

Opinions on the New CS:S Update please :)

Posted by Lovin - 24 Jun 2010 14:12

Hey guys 😊

As some of you may or may not know there has been a new CS:S update (i think this is like the first major one ever in the history of CS:S!!?!?! lol, but don't take my word on it) that was released yesterday evening on the 23rd June around 8:45pm.

I've played on CS:S with this new update this afternoon and although their ideas of adding the achievements and gamertag and domination and mvp and etc ... into the game seems like a great idea, but it appears as if the game isn't running as smoothly and as cleanly as it did before said update. Although it may just be me and my crappy rig 😊

Is it because of all the new content is creating lagg or something? Anyway just wondering how some of you guys are finding the update and would like to hear your opinions on it 😊

Lovin 😊

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Re: Opinions on the New CS:S Update please :)

Posted by DreamState - 24 Jun 2010 14:19

I'd imagine there would be issues with the new servers also that might cause some lag.

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Re: Opinions on the New CS:S Update please :)

Posted by DreamState - 24 Jun 2010 14:56

[forums.enemydown.co.uk/showthread.php?t=107365"](http://forums.enemydown.co.uk/showthread.php?t=107365"onclick=">window.open(this.href);return false;)
onclick=">window.open(this.href);return false;

might help?

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Re: Opinions on the New CS:S Update please :)

Posted by Sk8eR - 24 Jun 2010 15:17

it sucks with this update the game is more laggy.if u want back the old game sign this petition www.petitiononline.com/cssource/petition-sign.html onclick="window.open(this.href);return false;

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Re: Opinions on the New CS:S Update please :)

Posted by Tunes - 24 Jun 2010 15:25

Take it easy folks, major updates as this one, may be subject to further development, as the engine itself is the same, the new content should not add lag to the game.

People are working, evolution is a human matter, we must evolve, so keep your pants on and coop with the changes.

Vogon is already having a busy time updating everything so server can be brought online fast.

Signing a petition to bring things back is, IMHO, not a good idea, but contribution to detect and solve problems early is the way to go!

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Re: Opinions on the New CS:S Update please :)

Posted by Greenie - 24 Jun 2010 15:31

Sk8eR wrote:

it sucks with this update the game is more laggy.

This is due to a couple of issues, the biggest of which is multicore rendering. Disable that and you're halfway there. The rest can be solved by starting from a default config and going from there.

In the end you should get the same, or better performance you get from TF2.

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Re: Opinions on the New CS:S Update please :)

Posted by VoGon - 24 Jun 2010 18:53

Tunes wrote:

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+++++100000000!

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Re: Opinions on the New CS:S Update please :)

Posted by liger - 24 Jun 2010 19:36

what odes multicore rendering do? I thought it already was multi core enabled?

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Re: Opinions on the New CS:S Update please :)

Posted by [-SC-] Coop - 24 Jun 2010 19:38

When will the servers be up and running again 🤔

lock:

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Re: Opinions on the New CS:S Update please :)

Posted by Greenie - 24 Jun 2010 21:14

liger wrote:

what odes multicore rendering do? I thought it already was multi core enabled?

atm, it slows stuff down

update = good

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