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Subject: Re: Slow loading

Posted by [Sean](#) on Wed, 11 Jul 2012 13:28:54 GMT

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danpaul88 wrote on Wed, 11 July 2012 06:19: It doesn't matter how fast your CPU is or how much RAM you have, asset loading is disk I/O bound so if you REALLY want to reduce the load times you could try investing in an SSD.

In all seriousness though, complaining about a 5 second load time is ridiculous. When Renegade was first released my PC at the time took about 30 seconds to load a map. You're all spoiled by the years of broken scripts.dll behavior in the meantime.

I don't see people complaining about the load times in more recent games like BF2 that can easily exceed a few minutes... yet you are whining about a measly 5 second wait...

5 seconds gives the team opposing a huge advantage. For instance, say you start with 0 credits, you need to either A: attack the harvester or B: attempt to kill one of these buildings. It makes a big difference.

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