
Subject: renegade loading

Posted by [pulse](#) on Wed, 01 Dec 2004 18:53:48 GMT

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any idea how i can speed up my renegade loading? it totally sux in clanwars i got a 900Mhz intel celeron pc. i have the fixed westwood maps.

Subject: renegade loading

Posted by [Spice](#) on Wed, 01 Dec 2004 19:49:45 GMT

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<http://h71036.www7.hp.com/hho/cache/7364-0-0-225-121.aspx>

Subject: renegade loading

Posted by [Naamloos](#) on Wed, 01 Dec 2004 21:08:59 GMT

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Fast load won't work for the unlucky people with sucky comps like me.

However, i wonder why in renalert, maps did load in a second.....

Subject: renegade loading

Posted by [Spice](#) on Wed, 01 Dec 2004 21:19:01 GMT

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The loading times in renegade was a bug and Silent Kane fixed it. I'm going with that.

Subject: renegade loading

Posted by [Stryder](#) on Wed, 01 Dec 2004 21:19:48 GMT

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RenAlert maps seem to have low polygons compared to normal WW maps, but that assumption is based just on sight, so I'm not for sure.

Subject: renegade loading

Posted by [DaLi_XT](#) on Wed, 01 Dec 2004 21:33:22 GMT

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Just use disk defragmenter to clean up the disk, that will speed up the data loading time.

Or use RAID disks, up to twice the loading time.

Subject: renegade loading

Posted by [laeubi](#) on Wed, 01 Dec 2004 21:35:25 GMT

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DaLi_XTJust use disk defragmenter to clean up the disk, that will speed up the data loading time.

Or use RAID disks, up to twice the loading time.

Your wrong, RAID's slowing down Renegade for some reason.

Subject: renegade loading

Posted by [2000_years](#) on Wed, 01 Dec 2004 22:30:03 GMT

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I have a RAID array and it takes renegade almost twice as long to load as it did before. damn pisses me off. Every other game works great.

RenAlert works fine though o_O

Subject: renegade loading

Posted by [icedog90](#) on Thu, 02 Dec 2004 02:38:51 GMT

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Uh, guys, RenAlert loads instantly because it has a MUCH smaller Always.dat.

Subject: renegade loading

Posted by [GetSm0keD](#) on Thu, 02 Dec 2004 06:58:50 GMT

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i upgraded my hard drive.. and ren has been like insta load for me..

dunno why but the drives are the same speed..

ones a 40gig the new one is a 160gig.. both 7200rpm..

maybe new harddrive time?

Subject: renegade loading

Posted by [pulse](#) on Thu, 02 Dec 2004 08:11:11 GMT

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renegade loads always.dat then always2.dat then the map.. whats the point in havin 2 always.. i got other games such as aom and they load instantly plus they have more textures

Subject: renegade loading

Posted by [warranto](#) on Thu, 02 Dec 2004 14:42:33 GMT

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The reason Renegade takes so long to load is that the program, for whatever reason, loads the same objects more than once. RenAlert does not do this.

There was a topic on this made a while ago when RenAlert first came out, but I can't seem to find it.

Subject: renegade loading

Posted by [pulse](#) on Thu, 02 Dec 2004 16:17:28 GMT

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so can we stop renegade from loading the same object twice then? and how do i create a own drive for renegade.. will that speed it up?

Subject: renegade loading

Posted by [pulse](#) on Thu, 02 Dec 2004 19:45:10 GMT

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why do i get stuck on the green loading thing and my friends donto.0

Subject: renegade loading

Posted by [Spice](#) on Thu, 02 Dec 2004 20:14:58 GMT

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icedog90Uh, guys, RenAlert loads instantly because it has a MUCH smaller Always.dat.

Only by 150mb?

Subject: renegade loading

Posted by [DaLi_XT](#) on Thu, 02 Dec 2004 21:32:50 GMT

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Before I had a P3 500 with int Rage pro, 15gb 5400 UMDA 100 drvie and it take 1min to load. Now I have Athlon64 3200, Rad 92, 80gb 7200 SATA and loading only takes 1 sec or less.

So you need faster CPU and GPU to speed up loading.
And I regret the error, RAID appears to take longer for Renegade
[/quote]

Subject: renegade loading
Posted by [DaLi_XT](#) on Thu, 02 Dec 2004 21:36:54 GMT
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150mb is a lot for loading, 7200 UDMA 133 drives only loads about 30mb per sec, so that's at least another 5 sec of loading.

[/img]

Subject: renegade loading
Posted by [pulse](#) on Thu, 02 Dec 2004 22:09:57 GMT
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5 seconds is ok.. but wen ur loading for 2 mins in a clanwar then ur harvys already gone

Subject: renegade loading
Posted by [Naamloos](#) on Thu, 02 Dec 2004 22:17:45 GMT
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My comp takes around 45 seconds to load a renegade map...

Subject: renegade loading
Posted by [icedog90](#) on Fri, 03 Dec 2004 01:00:27 GMT
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One weird thing I discovered was that SDRAM seems to load Renegade much faster than DDR memory.

Doesn't sound very convincing, but it has happened to both me and Prometheus. On my old computer (512mb SDRAM) it's only 650mhz but it always loaded Renegade INSTANTLY, like, seriously. My current computer (512mb DDR), which is 2.1ghz, loads Renegade in about four seconds.

Prometheus has 512mb SDRAM (I think he has 512mb) and Renegade loads INSTANTLY for him. It's VERY weird.

Subject: renegade loading
Posted by [pulse](#) on Fri, 03 Dec 2004 07:40:02 GMT
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isnt ddr faster?

Subject: renegade loading
Posted by [icedog90](#) on Fri, 03 Dec 2004 07:40:54 GMT
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Yes. My point is that for some reason SDRAM loads Renegade faster. I'm not sure why.

Subject: renegade loading
Posted by [mrpirate](#) on Fri, 03 Dec 2004 12:16:46 GMT
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That's an anomaly. I used to have a 768 MB of SDRAM in my computer, when I upgraded to 512 MB of DDR, loading times improved.

Subject: renegade loading
Posted by [pulse](#) on Fri, 03 Dec 2004 15:57:28 GMT
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im pretty sure ddr is faster than sdram from my experience it is.. mayb its just ur motherboard

Subject: renegade loading
Posted by [icedog90](#) on Fri, 03 Dec 2004 22:41:10 GMT
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mrpirateThat's an anomaly. I used to have a 768 MB of SDRAM in my computer, when I upgraded to 512 MB of DDR, loading times improved.

Well, seeing that it's happened to both me and Prometheus adds evidence to my theory.

Subject: renegade loading
Posted by [mrpirate](#) on Fri, 03 Dec 2004 22:43:18 GMT
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Well, since it makes absolutely no sense, you're going to need more than two examples of it before I believe it.

Subject: renegade loading
Posted by [icedog90](#) on Fri, 03 Dec 2004 23:20:32 GMT
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I don't see why you have to act like I'm shitting on you. It's just a theory I came up with, it's not the truth, and it's not going to hurt you. I'm not forcing you to believe it. Also, I was talking about 512mb, not 768mb.

Subject: renegade loading
Posted by [DaLi_XT](#) on Sat, 04 Dec 2004 01:14:25 GMT
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Maybe Ren likes older technologies, such as SDRAM and normal unRAIDed harddrives. LMAO

Subject: renegade loading
Posted by [rm5248](#) on Sat, 04 Dec 2004 02:18:08 GMT
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EA was so cheap that they got the oldest computer they could to test it out on.

Subject: renegade loading
Posted by [icedog90](#) on Sat, 04 Dec 2004 02:26:22 GMT
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rm5248, I went to your link and signed up. I want to see if you actually get a free X800 Pro.

Subject: renegade loading
Posted by [rm5248](#) on Sat, 04 Dec 2004 05:14:11 GMT
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Cool.
