Subject: Re: RenegadeRPG - Mod Idea
Posted by icedog90 on Fri, 19 May 2006 17:36:48 GMT

That's how games like Oblivion work.  They don't load the whole map, they load one piece at a time.  Games like Half-Life 2 do this too, but each level is a lot bigger, so the loading time is a lot longer.