, 13 Apr 2004 11:49:10 GMT

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Yeah, but in his case, he is good.

Subject: Can RG cause graphics problems?

Posted by [flyingfox](#) on Tue, 13 Apr 2004 23:44:35 GMT

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Have you tried turning on vertical sync? I know this may seem pointless, but this post brought me to mind about it.

Quote:All that is happening is your graphics card is rendering the scene after you are in it, instead of before you are in.

edit: From the reply below mine, you could turn off the swap file to help. You have over a thousand megs of RAM, which is more than enough. A guy on techtv said you need more than 512mb.

Subject: Can RG cause graphics problems?

Posted by [ShadowFalls](#) on Tue, 13 Apr 2004 23:48:38 GMT

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its caused by renguard hitting the hard drive up for activity which can cause graphic issues since windows likes to use the swap file on the hard drive every now and again. renguard scans the files not before and after games but all while you are playing. its one of the reason for the lower fps not to mention it using a live net connection

Subject: Can RG cause graphics problems?

Posted by [IRON FART](#) on Tue, 13 Apr 2004 23:49:06 GMT

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RexBTW now that I'm thinking about it, my FPS also dropped.... but it was always for a 1-2 sec. drop to like fps 15 and then it jumps back to 60. This event just happens on random times when I'm ingame... Also when I'm just idling ingame.... (Other programs are shut down like my antivirus firewall or whatever)

Like I asked before: Can more memory (RAM) be a good solution?
I think it's what Alkaline described.

It happens during game because RG scans periodically during the game.

Subject: Can RG cause graphics problems?

Posted by [Rex](#) on Wed, 14 Apr 2004 06:09:03 GMT

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Ok, I turned off my paging file (SWAP file).
My nVIDIA driver was dated -Nov. 2003-. (wow! :rolleyes:) Updating...

Edit:

Well after testing I found out that RG works much better now! I have no complains It all looks good.

I'm gonna try to play without RG later today to see if there is still a big difference, which I doubt.

Thanks all

- Rex

Subject: Can RG cause graphics problems?

Posted by [zunnie](#) on Wed, 14 Apr 2004 07:17:23 GMT

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Turning off your pagefile is not really recommended. Unless you have plenty ram , say 1Gb of ram with XP machines. But its best to keep it.

Set it to a fixed size of 256mb (ie: minimal size 256mb and max size 256mb >> fixed) then it will probably function optimal.

[zunnie]

Subject: Can RG cause graphics problems?

Posted by [tankk135](#) on Sat, 17 Apr 2004 00:52:02 GMT

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it could defianatly be the memory because i have a

2.4ghz pentium 4
256 mb radion agp videocrad
1024 mb ram

and before i upgraded from 512 to 1024 the graphics were a little mesed up and "cheap" looking

try upgrading the memory this should foix the problem

althought this could not possible have anything to do with renguard except for the fact that its another thing for your pc to run which can use memory that was used for the graphics before. so upgrading the memory should definatly help. makes the game load faster too

Subject: Can RG cause graphics problems?
Posted by [Majiin Vegeta](#) on Sat, 17 Apr 2004 02:24:18 GMT
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Rex

I got a NVIDIA GeForce4 Ti 4200 256mb with AGP 8x.
- Rex

i never knew there was a ti4200 with 256MB RAM on board.. i thought 128 was max
