Subject: Re: FPS Drop/Game Stutter at beginning of new levels
Posted by danpaul88 on Fri, 04 Jul 2014 20:10:35 GMT

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Jerad Gray wrote on Fri, 04 July 2014 20:11saberhawk wrote on Fri, 04 July 2014 03:19It really has nothing to do with textures (which are loaded asynchronously in the background) but models and sounds. It's as good as it's going to get in the 4.x series.
Is there a way to forcibly pre-cache a model? I only ask because I have a building that is 5.63MB on my Bear Island map, it has LOD, and when it switches to the Highest LOD most clients lock up for a good 1-2 seconds (which beings we usually are driving up to the building in a car going about 80~mph you almost always end up flying into the water that's near the building. So if there is any trick that allows a building to be cached in the video memory so the hard drive isn't the bottle neck that'd be great.

Add all the files it uses to the dependencies tab for a preset which is pre-placed on the map and it will be loaded during the loading screen.

Although, saying that, if the model itself is pre-placed on the map it should automatically be considered a dependency...