
Subject: Re: Loading Time

Posted by [reborn](#) on Sat, 10 Sep 2011 13:38:29 GMT

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iRANian wrote on Sat, 10 September 2011 06:31 Why would it need to calculate the .thu files every time after starting Windows? What do the .thu files contain, by the way? I've always wondered that.

Texture Height Units

vloktboky wrote on Sat, 02 September 2006 22:18

The THU file is a propriatary file format used by Westwood in Renegade. They contain collected data of texture content that is contained within the MIX file of a map. This data includes the image resolution, DDS DXT compression format, etc.

I speculate that the reason why Westwood did this was to save time during the loading/rendering portion of the engine when you need to get these textures for drawing the different portions of the maps. For example, pretty much all of the Westwood maps contain the textures used on the terrain pieces (like the rock walls on Canyon, etc) inside the MIX files. Rather than having to open up the MIX file, extract the data, and load it up everytime you are exposed to a mesh object that uses that terrain file, they stored it in these external files. This would speed up the process a bit which I'm sure gave them a performance boost back then.

The problem is, the engine does not recreate these files once they have been created. So if you update the textures stored in the MIX files (or if you put a different image file with the same name in your Data folder) and it uses a different resolution, the game will not know that and will attempt to draw the texture using the resolution it stored in the THU file.