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Subject: Re: Loading Time

Posted by [iRANian](#) on Fri, 09 Sep 2011 14:24:53 GMT

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The loading behavior is the same as on 1.037 without custom scripts.dll for me. The first time loading after starting Windows it takes around 20 seconds to load a map. Afterwards, even after exiting the game and opening it again it takes only 3-5 seconds to load. I honestly have no idea why it would take so long the first time loading a map after starting Windows but not after. ./ This also happens on 1.037 without custom scripts.dll. Could the game erroneously be calculating something whenever it detects you restarted Windows? I have 4GB of DDR3 RAM and that initial loading time is around the same as for my cheap-end 2004 specs PC the first time loading.

I've taken a look at a variety of things to see if it caches something in memory the first time loading after starting Windows, but even after clearing some (memory) caches the loading time is 3-5 seconds, while a variety of programs that are cached because I use them a lot took longer to start after clearing it.

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