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Subject: Change the load-sequence back to stock please

Posted by [zunnie](#) on Wed, 05 Mar 2014 08:27:23 GMT

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There are a number of maps in rotation on our server where some people simply cannot play because they lose connection as soon as they are done 'loading'.

It seems to be related to the way 4.x (pre)loads maps into memory or something. I suspect it takes too long on some lower end pc's and the transition between the loading screen and the game itself takes too long or it interrupts the connection between the client and server JUST long enough for them to lose connection completely which results in them not being able to play the map.

I also notice a significant slowdown to startup the game and going to the "Joining game.." screen when you have many maps in your TTFS folder like everyone does who plays on NewMaps regularly.

It takes my pc like 10 seconds to load everything and go into actually joining the game.

To test this: Go into LAN 1 Player and click "Host Game" ; you will notice it takes quite a long time to get to the options for setting up your lan server. THIS delay also happens when joining the server with RenList or any other Direct Connection tool.

So: As per a test for the next 4.x version could you revert the changes made to the loading mechanism so loadtimes are reduced again? This is what is messing up the maps for quite a few people. Or at least try to investigate why this is happening.

Thanks for reading.

EDIT: To try reproduce this you can install the mappack we use @

<http://multiplayerforums.com/index.php?/files/category/32-mappacks/> and then host MPF\_Valley for example.

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Subject: Re: Change the load-sequence back to stock please

Posted by [danpaul88](#) on Wed, 05 Mar 2014 09:51:16 GMT

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I'm pretty sure it IS using stock loading code... you seem to forget the "fast" loading was actually a mod in the early days of scripts.dll which caused a lot of unintended side effects by skipping parts of the stock loading sequence.

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Subject: Re: Change the load-sequence back to stock please

Posted by [zunnie](#) on Wed, 05 Mar 2014 09:52:08 GMT

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Well whatever changed it is causing people to drop out.

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Subject: Re: Change the load-sequence back to stock please

Posted by [liquidv2](#) on Thu, 13 Mar 2014 00:37:08 GMT

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i was actually happier with the side effects than i am with the slow load  
Iran or someone said you can place an empty file called always.dat (or something) in either your  
Renegade or Data folder and it will let you load quickly again

why are all of the single player objects required to load before joining a multiplayer game

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Subject: Re: Change the load-sequence back to stock please

Posted by [iRANian](#) on Thu, 13 Mar 2014 08:24:01 GMT

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always.dat contains only about half of the game's files to pre-load, including missing quite a bit of  
multiplayer stuff.

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Subject: Re: Change the load-sequence back to stock please

Posted by [danpaul88](#) on Thu, 13 Mar 2014 10:01:48 GMT

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always.dat contains pretty much all of the assets for multiplayer maps, the maps themselves  
usually only include terrain and props specific to that map. always2.dat contains files that were  
patched in or modified post release.

An empty always.dat will indeed make your loading faster... in fact, it'll be almost instant. You'll  
see an error dialog before you even hit the menu screen (which itself lives in always.dat)

And, to clear up the misconception.. it does NOT pre-load always.dat, it pre-loads specific  
individual files from inside always.dat, specifically those needed for the map that is currently  
loading. Thus it does NOT pre-load single player assets unless they are used by the map you're  
playing on.

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Subject: Re: Change the load-sequence back to stock please

Posted by [iRANian](#) on Thu, 13 Mar 2014 16:22:21 GMT

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Nope, it also loads the single player assets even for multiplayer games (checked this with a  
debugger) and it misses quite a bit of assets shared by both single player and multiplayer  
(including the arms and legs of certain characters).

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Subject: Re: Change the load-sequence back to stock please

Posted by [danpaul88](#) on Thu, 13 Mar 2014 16:38:04 GMT

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The list of files that are loaded is controlled by the dependencies tab on the presets in LE, it loads any file which is referenced as a dependency of any preset of which an instance exists on the map. Most of the dependencies are set on the building controllers which pull in the various vehicles and whatnot.

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Subject: Re: Change the load-sequence back to stock please

Posted by [Sean](#) on Sat, 15 Mar 2014 23:27:41 GMT

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Just remove the maps with the issues?

It's not like there isn't enough maps to choose from.

Plus it's probably an issue with the maps themselves, as there's never been an issue of "dropping out" when the default loading of Renegade was restored in Scripts 4.0.

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Subject: Re: Change the load-sequence back to stock please

Posted by [jonwil](#) on Tue, 18 Mar 2014 20:23:30 GMT

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FYI, Saberhawk has a fix that he says should solve the problem of timeouts when loading larger maps. I need to talk to zunnie on IRC and get some people to test this fix, then it will be released to the public once I am satisfied it works.

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