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Subject: Slow loading

Posted by [Jamie or NuneGa](#) on Tue, 10 Jul 2012 19:57:33 GMT

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Sorry if this has already been mentioned...

any updates on when the slow loading for 4.0 users will trend away?

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Subject: Re: Slow loading

Posted by [danpaul88](#) on Tue, 10 Jul 2012 20:05:17 GMT

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Never, its an intentional change, restoring the stock renegade functionality that preloads dependencies during the load screen. Note that only the first load of a map will be slow since the assets remain loaded between maps (I believe).

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Subject: Re: Slow loading

Posted by [Xpert](#) on Tue, 10 Jul 2012 20:06:55 GMT

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It's not going to be fixed because it's not a bug. It has been explained many times in this forum.

It now loads assets during the map loading, rather than loading them on demand whilst the map is being played. This prevents lag spikes each time a new asset appears on any given map. This is how stock Renegade worked and it was mistakenly disabled in the old scripts versions. Its a deliberate change they made such that the game will pre-load certain assets to avoid a slowdown later on when the game actually needs to use those assets.

The slow loading issue should only be noticable on the first map, then after that, it should load maps fairly fine. At least that's the case for me.

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Subject: Re: Slow loading

Posted by [Ethenal](#) on Tue, 10 Jul 2012 23:08:53 GMT

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danpaul88 wrote on Tue, 10 July 2012 15:05 Note that only the first load of a map will be slow since the assets remain loaded between maps (I believe).

Wow, I thought it was just me... I've definitely noticed that the first load will be excruciatingly long but then later I'll load that same map immediately. That actually makes me feel a lot better about the whole slow-loading thing.

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Subject: Re: Slow loading

Posted by [zunnie](#) on Wed, 11 Jul 2012 09:55:48 GMT

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danpaul88 wrote on Tue, 10 July 2012 16:05the assets remain loaded between maps (I believe).

Maybe thats the reason my client crashes after a dozen of hours playing on Newmaps without restarting the game. Too many different maps assets are loaded?

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Subject: Re: Slow loading

Posted by [danpaul88](#) on Wed, 11 Jul 2012 11:02:43 GMT

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Have you tried monitoring memory usage to see if that might be the case?

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Subject: Re: Slow loading

Posted by [StealthEye](#) on Wed, 11 Jul 2012 11:04:57 GMT

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Not likely. But if you have a crashdump for that please post it (in a new thread).

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Subject: Re: Slow loading

Posted by [cAmpa](#) on Wed, 11 Jul 2012 11:52:26 GMT

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Xpert wrote on Tue, 10 July 2012 22:06

The slow loading issue should only be noticable on the first map, then after that, it should load maps fairly fine. At least that's the case for me.

Mh, for me not. it needs always 5 or more seconds.

For a 10 years old game on a i7 with 6gb ram is it really slow.

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Subject: Re: Slow loading

Posted by [Sean](#) on Wed, 11 Jul 2012 13:08:29 GMT

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cAmpa wrote on Wed, 11 July 2012 04:52Xpert wrote on Tue, 10 July 2012 22:06

The slow loading issue should only be noticable on the first map, then after that, it should load maps fairly fine. At least that's the case for me.

Mh, for me not. it needs always 5 or more seconds.

For a 10 years old game on a i7 with 6gb ram is it really slow.

---

Same here, regardless of whether I've played the map before (in the rotation) it always takes at least 5 seconds to load the map.

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Subject: Re: Slow loading

Posted by [danpaul88](#) on Wed, 11 Jul 2012 13:19:26 GMT

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It doesn't matter how fast your CPU is or how much RAM you have, asset loading is disk I/O bound so if you REALLY want to reduce the load times you could try investing in an SSD.

In all seriousness though, complaining about a 5 second load time is ridiculous. When Renegade was first released my PC at the time took about 30 seconds to load a map. You're all spoilt by the years of broken scripts.dll behavior in the meantime.

I don't see people complaining about the load times in more recent games like BF2 that can easily exceed a few minutes... yet you are whining about a measly 5 second wait...

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Subject: Re: Slow loading

Posted by [Sean](#) on Wed, 11 Jul 2012 13:28:54 GMT

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danpaul88 wrote on Wed, 11 July 2012 06:19It doesn't matter how fast your CPU is or how much RAM you have, asset loading is disk I/O bound so if you REALLY want to reduce the load times you could try investing in an SSD.

In all seriousness though, complaining about a 5 second load time is ridiculous. When Renegade was first released my PC at the time took about 30 seconds to load a map. You're all spoilt by the years of broken scripts.dll behavior in the meantime.

I don't see people complaining about the load times in more recent games like BF2 that can easily exceed a few minutes... yet you are whining about a measly 5 second wait...

5 seconds gives the team opposing a huge advantage. For instance, say you start with 0 credits, you need to either A: attack the harvester or B: attempt to kill one of there buildings. It makes a big difference.

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Subject: Re: Slow loading

Posted by [danpaul88](#) on Wed, 11 Jul 2012 13:35:07 GMT

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Then play on servers that enforce 4.0 so that everyone is on a level playing field? I seem to recall there was talk of a mechanism to delay the game 'start' until all of the players had loaded (with a timeout to prevent people with REALLY slow machines making everyone else wait), not sure what

ever happened with that but it would easily solve the problem.

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Subject: Re: Slow loading

Posted by [Sean](#) on Wed, 11 Jul 2012 13:47:53 GMT

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danpaul88 wrote on Wed, 11 July 2012 06:35 Then play on servers that enforce 4.0 so that everyone is on a level playing field? I seem to recall there was talk of a mechanism to delay the game 'start' until all of the players had loaded (with a timeout to prevent people with REALLY slow machines making everyone else wait), not sure what ever happened with that but it would easily solve the problem.

That's only used in commwars/clanwars - it could work on public servers, but not everyone runs 4.0 as of yet - so it would be useless.

I can see what your saying, other games have a much longer loading time than renegade, but as you can appreciate time is of the essence in a game like this.

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Subject: Re: Slow loading

Posted by [danpaul88](#) on Wed, 11 Jul 2012 14:10:32 GMT

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I remember the 1.037 days where some players would still be loading several minutes into the map.... was quite amusing to see their reactions when they discovered that whilst they had been loading their team had lost the refinery to an early engi rush Happened a lot on Canyon as I recall...

At the time I had quite a fast computer so I was often one of the first to load on any given map... sometimes my client would finish loading before the server did...

Actually... why don't we just introduce a delay into the server map loading such that it sits at 99% (thus making all clients go into 'gameplay pending' when they finish loading, as it used to in the good old days) until 90% of players (or some other metric) have finished loading? Easy fix.

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Subject: Re: Slow loading

Posted by [ehhh](#) on Wed, 11 Jul 2012 14:14:04 GMT

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yeah, i remeber suicding back in the cw.cc days cause of some slow ass loading,

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Subject: Re: Slow loading

Posted by [cAmpa](#) on Wed, 11 Jul 2012 15:12:21 GMT

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Why so aggressive danpaul?

About 80% of our players are running 4.0 scripts and when im done with maploading are all the other already fighting in field and got ~50 more credits.

And yes, i'm about to buy a SSD, but it should not be needed for the oldtimer Renegade. O.o

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Subject: Re: Slow loading

Posted by [ehhh](#) on Wed, 11 Jul 2012 15:44:59 GMT

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suppose public servers could use a ready command, if you're afraid of one side having a advantage.

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Subject: Re: Slow loading

Posted by [Jamie or NuneGa](#) on Wed, 11 Jul 2012 15:57:09 GMT

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I find that map loading time is still a good 4 seconds slower than most players, despite having previously played a map.

The most irritating outcome is that I don't get the box which can make a huge difference in the early game.

I'm not trying to sound ungrateful or anything. Its just I used to always be one of the first to load, and now that is never the case since installing TT.

The benefits of TT outweigh the annoyance of this issue but if the slower load after first map is not intentional, then surely it is something you shall consider?

Quote: And yes, i'm about to buy a SSD, but it should not be needed for the oldtimer Renegade. O.o

jealous...

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Subject: Re: Slow loading

Posted by [danpaul88](#) on Wed, 11 Jul 2012 16:19:50 GMT

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cAmpa wrote on Wed, 11 July 2012 16:12Why so aggressive danpaul?

Dunno really, just been a stressful week I guess, it's not intentionally aggressive.

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Subject: Re: Slow loading

Posted by [StealthEye](#) on Wed, 11 Jul 2012 16:26:47 GMT

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I like the idea of just having the server wait at the end of the map loading, assuming that the server at that point actually knows whether players have loaded (I'm not sure if that is the case, but I think it can be made to be that way). We could have it wait for all players to load up to a configured timeout value.

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Subject: Re: Slow loading

Posted by [Sean](#) on Wed, 11 Jul 2012 17:26:48 GMT

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StealthEye wrote on Wed, 11 July 2012 09:26: I like the idea of just having the server wait at the end of the map loading, assuming that the server at that point actually knows whether players have loaded (I'm not sure if that is the case, but I think it can be made to be that way). We could have it wait for all players to load up to a configured timeout value.

That sounds like a much better system than the one that is currently used. Nice idea.

---

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Subject: Re: Slow loading

Posted by [ehhh](#) on Wed, 11 Jul 2012 17:32:54 GMT

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Something like that would be very ideal in funwars, I know ultra said there were at a disadvantage because of their loading speeds when they played against jelly.

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Subject: Re: Slow loading

Posted by [resistor1](#) on Wed, 11 Jul 2012 18:48:32 GMT

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The !ready plugin in public servers would be a bad mistake.. This is the first I've heard of slow loading with 4.0.. It's renegade though so surely it can't be that long of a wait..

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Subject: Re: Slow loading

Posted by [ehhh](#) on Wed, 11 Jul 2012 18:56:53 GMT

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Won't be so bad and seye mentioned something better anyway.

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Subject: Re: Slow loading

Posted by [Ethenal](#) on Wed, 11 Jul 2012 19:21:43 GMT

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resistor1 wrote on Wed, 11 July 2012 13:48 This is the first I've heard of slow loading with 4.0.. It's renegade though so surely it can't be that long of a wait..

Seriously? 4.0 gives me a PUNISHING long load time for most maps... occasionally it loads almost instantly, though.

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Subject: Re: Slow loading

Posted by [Jamie or NuneGa](#) on Wed, 11 Jul 2012 22:44:21 GMT

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StealthEye wrote on Wed, 11 July 2012 17:26 I like the idea of just having the server wait at the end of the map loading, assuming that the server at that point actually knows whether players have loaded (I'm not sure if that is the case, but I think it can be made to be that way). We could have it wait for all players to load up to a configured timeout value.

Just a little tweak to have the map have a minimum load time would be great. An extra 5 seconds would be enough for me (and most?), then people without TT are not given an advantage etc.

Naturally the people who load for like 30 seconds will still have to join late.

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Subject: Re: Slow loading

Posted by [EvilWhiteDragon](#) on Thu, 12 Jul 2012 12:56:03 GMT

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danpaul88 wrote on Wed, 11 July 2012 16:10 I remember the 1.037 days where some players would still be loading several minutes into the map.... was quite amusing to see their reactions when they discovered that whilst they had been loading their team had lost the refinery to an early engi rush Happened a lot on Canyon as I recall...

At the time I had quite a fast computer so I was often one of the first to load on any given map... sometimes my client would finish loading before the server did...

Actually... why don't we just introduce a delay into the server map loading such that it sits at 99% (thus making all clients go into 'gameplay pending' when they finish loading, as it used to in the good old days) until 90% of players (or some other metric) have finished loading? Easy fix. Better fix that BI uses since like forever: compensate the credits you didn't get while loading. So if you're loading for 10 secs you get  $2,5 \cdot 10 = 25$  credits. If you're loading for 30 secs you get  $2,5 \cdot 30 = 75$  credits.

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Subject: Re: Slow loading  
Posted by [StealthEye](#) on Thu, 12 Jul 2012 12:59:35 GMT  
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That fix was already ported iirc.

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Subject: Re: Slow loading  
Posted by [Distrbd21](#) on Thu, 12 Jul 2012 13:11:47 GMT  
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Or you guys can just stop bitching about it ;p

Besides it doesn't matter who loads first or who has the biggest e dick.

It matters what skills you have, bitching about waiting, to me is someone that doesn't have skill to pick up where the fast loaders started.

What would be better is like wolf et where it doesn't start the game until 5 secs after x amount of players join.

---

Subject: Re: Slow loading  
Posted by [iRANian](#) on Thu, 12 Jul 2012 13:57:29 GMT  
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Having the game start at the same time for every player is crucial even when playing in public servers.

---

Subject: Re: Slow loading  
Posted by [Xpert](#) on Thu, 12 Jul 2012 14:36:47 GMT  
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Distrbd21 wrote on Thu, 12 July 2012 09:11Or you guys can just stop bitching about it ;p

Besides it doesn't matter who loads first or who has the biggest e dick.

It matters what skills you have, bitching about waiting, to me is someone that doesn't have skill to pick up where the fast loaders started.

What would be better is like wolf et where it doesn't start the game until 5 secs after x amount of players join.

You are obviously an idiot and don't know what you're talking about at all. Every second is crucial in the beginning of clan matches and comm matches, especially the first 3 minutes of it.

---

Subject: Re: Slow loading  
Posted by [Ethenal](#) on Thu, 12 Jul 2012 16:55:43 GMT  
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---

Distrbd21 wrote on Thu, 12 July 2012 08:11Or you guys can just stop bitching about it ;p

Besides it doesn't matter who loads first or who has the biggest e dick.

It matters what skills you have, bitching about waiting, to me is someone that doesn't have skill to pick up where the fast loaders started.

What would be better is like wolf et where it doesn't start the game until 5 secs after x amount of players join.

Okay jackass, see your way out of this thread. You need to go back to playing in build servers.

I wouldn't be this mean if you didn't make an ass out of yourself.

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Subject: Re: Slow loading  
Posted by [ehhh](#) on Thu, 12 Jul 2012 17:50:48 GMT  
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When jelly played ultra, we were actually in their base before their loaded on one of the small maps, lol.

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Subject: Re: Slow loading  
Posted by [iRANian](#) on Thu, 12 Jul 2012 17:52:01 GMT  
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best part was where most of them didnt have snow even though they run a fan maps server

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Subject: Re: Slow loading  
Posted by [Distrbd21](#) on Fri, 13 Jul 2012 12:08:04 GMT  
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[quote title=Ethenal You need to go back to playing in build servers. [/quote]

I don't play Build Servers sir!

That is WHY I have an AOW Serv, Read the Sig fool...

And WOW I didn't think you guys would get so mad 0\_o considering it's a 10+ year old game ;p, "Still one of the best".

I would expect people getting mad in a newer game about loading...

---

And if anything just use IRANs plugin for !ready and stop bitching.

---

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Subject: Re: Slow loading

Posted by [Jamie or NuneGa](#) on Fri, 13 Jul 2012 14:26:48 GMT

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ehhh wrote on Thu, 12 July 2012 18:50 When jelly played ultra, we were actually in their base before their loaded on one of the small maps, lol.

This is the extreme of course...

usually its just a case of standing no chance of ever getting the box

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Subject: Re: Slow loading

Posted by [robbyke](#) on Tue, 17 Jul 2012 14:10:06 GMT

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ive noticed this to

sometimes when im using my test server it takes quite long to load the map but most of the times it loads fast

it could be that the game chokes on something during the load and it happens more often for some players

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Subject: Re: Slow loading

Posted by [Xpert](#) on Wed, 18 Jul 2012 00:42:40 GMT

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[quote title=Distrbd21 wrote on Fri, 13 July 2012 08:08]Ethenal You need to go back to playing in build servers.[/quote]

I don't play Build Servers sir!

That is WHY I have an AOW Serv, Read the Sig fool...

And WOW I didn't think you guys would get so mad 0\_o considering it's a 10+ year old game ;p, "Still one of the best".

I would expect people getting mad in a newer game about loading...

---

And if anything just use IRANs plugin for !ready and stop bitching.

You seriously should just stop posting when discussing any technical issues.

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