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Subject: Slow on w3d Load

Posted by [IRON FART](#) on Tue, 04 Nov 2003 06:31:02 GMT

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Quote:

Thats what it used to be like for me...

But now it is diffrent

What have you changed since?

I don't think RAID would make a difference either way.

-What are your system specs?

-What Graphics card?

-Try opening simple objects such as cubes etc without textures, and simple shapes WITH textures also. Note the difference, and detemring if the problem is textures.

-What are you trying to open that is takes a long time?

-Is is a high-poly count object with full-on textures?

-Do what was said before, defrag, run scandisk.

-Kill any background services.

-What OS are you running?

-What kind of textures are you using?

-What resolution and color depth are you running?

This is an ODD problem, so we are gonna need some in-depth info.

If you don't know what anything means, say so.

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