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Subject: Re: Loading Time

Posted by [danpaul88](#) on Sat, 10 Sep 2011 08:15:30 GMT

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iRANian wrote on Fri, 09 September 2011 15:24I honestly have no idea why it would take so long the first time loading a map after starting Windows but not after.

It only needs to generate the .thu files once. After that the loading is faster as it can get a lot of the data it needs from the .thu files instead of having to get the data from the texture files.

That's my assumption anyway.

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