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Subject: Re: Slow loading

Posted by [Xpert](#) on Tue, 10 Jul 2012 20:06:55 GMT

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

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 in the old scripts versions. Its a deliberate change they made such that the game will pre-load certain assets to avoid a slowdown later on when the game actually needs to use those assets.

The slow loading issue should only be noticable on the first map, then after that, it should load maps fairly fine. At least that's the case for me.

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