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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [jonwil](#) on Mon, 12 Jul 2004 11:44:46 GMT

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DEP files are a list of assets that the level depends on (if I recall correctly) and basically cause the engine to pre-load those files rather than loading them the first time they get drawn or played or whatever.

That's what Greg Hjelstrom (lead programmer of Renegade) said to me.

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