
Subject: >> Map release: faster load times
Posted by [Sanada78](#) on Sat, 13 Dec 2003 23:40:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there a way to do it to mod maps too? Or is it too much of a secret.

Edit: You motioned how you did it in the Zip file. Is it possible for us map makers to implement it?
With of course, giving Dante credit for the discovery?
