
Subject: Slow on w3d Load

Posted by [Cpo64](#) on Sat, 01 Nov 2003 05:49:51 GMT

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Hey, here is a strange thing I have never encountered before...

When ever I try to load a textured w3d into Commando or w3d viewer it takes for ever to load. But once it is done, it runs as if normal.

Everything else on my computer runs fine. Ren runs fine too, I have no idea what the problem is, but its really pissing me off lol. Every time I want to look at what I just did in RenX or when placing a object it takes forever to load. After that, if its an object I can move it where ever I want and its fine, but soon as I put in something else, even if it is the exact same object it takes forever again.

Anyone have this happen before? Were they able to fix it?

Subject: Slow on w3d Load

Posted by [Cpo64](#) on Sat, 01 Nov 2003 23:28:33 GMT

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I am takeing this lack of responce as a no...

Subject: Slow on w3d Load

Posted by [laeubi](#) on Sat, 01 Nov 2003 23:43:57 GMT

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Simple explanation:

First time you load the W3D (viewer or commando) Windows (or your OS) loads the Textures from the HD into the cache and / or Memmory, so after loading once.. everything is fine.

So Check:

- * your Chaching settings.
 - * if HD's running in Kompatobilty mode
 - * Your Swapfilesettings
-

Subject: Slow on w3d Load

Posted by [Cpo64](#) on Sun, 02 Nov 2003 00:31:11 GMT

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Alright, I think I understand, will look into it

Subject: Slow on w3d Load
Posted by [Cpo64](#) on Sun, 02 Nov 2003 07:49:38 GMT
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Still loading slow... oh well, guess I will have to live with it

Subject: Slow on w3d Load
Posted by [laeubi](#) on Sun, 02 Nov 2003 10:30:48 GMT
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- * What HD do you own?
 - * Running a RAID system?
 - * What size are your Textures? / What format? (tga /dds)
-

Subject: Slow on w3d Load
Posted by [Cpo64](#) on Sun, 02 Nov 2003 22:20:37 GMT
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- Laeubi* What HD do you own?
- * Running a RAID system?
 - * What size are your Textures? / What format? (tga /dds)

My HD is a 40 Gig Samsung

I don't know what RAID is,

And I am using the standard renegade textures...

This problem is not just with things I have made, its everything, even dsapo objects take a good 10 min to load

Subject: Slow on w3d Load
Posted by [laeubi](#) on Mon, 03 Nov 2003 09:29:37 GMT
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ok, nvm about the Raid then
10 minutes are DAM long.
Have you tried to run Scandisk + Defrag on your HD?

Subject: Slow on w3d Load
Posted by [General Havoc](#) on Mon, 03 Nov 2003 10:06:34 GMT
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Yeah that does sound like a memory/HD problem as 10 minutes for a DSAPO object is very bad. I have a higher end system and it still takes even 5 seconds normally to create an object on the map, subsequent ones are created instantly then after about 3 more have been made it will load again and so on.

Subject: Slow on w3d Load

Posted by [Cpo64](#) on Tue, 04 Nov 2003 03:48:04 GMT

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

But now it is diffrent

Subject: Slow on w3d Load

Posted by [JRPereira](#) on Tue, 04 Nov 2003 05:54:11 GMT

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I never even thought of that as a problem - I look at it this way:

the object gets loaded with all assets including textures, models, and whatever other considerations that there may be. Then, for a certain period of time, those assets remain readily available in case another one is created (i'm not sure why those assets need to be rechecked for a new one, perhaps it checks for changes to the object and its assets or even makes sure that nothing is changed by reloading everything just in case). This period of time lasts for less than a minute (in my experience far less) and if you know about how many of the preset you're tossing on the map you may or may not benefit from tossing down a few more than you need so you can go and place them without waiting so long and delete the ones you don't need.

I'd assume that your processor is more important than your hard drive as I'm guessing as aforementioned that there's a lot to process when it reloads the preset's information (for me I never noticed my drives churning away as much as waiting for the processor to get things set up). Not that your hard drive isn't important but your processor shouldn't be left out of the picture. (but yes I understand that 10 minutes is a major indicator that something is majorly wrong and the hard drive should have simmilar priority when checking - don't forget thought that some programs may be conflicting with each other (significantly slowing the available processing time for commando) and you may benefit significantly from reducing the number of programs in use when doing your work)
(bleh, finding it hard to be specific in what i mean today)

You could though decrease the basic time for planning out your level by using a temp model or models for the presets with a fast loading time - and then once they're relatively well in place (or could be made to be perfectly placed if you do both your temp and release models simmilarly), you could go and start changing the presets to use the release models and not really have to care about the wait time as all you're doing is finishing things up (minus vis optimization and etc but I'd figure that once you get the basics in place you'd run all of the generation again anyways).

edit - yea I know this would only work well for your own models/presets

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 deterring 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.

Subject: Slow on w3d Load

Posted by [Cpo64](#) on Tue, 04 Nov 2003 18:19:06 GMT

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IRON-FART

What have you changed since?

Nothing that I know of... After the problem started I removed about 6 gigs of stuff thinking that it just needed more room.

Quote:

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

-What are your system specs?

Operating System: Windows XP Home Edition (5.1, Build 2600) Service Pack 1
(2600.xpsp2.030422-1633)
BIOS: Award Modular BIOS v6.00PG
Processor: Intel(R) Celeron(TM) CPU 1200MHz
Memory: 248MB RAM
Page File: 173MB used, 433MB available
Windows Dir: C:\WINDOWS
DirectX Version: DirectX 9.0b (4.09.0000.0902)
DX Setup Parameters: None
DxDiag Version: 5.03.0001.0902 32bit Unicode

Card name: RADEON 7000
Manufacturer: ATI Technologies Inc.
Chip type: Radeon 7000 (QY)
DAC type: Internal DAC(350MHz)
Device Key: Enum\PCI\VEN_1002&DEV_5159&SUBSYS_000B1002&REV_00
Display Memory: 64.0 MB
Current Mode: 1280 x 1024 (32 bit) (60Hz)
Monitor: Studioworks 775E
Monitor Max Res: 1280,1024
Driver Name: ati2dvag.dll
Driver Version: 6.13.0010.6166 (English)
DDI Version: 8
Driver Attributes: Final Retail

Quote:

-What Graphics card?

RADEON 7000 64 MB

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

-3 min 32 seconds to load C&C_Field

-3 min 8 seconds small 2 texture turrain mesh

-0 min 0 seconds untextured Box

-3 min 10 seconds single texture Box

-Crash on 50000 Poly GeoSphere (lol)

Quote:

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

Anything, W3D veiwer takes forever on anything, if its an animated bone, or a fully textured level. Commando takes long on things to, but not as long on untextured objects, once they are in, I can mess with them all I want. But soon as I load another object even if its the same one, it will take a long time to load.

Quote:

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

It's everything, even those transition boxes take a long time, number of polys don't seem to matter.

Quote:

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

-Kill any background services.

I will run scandisk later, but I have run defrag several times.

I will try emilinating bacground services later.

Quote:

-What OS are you running?

-What kind of textures are you using?

XP Home

Standard renegade textures.

Quote:

-What resolution and color depth are you running?

1280 x 1024 (32 bit) (60Hz)

Quote:

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

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

Odd, I guess, since no one else seams to have had this problem...

Okay okay, I guess I exagerated with the 10 min, but I never actuly spent the time to use a timer, I was to busy banging my head against the table lol.

I don't think its becuase of something running in the background, because all my other games run normaly, and renegade it self runs normaly as well. The problem has to do with the textures.

When looking at the log scroll by, when it looks for the textures, and loads the w3d it goes by very fast, but then it stops, 3 min go by, and the file pops up.

I just tried to load W3D Viewer, without loading a w3d, its takeing forever... and its not even loading a mesh...

Stupid computer...

Subject: Slow on w3d Load

Posted by [Cpo64](#) on Tue, 04 Nov 2003 18:22:12 GMT

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I just played with W3D Viewer to look at the problem there...

It takes a long time to load, but once it does, it loads up the meshes much quicker then Commando.

I figure this problem is some how related, but I am not sure how...
