
Subject: Change the load-sequence back to stock please

Posted by [zunnie](#) on Wed, 05 Mar 2014 08:27:23 GMT

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There are a number of maps in rotation on our server where some people simply cannot play because they lose connection as soon as they are done 'loading'.

It seems to be related to the way 4.x (pre)loads maps into memory or something. I suspect it takes too long on some lower end pc's and the transition between the loading screen and the game itself takes too long or it interrupts the connection between the client and server JUST long enough for them to lose connection completely which results in them not being able to play the map.

I also notice a significant slowdown to startup the game and going to the "Joining game.." screen when you have many maps in your TTFS folder like everyone does who plays on NewMaps regularly.

It takes my pc like 10 seconds to load everything and go into actually joining the game.

To test this: Go into LAN 1 Player and click "Host Game" ; you will notice it takes quite a long time to get to the options for setting up your lan server. THIS delay also happens when joining the server with RenList or any other Direct Connection tool.

So: As per a test for the next 4.x version could you revert the changes made to the loading mechanism so loadtimes are reduced again? This is what is messing up the maps for quite a few people. Or at least try to investigate why this is happening.

Thanks for reading.

EDIT: To try reproduce this you can install the mappack we use @

<http://multiplayerforums.com/index.php?/files/category/32-mappacks/> and then host MPF_Valley for example.
