
Subject: Re: scripts.dll 2.1.3 progress report
Posted by [jonwil](#) on Tue, 07 Jun 2005 23:41:07 GMT
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Basicly, the standard westwood maps (and standard westwood always.dat/always2.dat) include files called always.dep and <mapname.dep>

The speeded westwood maps (which dont actually make things that much faster) remove the <mapname.dep> files from the map files.

RenAlert doesnt have the dep files in the first place which is why it can load so fast. What my new code does is to tell the game not to read the dep files at all which gives the fastload effect for everyone (since it doesnt read always.dep or <mapname.dep> anymore)
