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Subject: Re: Slow loading times with 4.0

Posted by [Lazy5686](#) on Sat, 22 Jun 2013 19:40:09 GMT

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Ethenal wrote on Sat, 22 June 2013 10:29danpaul88 wrote on Sat, 22 June 2013 05:49It'll also cause you FPS jitters and stalls in the middle of a map when it has to hit always.dat to load assets in because you told it not to load them during the "Loading" screen (which is what the "Loading" screen is FOR).

Mine takes about 6 seconds to load maps with 4.0, compared to about 3 without. Doesn't really make much difference for most machines...

Like I said, it's not officially approved by TT so use at your own risk! However, for me personally it literally takes my Renegade sometimes 30+ seconds to load a single map, while with the empty always.dep it loads in around 3 seconds.

I haven't noticed any FPS jitters at all. From what I understand 3.4 did essentially the same thing.

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