

---

Subject: No Gameplay Pending

Posted by [Dan](#) on Fri, 03 Sep 2004 06:17:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

BlazerDethHav0cMaybe this already got said, but is it possible to impliment the RenAlert speed of map loading into CP1?

RenGuard already allows the "speedload maps". You just have to install them. Unfortunately Im at work right now and dont have them or the URL handy. Try using the search function, or maybe some helpful person will reply

Why not put them in anyway with CP1? It would mean that less people will take ages to load because lots more people will have them.

---