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Subject: Map loading slow first time after starting Windows

Posted by [iRANian](#) on Sun, 16 Oct 2011 20:18:17 GMT

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The first time after starting Windows it takes around 15 seconds for the map to load. Loading a map any time after, even after restarting Renegade, will take only 3 seconds or so. If I make a copy of my Renegade folder, this same slow loading will happen even if run the game from a Renegade folder that is NOT the copied folder. So if I have a Renegade folder called "test" and I make a copy of it called "test2", if I run the game.exe from "test", the first time loading the map will be slow. This does not happen when I copy any other folder that are larger than the Renegade one. This is the same behavior as with stock Renegade.

Does anyone else experience this issue? It's not that big of a deal because it only affects the first map load.

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Subject: Re: Map loading slow first time after starting Windows

Posted by [danpaul88](#) on Sun, 16 Oct 2011 20:33:08 GMT

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Sounds like Windows is caching some of the renegade data in memory. If you used a lot of high memory use applications between each time you ran renegade you would probably experience the same slower loading speed as the cached memory would have been freed for use elsewhere between each run.

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Subject: Re: Map loading slow first time after starting Windows

Posted by [iRANian](#) on Sun, 16 Oct 2011 20:44:14 GMT

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I haven't experienced this yet, I've done compressing, 3DS Studio Max and Visual Studio 2010 with Renegade open or closed and it will always load quickly. Same when I manually clear all Windows caches (other programs will load slower because they need to be re-cached).

The loading behavior also doesn't happen with other games I play.

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Subject: Re: Map loading slow first time after starting Windows

Posted by [halo2pac](#) on Sun, 16 Oct 2011 22:33:11 GMT

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Its probably windows. Try this with another game or two.

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