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Subject: Re: Slow loading

Posted by [danpaul88](#) on Wed, 22 Feb 2012 18:27:00 GMT

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It's not going to be fixed because it's not a bug, as has been explained many times in this forum.

Basically it now loads assets during the map loading, rather than loading them on demand whilst the map is being played. This prevents lag spikes each time a new asset appears on any given map. This is how stock Renegade worked and it was mistakenly disabled by scripts.dll until recently.

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