Subject: Slow loading times with 4.0
Posted by (Shadow) on Fri, 21 Jun 2013 17:01:27 GMT
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Hey all, ever since i've had 4.0 i've had pretty slow loading times like 40-50 seconds...

My PC is pretty fast and should blaze through it, like it did before the scripts, i know it's loading all the assets and stuff but it shouldn't take nearly 1 minute to load, those few seconds are crucial. I'm always the last one to load too it seems.

Can anyone help?

Subject: Re: Slow loading times with 4.0
Posted by Ethenal on Fri, 21 Jun 2013 17:15:16 GMT
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Make an empty file in your data folder called always.dep! It may not be officially suggested to do so by TT, but it definitely makes my Renegade load quickly again!

Subject: Re: Slow loading times with 4.0
Posted by danpaul88 on Sat, 22 Jun 2013 10:49:09 GMT
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It'll also cause you FPS jitters and stalls in the middle of a map when it has to hit always.dat to load assets in because you told it not to load them during the "Loading" screen (which is what the "Loading" screen is FOR).

Mine takes about 6 seconds to load maps with 4.0, compared to about 3 without. Doesn't really make much difference for most machines...

Subject: Re: Slow loading times with 4.0
Posted by Sean on Sat, 22 Jun 2013 12:57:03 GMT
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Ethenal wrote on Fri, 21 June 2013 10:15Make an empty file in your data folder called always.dep! It may not be officially suggested to do so by TT, but it definitely makes my Renegade load quickly again!

I'll be doing this.

Thank you.

Fuck long loading times!

Subject: Re: Slow loading times with 4.0
Posted by Ethenal on Sat, 22 Jun 2013 17:29:10 GMT
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danpaul88 wrote on Sat, 22 June 2013 05:49It'll also cause you FPS jitters and stalls in the middle of a map when it has to hit always.dat to load assets in because you told it not to load them during the "Loading" screen (which is what the "Loading" screen is FOR).

Mine takes about 6 seconds to load maps with 4.0, compared to about 3 without. Doesn't really make much difference for most machines...
Like I said, it's not officially approved by TT so use at your own risk! However, for me personally it literally takes my Renegade sometimes 30+ seconds to load a single map, while with the empty always.dep it loads in around 3 seconds.

Subject: Re: Slow loading times with 4.0
Posted by Lazy5686 on Sat, 22 Jun 2013 19:40:09 GMT
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Ethenal wrote on Sat, 22 June 2013 10:29danpaul88 wrote on Sat, 22 June 2013 05:49It'll also cause you FPS jitters and stalls in the middle of a map when it has to hit always.dat to load assets in because you told it not to load them during the "Loading" screen (which is what the "Loading" screen is FOR).

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Like I said, it's not officially approved by TT so use at your own risk! However, for me personally it literally takes my Renegade sometimes 30+ seconds to load a single map, while with the empty always.dep it loads in around 3 seconds.
I haven't noticed any FPS jitters at all. From what I understand 3.4 did essentially the same thing.

Subject: Re: Slow loading times with 4.0
Posted by Sean on Sat, 22 Jun 2013 22:34:46 GMT
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Ethenal wrote on Sat, 22 June 2013 10:29danpaul88 wrote on Sat, 22 June 2013 05:49It'll also cause you FPS jitters and stalls in the middle of a map when it has to hit always.dat to load assets in because you told it not to load them during the "Loading" screen (which is what the "Loading" screen is FOR).

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This had really made such a huge difference. I'm actually loading my games fast again.

Thank you Ethenal.

Subject: Re: Slow loading times with 4.0
Posted by EvilWhiteDragon on Mon, 24 Jun 2013 16:08:39 GMT
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The reason that it is unofficial is because it may create FPS lag later on in the game, as it loads the data it needs at runtime instead of during loading.

Subject: Re: Slow loading times with 4.0
Posted by Ethenal on Mon, 24 Jun 2013 18:11:07 GMT
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EvilWhiteDragon wrote on Mon, 24 June 2013 11:08The reason that it is unofficial is because it may create FPS lag later on in the game, as it loads the data it needs at runtime instead of during loading.
I expected as such, as that only makes sense - but for the most part, I have yet to notice much of a penalty at all.

Subject: Re: Slow loading times with 4.0
Posted by Starbuzz on Mon, 24 Jun 2013 22:44:09 GMT
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Ethenal wrote on Sat, 22 June 2013 13:29danpaul88 wrote on Sat, 22 June 2013 05:49It'll also cause you FPS jitters and stalls in the middle of a map when it has to hit always.dat to load assets in because you told it not to load them during the "Loading" screen (which is what the "Loading" screen is FOR).

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Like I said, it's not officially approved by TT so use at your own risk! However, for me personally it literally takes my Renegade sometimes 30+ seconds to load a single map, while with the empty always.dep it loads in around 3 seconds.

LOL Ethenal, at first I actually thought you were making a troll joke!

Subject: Re: Slow loading times with 4.0
Posted by EvilWhiteDragon on Tue, 25 Jun 2013 08:50:23 GMT
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Ethenal wrote on Mon, 24 June 2013 20:11EvilWhiteDragon wrote on Mon, 24 June 2013 11:08The reason that it is unofficial is because it may create FPS lag later on in the game, as it loads the data it needs at runtime instead of during loading.
I expected as such, as that only makes sense - but for the most part, I have yet to notice much of a penalty at all.
Just next time, when you post that "workaround", also mention why it is unofficial and we advise against it Possibly saves some help-requests when people experience framedrops.