
Subject: Slow on w3d Load

Posted by [laeubi](#) on Sat, 01 Nov 2003 23:43:57 GMT

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Simple explanation:

First time you load the W3D (viewer or commando) Windows (or your OS) loads the Textures from the HD into the cache and / or Memmory, so after loadng once.. everything is fine.

So Check:

- * your Chaching settings.
 - * if HD's running in Kompatobilty mode
 - * Your Swapfilesettings
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