Subject: Re: RenegadeRPG - Mod Idea Posted by icedog90 on Fri, 19 May 2006 17:36:48 GMT View Forum Message <> Reply to Message

That's how games like Oblivion work. They don't load the whole map, they load one piece at a time. Games like Half-Life 2 do this too, but each level is a lot bigger, so the loading time is a lot longer.

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