Subject: Re: Emitter Caching
Posted by GEORGE ZIMMER on Mon, 14 Jun 2010 10:29:49 GMT
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KobraOps wrote on Sun, 13 June 2010 08:49Caring about load times per map or how an 8 year old game looks like?
Considering maps load ridiculously fast as it stands, I wouldn't mind for them to load a little slower... especially for missions.