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Subject: Re: Slow loading times with 4.0

Posted by [EvilWhiteDragon](#) on Tue, 25 Jun 2013 08:50:23 GMT

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Ethenal wrote on Mon, 24 June 2013 20:11 EvilWhiteDragon wrote on Mon, 24 June 2013

11:08 The reason that it is unofficial is because it may create FPS lag later on in the game, as it loads the data it needs at runtime instead of during loading.

I expected as such, as that only makes sense - but for the most part, I have yet to notice much of a penalty at all.

Just next time, when you post that "workaround", also mention why it is unofficial and we advise against it. Possibly saves some help-requests when people experience framedrops.

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