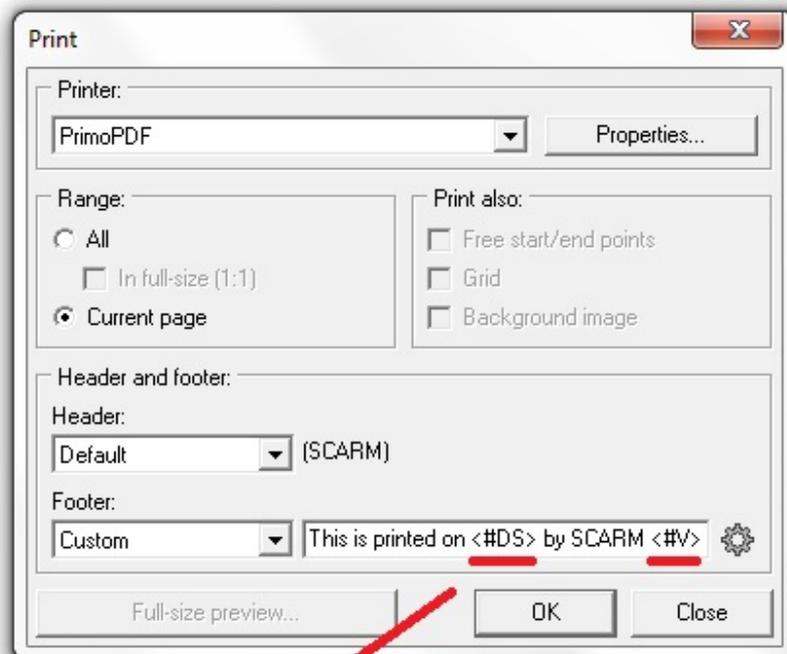


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ini tweaks, new user interface. I really hope that you help us to speed up the Windows 7 game installations on the website.

Jokes aside, after 6 months I am trying to come back to my previous post. Well, until now, we are still under the same conditions as I explained before: 30 second refresh time 8 minutes to finish a game installation 50 MB for the database size 15 MB for the size of the game (still the same) 3 GB of memory for the system HDD 2 TB HDD RAID 1 Well, what I need to do is to move the database to the SSD. What are the consequences? I have tried a lot, and most of the times it worked without problems, but I have not reached a stable configuration: Configuration 1 Configuration 2 Configuration 3 Configuration 4 Configuration 5 Configuration 6 Configuration 7 Configuration 8 I have learned that is better not to cross the limit of 3 GB of memory, as the game installation takes a lot of memory. In configuration 7 I have installed all of the games in the RAM, and they are all working fine, but they are freezing the computer very frequently and the game crashes very often. So, I have returned to configuration 5, but there is no difference with configuration 1. I will need to move all of the database to the SSD in order to reach a stable configuration. But, since it is the most important database for the website, I can not do that. What do you think? How can I reach a stable configuration? The games are installed on the RAM, so there should not be a problem with the process memory, as the website runs smoothly. And, I just have one more thing to tell you: to get the maximum performance, I have to remove all the previous drivers, as they have been updated in the new drivers and it is causing the lag. Krill wrote:I have learned that is better not to cross the limit of 3 GB of memory, as the game installation takes a lot of memory. In configuration 7 I have installed all of the games in the RAM, and they are all working fine, but they are freezing the computer very frequently and the game crashes very often. Krill wrote:Krill wrote:I have learned that is better not to cross the limit of 3 GB of

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