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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 nonexistent 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 nonexistent 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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