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Subject: Re: Getting stutters up to a few minutes after loading a game

Posted by [StealthEye](#) on Sun, 14 Apr 2013 21:37:22 GMT

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On default maps or custom ones? I believe the dependency information it uses on load is part of the map, and maybe it does not contain every dependency... As a side note, the increased load time is not purely due to dependency loading, the anti-cheat system also increases the load time.

As for the FPS thing, that is likely a different issue, but very hard to debug remotely... I guess the only way is to add timing/profiling information in the code, send you a build, and then retrieve the profile data and probably repeat this procedure a few times. I would need to find some time to prepare a build for that, but it sounds like a very tedious process.

It would be really cool (read: much, much easier) if it could be reproduced by, e.g. spawning 100 bots and running the game for 30 min. However, possibly, it would need the bots to move, or it would need infantry and vehicles to be created&destroyed. (Possibly a script that just kills a vehicle every second and respawns it. If the FPS goes down over time, something is clearly wrong.) If anyone could try making (a) test map(s) for that, it would be great.

It fixes itself when the game ends and a new map loads, right?

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