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Subject: Re: Emitter Caching

Posted by [saberhawk](#) on Tue, 15 Jun 2010 00:21:34 GMT

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Poskov wrote on Mon, 14 June 2010 10:13Yeah, ren should read all the E\_ w3ds in its directory/dat files;

Not really; Renegade actually had a system built in for handling this exact issue, but it was "broken" in an earlier script version (on purpose, actually, because it massively improved load times at the time.) It's controlled via the "Dependency" tab in LevelEdit and causes any dependent assets to be loaded at the same time reducing visual artifacts caused by on-demand loading (such as the one you described). It also reduces FPS lag caused by the same reason in-game by moving it to load time instead.

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