
Subject: Emitter Caching

Posted by [Poskov](#) on Mon, 10 May 2010 02:30:19 GMT

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When objects/surfaces are shot at when you first startup ren, decals will appear, but the emitters for those surfaces won't appear until they're shot at for a couple more seconds.

TT should make ren read every emitter (w3ds that start with e_) and preload them when you start a game. It'll take a little longer to load a map, but it'll look better ingame.

Subject: Re: Emitter Caching

Posted by [Gen_Blacky](#) on Mon, 10 May 2010 04:21:51 GMT

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turn vsync on = fix

Subject: Re: Emitter Caching

Posted by [Poskov](#) on Sun, 13 Jun 2010 13:03:42 GMT

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Turning Vsync on doesn't solve it.

Subject: Re: Emitter Caching

Posted by [KobraOps](#) on Sun, 13 Jun 2010 13:49:46 GMT

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Caring about load times per map or how an 8 year old game looks like?

Subject: Re: Emitter Caching

Posted by [GEORGE ZIMMER](#) on Mon, 14 Jun 2010 10:29:49 GMT

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KobraOps wrote on Sun, 13 June 2010 08:49Caring about load times per map or how an 8 year old game looks like?

Considering maps load ridiculously fast as it stands, I wouldn't mind for them to load a little slower... especially for missions.

Subject: Re: Emitter Caching

Posted by [Poskov](#) on Mon, 14 Jun 2010 14:13:23 GMT

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Yeah, ren should read all the E_ w3ds in its directory/dat files;

my ren loads up in a flat 4 sec with max settings. Making the load time 6 or 7 seconds, for the emitters to preload is a good trade-off.

Subject: Re: Emitter Caching

Posted by [GEORGE ZIMMER](#) on Mon, 14 Jun 2010 21:39:33 GMT

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If it reduces any FPS lag, too, that'd be fantastic. High amounts of emitters can still cause a lot of FPS lag, which is annoying.

Subject: Re: Emitter Caching

Posted by [saberhawk](#) on Tue, 15 Jun 2010 00:21:34 GMT

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Poskov wrote on Mon, 14 June 2010 10:13Yeah, ren should read all the E_ w3ds in its directory/dat files;

Not really; Renegade actually had a system built in for handling this exact issue, but it was "broken" in an earlier script version (on purpose, actually, because it massively improved load times at the time.) It's controlled via the "Dependency" tab in LevelEdit and causes any dependent assets to be loaded at the same time reducing visual artifacts caused by on-demand loading (such as the one you described). It also reduces FPS lag caused by the same reason in-game by moving it to load time instead.
