Subject: Slow loading
Posted by Ethenal on Wed, 22 Feb 2012 18:11:47 GMT
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4.0's been great for me so far, with one glaring exception; loading a map takes way longer than it did with CP2 and 3.4.4. Or at least, it does sometimes... sometimes it loads immediately. Any info on why this is and if it's going to be fixed or not?

Thanks!

Subject: Re: Slow loading
Posted by danpaul88 on Wed, 22 Feb 2012 18:27:00 GMT
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It's not going to be fixed because it's not a bug, as has been explained many times in this forum.

Basically it now loads assets during the map loading, rather than loading them on demand whilst the map is being played. This prevents lag spikes each time a new asset appears on any given map. This is how stock Renegade worked and it was mistakenly disabled by scripts.dll until recently.

Subject: Re: Slow loading
Posted by StealthEye on Wed, 22 Feb 2012 18:33:28 GMT
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We reenabled dependency loading, which preloads assets instead of loading them mid-game. This makes the load a little slower, but the game will play smoother as it does not need to load things while playing, causing FPS drops. Some old version of scripts.dll actually disabled the dependency loading to speed up the load process, but we reenabled it again in TT for the better in game performance.

Normally only the first load after starting Renegade is somewhat slow.

Subject: Re: Slow loading
Posted by jonwil on Wed, 22 Feb 2012 18:38:36 GMT
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This is NOT a bug. Its a deliberate change we made such that the game will pre-load certain assets to avoid a slowdown later on when the game actually needs to use those assets.

Subject: Re: Slow loading
Posted by liquidv2 on Wed, 22 Feb 2012 21:06:35 GMT
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yeah SHUT UP ETHENAL, GOD

i understand the good it does and the reasons behind it, but i still get mad when i have to wait
those few extra seconds

Subject: Re: Slow loading
Posted by Ethenal on Wed, 22 Feb 2012 22:56:32 GMT
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Oh okay, that makes perfect sense. I feel better just knowing why it is that way. Thank you