
Subject: Very slow loading of Renegade and Maps - a fix?

Posted by [Wizard17](#) on Sat, 08 Jan 2005 06:34:49 GMT

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Hi all,

I was - note the past tense - plagued by very slow loading of Renegade and Renegade maps. It happened around the time that I D/L Windows XP Service Patch 2. I put in another stick of RAM a few days ago to raise my RAM from 512 megs to 1 gig and my map and game load times have dropped from 1 minute or more each to around 10 seconds each.

I post this so perhaps others with this problem will perhaps be able to see that there may be a solution. I also saw that there was an amendment to the Renguard Core patch 1 recently which may also have helped.

I run an AMD 3200+, in an ASUS A7N8X-E Deluxe with 2x256meg sticks of Corsair TWINX 3200LLPT RAM Plus a single 512 meg stick of Corsair RAM also 3200LLPT all with a latency of 2-3-2-6. Vid card currently a 128 meg PNY 5600Ultra soon to be a 128meg XFX 6600GT (AGP).

Hope this helps.

Subject: Re: Very slow loading of Renegade and Maps - a fix?

Posted by [csskiller](#) on Sat, 08 Jan 2005 06:51:02 GMT

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Wizard17 have dropped from 1 minute or more each to around 10 seconds each.

lol, so you're saying that your load times have gone from 1 min to 10 secs? doesn't sound like a problem to me

K back on track do you have the fast load maps?

Subject: Very slow loading of Renegade and Maps - a fix?

Posted by [Wizard17](#) on Sat, 08 Jan 2005 08:47:16 GMT

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Yes, I was a Renguard beta tester and have had them all along. I still had slow load times till I put in the new RAM. I was considering nuking and paving my machine but I dont think I'll bother now.

I just thought that I'd post to see if I could help someone else and see if anyone else had the same experience.

I've been playing on the UN-NewMaps server and there has been an ENORMOUS difference, I actually am one of the first in now instead of being the last.

Subject: Very slow loading of Renegade and Maps - a fix?

Posted by [snipesimo](#) on Sat, 08 Jan 2005 22:17:00 GMT

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Memory didn't do it here, so thats not the answer.

Subject: Very slow loading of Renegade and Maps - a fix?

Posted by [Wizard17](#) on Sun, 09 Jan 2005 06:25:22 GMT

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Then I am stumped as to why I was getting such fast map load times now and not before. Does anyone else have any ideas?

Today I installed my new 128 meg DDR3 XFX 6600GT AGP vid card and that should help even further.

(Added on the 10th, yep even faster loads. I now am in as soon as the game gets going. This is nice as before, sometimes buildings would be destroyed before I even started the level. I still think it was the RAM as Windoze XP requires lots of RAM but am not certain due to the comments in the previous post above.)

Subject: Very slow loading of Renegade and Maps - a fix?

Posted by [Blazer](#) on Tue, 11 Jan 2005 03:12:48 GMT

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CP1 includes patches to the official maps that makes them load faster. Maps load for me in < 1 second

Subject: Very slow loading of Renegade and Maps - a fix?

Posted by [Wizard17](#) on Tue, 11 Jan 2005 15:03:06 GMT

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Blazer,

What is your system? Mine is pretty reasonable although no longer bleeding edge as you can see from the above comments.

I was a Beta tester for Renguard so I have had the Core Patch 1 for quite some time. Initially, the maps appeared to load faster - the first day - but after that it took over a minute to load each map. It may be that I might get even faster loads if I were to nuke and pave my system as I haven't done that for over 6 months.

As a reference, it takes me around 3 hours to process one packet of information from Seti@home (I turn this off when gaming as it is too much of a hit)

Subject: Very slow loading of Renegade and Maps - a fix?
Posted by [2000_years](#) on Mon, 17 Jan 2005 22:53:47 GMT
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You wouldn't happen to be on an SATA-RAID would you?
when I have renegade on my SATA-RAID drive, it loads so slow it takes the piss. Almost 2 minutes.
I copied it over to a standard IDE drive and it runs fine, and yet the one on SATA RAID doesn't.

every other thing works though so it's not my setup

Subject: Very slow loading of Renegade and Maps - a fix?
Posted by [Wizard17](#) on Tue, 18 Jan 2005 16:51:57 GMT
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That is interesting. Yes I have 2 - 120 gig SATA drives but they are not in RAID configuration as I am concerned about data loss as I use my machine for work as well as play.

It still seems to take a while to load the actual game but I figure that is Renguard checking my system before it loads the maps. The maps now load in less than 10 seconds and I am right in the game at the beginning of the round.

I do run the "No-CD Patch" that I had installed long before I installed Renguard, but I don't see how that would be a problem.
