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Subject: Slow on w3d Load

Posted by [JRPereira](#) on Tue, 04 Nov 2003 05:54:11 GMT

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I never even thought of that as a problem - I look at it this way:

the object gets loaded with all assets including textures, models, and whatever other considerations that there may be. Then, for a certain period of time, those assets remain readily available in case another one is created (i'm not sure why those assets need to be rechecked for a new one, perhaps it checks for changes to the object and its assets or even makes sure that nothing is changed by reloading everything just in case). This period of time lasts for less than a minute (in my experience far less) and if you know about how many of the preset you're tossing on the map you may or may not benefit from tossing down a few more than you need so you can go and place them without waiting so long and delete the ones you don't need.

I'd assume that your processor is more important than your hard drive as I'm guessing as aforementioned that there's a lot to process when it reloads the preset's information (for me I never noticed my drives churning away as much as waiting for the processor to get things set up).

Not that your hard drive isn't important but your processor shouldn't be left out of the picture. (but yes I understand that 10 minutes is a major indicator that something is majorly wrong and the hard drive should have simmilar priority when checking - don't forget thought that some programs may be conflicting with each other (significantly slowing the available processing time for commando) and you may benefit significantly from reducing the number of programs in use when doing your work )

(bleh, finding it hard to be specific in what i mean today)

You could though decrease the basic time for planning out your level by using a temp model or models for the presets with a fast loading time - and then once they're relatively well in place (or could be made to be perfectly placed if you do both your temp and release models simmilarly), you could go and start changing the presets to use the release models and not really have to care about the wait time as all you're doing is finishing things up (minus vis optimization and etc but I'd figure that once you get the basics in place you'd run all of the generation again anyways).

edit - yea I know this would only work well for your own models/presets

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