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Subject: Re: Slow loading times with 4.0

Posted by [danpaul88](#) on Sat, 22 Jun 2013 10:49:09 GMT

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It'll also cause you FPS jitters and stalls in the middle of a map when it has to hit always.dat to load assets in because you told it not to load them during the "Loading" screen (which is what the "Loading" screen is FOR).

Mine takes about 6 seconds to load maps with 4.0, compared to about 3 without. Doesn't really make much difference for most machines...

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