
Subject: Re: Slow loading

Posted by [EvilWhiteDragon](#) on Thu, 12 Jul 2012 12:56:03 GMT

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danpaul88 wrote on Wed, 11 July 2012 16:10I remember the 1.037 days where some players would still be loading several minutes into the map.... was quite amusing to see their reactions when they discovered that whilst they had been loading their team had lost the refinery to an early engi rush Happened a lot on Canyon as I recall...

At the time I had quite a fast computer so I was often one of the first to load on any given map... sometimes my client would finish loading before the server did...

Actually... why don't we just introduce a delay into the server map loading such that it sits at 99% (thus making all clients go into 'gameplay pending' when they finish loading, as it used to in the good old days) until 90% of players (or some other metric) have finished loading? Easy fix. Better fix that BI uses since like forever: compensate the credits you didn't get while loading. So if you're loading for 10 secs you get $2,5 \cdot 10 = 25$ credits. If you're loading for 30 secs you get $2,5 \cdot 30 = 75$ credits.
