Subject: Loading Time
Posted by mrhero101 on Fri, 09 Sep 2011 07:04:33 GMT
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Whenever I try to join a server, my loading bar gets stuck at half for about 2 minutes then finishes. But as soon as I hear all the sounds or even get in the game, I crash or lags me out the server.

Before I had 4.0 installed, I never had a problem with the loading screen, usually took me 2 seconds and I'm in the game.

Any ideas?

Subject: Re: Loading Time
Posted by Goztow on Fri, 09 Sep 2011 07:58:47 GMT
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Could you also post your system specs? Can you check if there's a crashdump in the renegade folder after this happens and if yes, post it? Thanks.

Subject: Re: Loading Time
Posted by Caveman on Fri, 09 Sep 2011 08:03:13 GMT
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Loading times for the first time you load a map will take a few seconds longer however after it should be more or less instant..

Before I installed TT my client took about 3seconds from pressing connect in RenIP to being ingame.. Now it takes about 5 but its not something that bothers me that much.

Subject: Re: Loading Time
Posted by Sean on Fri, 09 Sep 2011 12:17:06 GMT
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The loading screen does get stuck half way but it's only for a couple of seconds, yeah it's annoying but meh. It works!

Subject: Re: Loading Time
Posted by Jerad2142 on Fri, 09 Sep 2011 13:31:30 GMT
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Delete the .thu files and see if that does the trick, if not make sure to post how much ram and video ram you have.

Subject: Re: Loading Time
Posted by Gen_Blacky on Fri, 09 Sep 2011 14:17:32 GMT
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tt changed how the map loading works so it takes a few seconds longer.

Subject: Re: Loading Time
Posted by iRANian on Fri, 09 Sep 2011 14:24:53 GMT
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The loading behavior is the same as on 1.037 without custom scripts.dll for me. The first time loading after starting Windows it takes around 20 seconds to load a map. Afterwards, even after exiting the game and opening it again it takes only 3-5 seconds to load. I honestly have no idea why it would take so long the first time loading a map after starting Windows but not after. :/ This also happens on 1.037 without custom scripts.dll. Could the game erroneously be calculating something whenever it detects you restarted Windows? I have 4GB of DDR3 RAM and that initial loading time is around the same as for my cheap-end 2004 specs PC the first time loading.

I've taken a look at a variety of things to see if it caches something in memory the first time loading after starting Windows, but even after clearing some (memory) caches the loading time is 3-5 seconds, while a variety of programs that are cached because I use them a lot took longer to start after clearing it.

Subject: Re: Loading Time
Posted by mrhero101 on Fri, 09 Sep 2011 18:30:15 GMT
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Seems like its better now for some reason, thanks anyways!

Subject: Re: Loading Time
Posted by danpaul88 on Sat, 10 Sep 2011 08:15:30 GMT
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iRANian wrote on Fri, 09 September 2011 15:24I honestly have no idea why it would take so long the first time loading a map after starting Windows but not after.

It only needs to generate the .thu files once. After that the loading is faster as it can get a lot of the data it needs from the .thu files instead of having to get the data from the texture files.

That's my assumption anyway.

Subject: Re: Loading Time
Posted by iRANian on Sat, 10 Sep 2011 10:31:52 GMT
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Why would it need to calculate the .thu files every time after starting Windows? What do the .thu files contain, by the way? I've always wondered that.

Subject: Re: Loading Time
Posted by jonwil on Sat, 10 Sep 2011 10:40:06 GMT
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The thu files contain texture thumbnails.

Subject: Re: Loading Time
Posted by Hypnos on Sat, 10 Sep 2011 11:43:35 GMT
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I have the same problem.

Subject: Re: Loading Time
Posted by reborn on Sat, 10 Sep 2011 13:38:29 GMT
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iRANian wrote on Sat, 10 September 2011 06:31Why would it need to calculate the .thu files every time after starting Windows? What do the .thu files contain, by the way? I've always wondered that.

Texture Height Units

vloktboky wrote on Sat, 02 September 2006 22:18
The THU file is a propriatary file format used by Westwood in Renegade. They contain collected data of texture content that is contained within the MIX file of a map. This data includes the image resolution, DDS DXT compression format, etc.
I speculate that the reason why Westwood did this was to save time during the loading/rendering portion of the engine when you need to get these textures for drawing the different portions of the maps. For example, pretty much all of the Westwood maps contain the textures used on the terrain pieces (like the rock walls on Canyon, etc) inside the MIX files. Rather than having to open up the MIX file, extract the data, and load it up everytime you are exposed to a mesh object that uses that terrain file, they stored it in these external files. This would speed up the process a bit which I'm sure gave them a performance boost back then.

The problem is, the engine does not recreate these files once they have been created. So if you update the textures stored in the MIX files (or if you put a different image file with the same name

in your Data folder) and it uses a different resolution, the game will not know that and will attempt to draw the texture using the resolution it stored in the THU file.

Subject: Re: Loading Time
Posted by iRANian on Sun, 11 Sep 2011 16:32:08 GMT
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Thanks for the explanation, guys.