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Subject: Re: Change the load-sequence back to stock please

Posted by [danpaul88](#) on Thu, 13 Mar 2014 10:01:48 GMT

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always.dat contains pretty much all of the assets for multiplayer maps, the maps themselves usually only include terrain and props specific to that map. always2.dat contains files that were patched in or modified post release.

An empty always.dat will indeed make your loading faster... in fact, it'll be almost instant. You'll see an error dialog before you even hit the menu screen (which itself lives in always.dat)

And, to clear up the misconception.. it does NOT pre-load always.dat, it pre-loads specific individual files from inside always.dat, specifically those needed for the map that is currently loading. Thus it does NOT pre-load single player assets unless they are used by the map you're playing on.

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