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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [jonwil](#) on Sat, 10 Jul 2004 04:48:20 GMT

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Where do I get the special fastload versions of the regular westwood studios maps?

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Spice](#) on Sat, 10 Jul 2004 04:56:32 GMT

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I got the file but for some reason they wont extract. That reminds me might be my extrator. Going to check it out now.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Spice](#) on Sat, 10 Jul 2004 05:12:23 GMT

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EDIT: Yes it works sadly I have no clue where to get them. I can DCC through Mirc #n00bstories  
Nick: DeathAX

You need WINrar Self Extractor.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [snipesimo](#) on Sat, 10 Jul 2004 05:44:40 GMT

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I have them as well, too big for my FTP however.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [exnyte](#) on Sat, 10 Jul 2004 06:03:20 GMT

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[http://egames.servegame.com/DownloadFiles/Renegade/Maps/fixed\\_westwood\\_maps.rar](http://egames.servegame.com/DownloadFiles/Renegade/Maps/fixed_westwood_maps.rar).

Link was taken from the original thread... link still works.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [snipesimo](#) on Sat, 10 Jul 2004 06:11:47 GMT

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No, you must've gotten that from somewhere else. The link in the original thread was to the n00bstories FTP.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [ch4ever](#) on Sat, 10 Jul 2004 07:35:05 GMT

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Who ever like to download it faster can do it here....

<http://www.tres-division.de/portal/modules/mydownloads/>

This is an installer...

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Naamloos](#) on Sat, 10 Jul 2004 13:31:19 GMT

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Hmm, will i still be able to play normal servers with them? And they only load faster... right?

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Renx](#) on Sat, 10 Jul 2004 14:37:00 GMT

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yes. It loads almost as fast as renalert with these.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [exnyte](#) on Sat, 10 Jul 2004 15:11:38 GMT

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snipesimoNo, you must've gotten that from somewhere else. The link in the original thread was to the n00bstories FTP.

This link was posted on page 3 of the thread, by spreegem.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [spreegem](#) on Sat, 10 Jul 2004 17:08:54 GMT

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Yeah, but my server is slow since my server is at my own home and my upload speed is terrible, it's 128. I'm working on getting a paid server though on server matrix. I'm about halfway there because of the ads on my site, just gotta wait till the end of the month if I get \$100 Google sends

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me a check. Once I get a paid server though the downloads should be really quick.

OT: Think I could use 1200 GB bandwidth in a month? I've used 11 in 1 month because of RenAlert on my slow server I currently have.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [SuperFlyingEngi](#) on Sat, 10 Jul 2004 17:30:52 GMT

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Sure you could use 1200 GB of bandwidth in a month: Just be the only place to host RenAlert .993b.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [spreegem](#) on Sat, 10 Jul 2004 18:11:06 GMT

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I hope I'm not the only one to host it. Would servermatrix charge me for more bandwidth, or just cut me off from using any more?

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Naamloos](#) on Sat, 10 Jul 2004 18:31:31 GMT

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I placed the maps but they still load the same... I only saw the .mix files, is there something else i must do?

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [PermaGrin](#) on Sat, 10 Jul 2004 18:47:31 GMT

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How fast do the fast load maps load? Maps only take like 3-5 seconds to load right now.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [ch4ever](#) on Sat, 10 Jul 2004 19:01:14 GMT

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Quote: placed the maps but they still load the same... I only saw the .mix files, is there something else i must do? .

be sure you put the maps in your data folder.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [snipesimo](#) on Sat, 10 Jul 2004 20:44:07 GMT

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You have to delete your old .THU files as well.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Naamloos](#) on Sat, 10 Jul 2004 21:24:31 GMT

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It's in the data folder... and i deleted the .thu..... AFTER i placed the .mix.

Is that bad? :oops:

Ill just download them again... :oops:

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Beanyhead](#) on Sat, 10 Jul 2004 21:45:35 GMT

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[http://www.rpirc.com/shit/fixed\\_westwood\\_maps.exe](http://www.rpirc.com/shit/fixed_westwood_maps.exe)

= self extracting zip

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [flyingfox](#) on Sun, 11 Jul 2004 00:43:58 GMT

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You can delete the .thu files anytime, but don't use an updated .mix with an older .thu of the same filename.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Naamloos](#) on Sun, 11 Jul 2004 16:27:48 GMT

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What the h\*\*\*, they still load the same.

Why do i always have problems with things, WHY?! :nervous:

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Renx](#) on Sun, 11 Jul 2004 18:05:31 GMT

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the first map will load slow most of the time, then they start going fast.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Dan](#) on Sun, 11 Jul 2004 20:54:29 GMT

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What exactly do .thu files do? I've never known =|

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Spice](#) on Sun, 11 Jul 2004 21:11:47 GMT

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I think they are a kinda asset report of loaded maps for faster access to the file.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [jonwil](#) on Sun, 11 Jul 2004 22:45:49 GMT

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thu files contain some data related to textures

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Blazer](#) on Mon, 12 Jul 2004 07:44:49 GMT

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To re-create the "fast load" maps, open the mix files with RenegadEX (do NOT use Xccmixer as it does not properly re-write the mixfile!), and delete all the \*.dep files. Apparently the .dep files reference a lot of files that do not exist, and Renegade tries 3-4 times to find and load each nonexistant file.

Dante is the one who told me the above info, and I have verified it myself by using Filemon before and after the fix. Removing the .dep files causes no ill effects and greatly speeds up the load time since its not hunting for the nonexistant files.

What are the dep files in there for then? No clue...perhaps they were leftover from when the maps were being developed and different textures were used before they were finalized or something.

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Subject: where do I get the fastload versions of the normal WS maps?

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Posted by [Slash0x](#) on Mon, 12 Jul 2004 08:50:02 GMT

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Or maybe it was some "unknown" company that pushed them to get it done.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [Deactivated](#) on Mon, 12 Jul 2004 08:54:05 GMT

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My guess is that .DEP stands for Dependency.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [jonwil](#) on Mon, 12 Jul 2004 11:44:46 GMT

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DEP files are a list of assets that the level depends on (if I recall correctly) and basically cause the engine to pre-load those files rather than loading them the first time they get drawn or played or whatever.

Thats what Greg Hjelstrom (lead programmer of Renegade) said to me.

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Subject: where do I get the fastload versions of the normal WS maps?

Posted by [PermaGrin](#) on Mon, 12 Jul 2004 12:03:14 GMT

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PermaGrinHow fast do the fast load maps load? Maps only take like 3-5 seconds to load right now.

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