

VMware 7 Eve stutters in windowed mode

Posted by innriwins - 2014/02/10 10:28

Hi,

So i started running eve on VMware 7 and i got a problem with very frequent stutters. It goes away when i change to "intervale Immediate" at the cost of my Graphics Card resources ofc. And it also goes away when i change to fullscreen. So i think it might actually have something to do with VMware refresh rate.

in windowed mode i get 27-30fps
in fullscreen i get about 200fps
same with "intervale Immediate" 200fps

Did maybe someone fixed this problem allready? I need some help.

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Re: VMware 7 Eve stutters in windowed mode

Posted by brenosilver - 2014/02/11 16:29

I'm having the exact same problem, you wrote basically what I came here to write.

Btw, can eve pilot work in fullscreen? (does it fix the problem?)

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Re: VMware 7 Eve stutters in windowed mode

Posted by innriwins - 2014/02/12 07:24

brenosilver wrote:

I'm having the exact same problem, you wrote basically what I came here to write.

Btw, can eve pilot work in fullscreen? (does it fix the problem?)

it fixes the problem but Eve Pilot doesnt support fullscreen mode.

I also have an update. Eve seems to run on 60fps BUT only the enviroment. The Interface it what stutters. Very annoying cause Eve Pilot sometimes misses clicks because of the low framerate.

i think im going to post this in a vmware forum since nobody here doesnt seem to know a possible solution.

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Re: VMware 7 Eve stutters in windowed mode

Posted by Cyrano - 2014/02/12 10:24

Hi,

I already started a topic regarding hardware requirements in VMware, but there was not so much interest.

My current configuration is a single PC with the following parameters doing the job:

- AMD Phenom II X6 1100T
- 20 GB RAM
- NVIDIA GTX 650 Ti
- 256 GB SSD
- Windows 7 64Bit

I can run 5 VMs simultaneously, each with 2GB RAM and one virtual CPU with one core.

Each VM has its own vpn connection using only PPTP for performance reasons.

All five VMs are running smooth, but the overall CPU load is 80%-90%!

For the GPU the average load is only 20%-30%.

Power consumption idle: 120W and full load: 200W

This configuration gives me the best ISK/power consumption ratio, which is what I am looking for.

:laugh:

My experience is, that only VMware Workstation Version 7 (7.1.6 on my system) really offers this good support for EVE Pilot.

I didn't look for the fps, because I NEVER have misclicks in the VMs.

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Re: VMware 7 Eve stutters in windowed mode

Posted by brenosilver - 2014/02/12 14:07

I dont believe my hardware is the problem, i have a significantly better machine than what you have posted and it still stutters a lot after some time, cpu load and gpu load are very low in both host and virtual. Im almost sure it is due some configuration either in the bot or vmware.

It only starts after some hours in the game, like if it had a memory leak or something. Than the bot misses commands because of the frame rate, for some reason the overview keeps acting as if there was a mouse over scrolling down the list of asteroids, lighting each asteroid (scrolling the mouse down the list)

Thank you for posting though

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Re: VMware 7 Eve stutters in windowed mode

Posted by Slav2 - 2014/02/12 19:19

innriwins wrote:

brenosilver wrote:

Very annoying cause Eve Pilot sometimes misses clicks because of the low framerate. Did you try to

disable vmware mouse and usb mouse support in vmware? This may help with mouse lags. Need to edit vmx file and add two lines:

```
mouse.vusb.enable = "FALSE"
vmmouse.present = "FALSE"
```

If bot does not change to interval immediate during first run, you may pause bot during first run with control+p, set required setting, then unpause bot.

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Re: VMware 7 Eve stutters in windowed mode

Posted by brenosilver - 2014/02/12 19:42

The lag is not in the mouse itself, the game gets buggy somehow, very laggy, takes 5 seconds to open the settings screen. It also shows the effect in the overview of when you mouse over an object like an asteroid, it keeps moving the effect up and down the list of objects even though the mouse is somewhere else. Another problem is sometimes I can only click on the GUI, if I try to click and drag outside to rotate my ship view it doesn't work. This happens even after I pause the bot.

CPU and Memory in the Virtual machine max out at 50% and I have a GTX 580, so resources are not a problem.

Just a shot in the dark, can VMware tools cause any of this?

I have set the bot to use immediate mode, but it doesn't change during First Run, I will try to do another First Run now and get back after I've done some testing.

Thank you

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Re: VMware 7 Eve stutters in windowed mode

Posted by Slav2 - 2014/02/12 20:21

Try to run this virtual machine with VMware Player 6.0.1

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Re: VMware 7 Eve stutters in windowed mode

Posted by innriwins - 2014/02/13 06:12

Ok so i kinda fixed the problem by upgrading to VMWare WS 10. I think it had either something to do with the vsync settings in the .vmx or with video memory. now eve runs without any problems as long as the bot is paused. as soon as the bot takes controle the fps jump up and down like crazy (5-60fps)

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Re: VMware 7 Eve stutters in windowed mode

Posted by brenosilver - 2014/02/13 11:33

Pausing first run and setting to immediate mode seems to have fixed it, 4 hours run and no fps drop so far.

I have VMware Workstation 8.0.1, if the problem returns I will try using the one you linked.

Thank you!

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Re: VMware 7 Eve stutters in windowed mode

Posted by innriwins - 2014/02/14 17:33

brenosilver wrote:

Pausing first run and setting to immediate mode seems to have fixed it, 4 hours run and no fps drop so far.

I have VMware Workstation 8.0.1, if the problem returns I will try using the one you linked.

Thank you!

Yes setting the interval to "immediate" fixes the lag.

As written in my first post.

But consider that by doing this you're allowing eve to push your Gpu load to 99-100% at all times just for this one application.

Which first means that you are not going to be able to run another 3d application on either your VM or your Host smoothly. And second that if you boot like 12h a day your graphics card won't make it forever.

I need the Resources on my Host so doing that kinda devaluates the purpose of the VM for me.

Btw I've installed Player 6.01 and created a fresh VM with a 32bit System this time clean eve install etc. but the problem continues.

I guess must have something to do with my Hardware. The Question is if there is a workaround. /currently messing around in the .vmx to find one.

/update: Fixed the omnipresent performance problem by adding the lines

```
mks.vsync="1"
mouse.vusb.enable = "FALSE"
vmmouse.present = "FALSE"
svga.vramSize = "512000000"
```

to my .vmx , now the game only starts to stutter heavily when the bot works (maybe when he scans pixels ???)

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Re: VMware 7 Eve stutters in windowed mode

Posted by brenosilver - 2014/02/15 13:55

I dont have that problem innriwins. My GPU stays between 30% and 35% with eve in virtual, host + virtual goes up to 60%~65%.

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Re: VMware 7 Eve stutters in windowed mode

Posted by innriwins - 2014/02/16 14:39

Ok so after more observing i recognized that the fps drop always comes right before the bot moves the mouse or uses a keybind.

I guess it happens when it reads data from the screen.

Any ideas are appreciated.

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Re: VMware 7 Eve stutters in windowed mode

Posted by Infiniteloop - 2014/02/26 20:38

I too am experiencing this issue. The OS is fast an responsive as is EVE when run without EP. This seems to be an issue with EP in the VM.

And my system is barely moving off idle when running the VM so it's not a host issue.

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Re: VMware 7 Eve stutters in windowed mode

Posted by brenosilver - 2014/03/05 23:03

I've been researching the problem and I found out that there is a lot of people with the same issue since 2012!

<https://communities.vmware.com/thread/343266?start=0&tstart=0>

What they describe in the forum is exactly what is happening to me.

I have set the interval to immediate and it kind of fixed, the problem is that stations and some other

presets are not loading in the overview the first time the ship undocks , so the bot stays outside the station for a long time waiting for it to appear in the overview, then i just click on the station and dock so the bot can continue.

I installed Vmware Player 6.0.1 on top of workstation 8.0.1, installed everything from 0 and the problem persisted.

My first guess for the cause was vmware tools and its drivers, which some posts in the link above also comment about it.

I'll continue my search for a fix, probably changing drivers? I don't even know if that is possible in vmware.

EDIT: I've just fixed the bugs I was experiencing by enabling "Virtualize CPU performance counters" and "Virtualize Intel VT-x/EPT or AMD V/RVI", no more lags, and the bot is 100% faster now. I have no idea of what these options do, but they fixed it, and that is all that matters.

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Re: VMware 7 Eve stutters in windowed mode

Posted by Infiniteloop - 2014/04/02 07:10

I too can confirm that running Interval Immediate with CPU Counters and VT-d makes the bot 100% usable again, however, when I set EP to use interval immediate in the shared settings it has no effect in game, even after doing a first run. I've also tried pausing during first run and changing it which also didn't work.

This means that every time the bot restarts EVE it goes back to immediate one, where it does all sorts of crazy stuff including loosing me several sets of T2 drones each day.

I feel this is close to being solved, perhaps with a little input from Slav2

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Re: VMware 7 Eve stutters in windowed mode

Posted by brenosilver - 2014/04/02 10:15

You have to manually pause the bot during first run and select immediate mode. BTW it will fix the stutter problem, the other two options that you select on VMWare are for if you experience some bugs in the game, like speed gauge frozen, stations disappear from the overview.

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Re: VMware 7 Eve stutters in windowed mode

Posted by prc2k10 - 2014/08/08 12:08

i know this thread is a bit old. but you can set intermediate mode in first run setting within eveminer.

i will try this now if this will fix the problem.

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Re: VMware 7 Eve stutters in windowed mode

Posted by prc2k10 - 2014/08/09 06:57

ok i figured it out.

after installing windows xp in vmware vm it runs smooth for about 2 hours now.

i will continue the tests.

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Re: VMware 7 Eve stutters in windowed mode

Posted by casper - 2014/08/15 15:43

what does your video driver version say?

After VMware and Wine went cockeyed during that one update CCP did a few months ago, I've only been able to run stable with version 7.14.1.31, if I use the newer driver from vmware 7.1, it stutters and is unusable. menus respond with a 2 second delay, etc.

I've also found it hard to force the proper video driver into the vmware, even deleting the drivers, the newer driver still somehow gets installed no matter which version of vmware I'm running.

Only way I've currently been keeping studder free is cloning a win7 that has this specific driver loaded.

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Re: VMware 7 Eve stutters in windowed mode

Posted by guicha - 2015/09/18 13:05

Same problem here...

Does anyone find a way to fix it ? The bot becomes impossible to use because of this stuttering.