Subject: fast load
Posted by nopic01| on Sat, 27 Aug 2005 19:14:19 GMT
View Forum Message <> Reply to Message

can any1 give me the fast load scripts?

Subject: Re: fast load
Posted by Jaspah on Sat, 27 Aug 2005 19:27:12 GMT
View Forum Message <> Reply to Message

Download Renguard's Core Patch 1. If you don't want it, you don't get the fast loading maps.

Subject: Re: fast load
Posted by Ma1kel on Sat, 27 Aug 2005 20:46:53 GMT
View Forum Message <> Reply to Message

Wasn't it the latest scripts.dll that made it load faster because it didnt read the .dep file from any
map?

Subject: Re: fast load
Posted by tooncy on Sun, 28 Aug 2005 02:57:20 GMT
View Forum Message <> Reply to Message

You can get the fastload maps without RG, although you should have RG. I think they might have
them on PCNC.

Subject: Re: fast load
Posted by Cat998 on Mon, 29 Aug 2005 12:30:52 GMT
View Forum Message <> Reply to Message

nopic01| wrote on Sat, 27 August 2005 21:14can any1 give me the fast load scripts?

Download scripts 2.1.3

You can get it here: http://prdownloads.sourceforge.net/rentools/scripts213.zip?d download

Rename scripts.dll to scripts2.dll in your ren dir if you
do not have CP1 installed.

Then copy scripts.dll and bhs.dll from scripts 2.1.3 into your
renegade folder.

Subject: Re: fast load
Posted by Slash0x on Tue, 30 Aug 2005 20:50:14 GMT
View Forum Message <> Reply to Message

You can manually delete the file inside the mix to create the faster loading. The file is *.dep (m01.dep, for example).

Subject: Re: fast load
Posted by TEKNIK on Tue, 30 Aug 2005 22:08:29 GMT
View Forum Message <> Reply to Message

Will RG not detect the missing file.

Subject: Re: fast load
Posted by Slash0x on Wed, 31 Aug 2005 14:45:33 GMT
View Forum Message <> Reply to Message

I'm not sure, all I know is the *.dep's are what causes the slower loading. You would need to ask an RG member that question.

Subject: Re: fast load
Posted by jonwil on Wed, 31 Aug 2005 23:58:49 GMT
View Forum Message <> Reply to Message

Manually deleting the *.dep file will cause RenGuard to reject the files as "not authorized"

The right way to do things is to install scripts.dll 2.1.3 which contains code to make renegade ignore those *.dep files.

Subject: Re: fast load
Posted by Cat998 on Thu, 01 Sep 2005 07:30:28 GMT
View Forum Message <> Reply to Message

Yes, I think nopic was talking about scripts, and not about

removing .dep files

Subject: Re: fast load
Posted by Slash0x on Fri, 02 Sep 2005 04:46:28 GMT

Haha, I didn't know JW create a script that by-passed the dep files. But, if anyone didn't know those caused the slow loading, now they do.