Subject: >> Map release: faster load times
Posted by cmdr1337 on Sat, 13 Mar 2004 06:54:26 GMT
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The plan was to throw all of these optimized maps into my junky 1200mhz Celeron, which is hosting my 12 person sniper server at the moment   I thought that it might help load speed a bit, but I don't know whether the FDS opens the maps similarly to the game, or differently (more quickly).