
Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [jonwil](#) on Fri, 21 Jan 2005 09:16:40 GMT

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ok, with the new code I added to 2.1 to make it not read the dep files, the loadtime is way down.
(think fast like RenAlert)

This means that putting custom text on the loadscreen is pointless since it doesnt spend long enough there for you to read it.

Also, we are considering changing the screenshot code to spit out something smaller than TGA (like PNG) instead.
