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...