
Subject: >> Map release: faster load times
Posted by [Crimson](#) on Sat, 13 Dec 2003 22:57:24 GMT
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This isn't your standard map release... Dante discovered a way to dramatically decrease load times on Westwood-created maps. Blazer edited our .mix files and we tested them out. Even on our fast systems we noticed a huge improvement in load times for these maps. Now they are available for you.

For browser:
<ftp://ftp.n00bstories.com/Renegade%20Maps/Fixed%20Westwood%20Maps.rar>

Or if you want to use your FTP software:
Connect to [ftp.n00bstories.com](ftp://ftp.n00bstories.com).
Browse to the Renegade Maps folder, then download Fixed Westwood Maps.rar

If you're asked for a username and password, username = Anonymous and password can be whatever you want.

My FTP server allows 10 simultaneous connections. This is so you can't lag my Renegade server on the same box.

Please contact me if you want to mirror this file. And Beanyhead, upload the rest of the maps you have, dammit.

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Sat, 13 Dec 2003 23:07:18 GMT
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And in case you're a retard, these maps go into c:\Westwood\Renegade\Data\

or wherever you installed Renegade.

Subject: >> Map release: faster load times
Posted by [Sanada78](#) on Sat, 13 Dec 2003 23:40:45 GMT
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Is there a way to do it to mod maps too? Or is it too much of a secret.

Edit: You motioned how you did it in the Zip file. Is it possible for us map makers to implement it? With of course, giving Dante credit for the discovery?

Subject: >> Map release: faster load times

Posted by [Majiin Vegeta](#) on Sat, 13 Dec 2003 23:48:09 GMT

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nice work Dante! and others if included

my maps take 2 seconds to load after the first time anyway.. soo..i guess now they will take 1 second

Subject: >> Map release: faster load times

Posted by [DrasticDR](#) on Sat, 13 Dec 2003 23:51:34 GMT

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Excellent find Dante! Maps load alot faster.

Subject: >> Map release: faster load times

Posted by [Crimson](#) on Sat, 13 Dec 2003 23:53:47 GMT

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Thanks to Cypher and Zerk of PlanetCNC (<http://www.planetcnc.com>), these files are also available on FilePlanet:

http://www.fileplanet.com/dl.aspx?/planetcnc/renegade/maps/fixed_westwood_maps.rar

Might be faster than downloading from me. :\

Subject: >> Map release: faster load times

Posted by [zerk](#) on Sun, 14 Dec 2003 00:09:53 GMT

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CrimsonThanks to Cypher and Zerk of PlanetCNC (<http://www.planetcnc.com>), these files are also available on FilePlanet:

http://www.fileplanet.com/dl.aspx?/planetcnc/renegade/maps/fixed_westwood_maps.rar

Might be faster than downloading from me. :\

LOL But, this is a really awesome file. I installed it, and I tried to load one map, but I saw no change. I tried a second time and a third and BANG! Instant change. Lol this is really great. Nice work guys and gal.

Subject: >> Map release: faster load times

Posted by [DrasticDR](#) on Sun, 14 Dec 2003 00:14:34 GMT

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Yeah, first time was normal second time a huge improvement. But sometimes it loads at the normal rate.

Subject: >> Map release: faster load times
Posted by [Majiin Vegeta](#) on Sun, 14 Dec 2003 00:20:38 GMT
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First map to load when you start the game for the first time will take a bit long.. mine always does.. but after that its 2 seconds even less now

Subject: >> Map release: faster load times
Posted by [cowmisfit](#) on Sun, 14 Dec 2003 00:24:28 GMT
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lol mine are already like less than 2 seconds flat so i dont think im gonna waste my time donwloaden them but i know couple of freinds will benefit deeply from this as there comps are shit and take 4 min to upload maps lol so great job tooo all involved.

Subject: >> Map release: faster load times
Posted by [Kholdstare](#) on Sun, 14 Dec 2003 00:38:42 GMT
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It's about time these were released.

-Khold

Subject: >> Map release: faster load times
Posted by [bigejoe14](#) on Sun, 14 Dec 2003 01:08:37 GMT
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After seeing this in Ren Alert, I knew this would come to vanilla Renegade sooner or later. Good work! :thumbsup:

Subject: >> Map release: faster load times
Posted by [spreegem](#) on Sun, 14 Dec 2003 01:26:34 GMT
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This is amazing I am getting it now, I'll have to try it out as soon as it is done, and I would like to include this in the big Christmas update to my site if you would let me, so could I?

Subject: >> Map release: faster load times
Posted by [Gus](#) on Sun, 14 Dec 2003 01:55:34 GMT
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Awesome!!!

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Sun, 14 Dec 2003 02:21:04 GMT
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You might want to delete your matching .THU files too...

Subject: >> Map release: faster load times
Posted by [Homey](#) on Sun, 14 Dec 2003 02:33:09 GMT
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How exactly does this work anyways?

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Sun, 14 Dec 2003 02:39:49 GMT
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There are some file references in there that basically make it do some checking twice instead of once... so it loads essentially twice. We just remove those references. If you want more info, Dante can answer better.

Subject: >> Map release: faster load times
Posted by [kopaka649](#) on Sun, 14 Dec 2003 03:03:47 GMT
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THANK YOU SO MUCH lol this will really help

Subject: >> Map release: faster load times
Posted by [Gus](#) on Sun, 14 Dec 2003 03:14:14 GMT
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After I have copied these maps to Renegade\Data folder I had my system rebooted twice while playing...Just me? The first time was on Complex and the second on Walls_Flying...Anyone could help me? I wouldn't like to reinstall the game. Thx!

Subject: >> Map release: faster load times
Posted by [cowmisfit](#) on Sun, 14 Dec 2003 03:19:31 GMT
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Your computer just restarted during a game??? Umm were there any storms going on at the time snow lightning rain anything that may knock out power really quick like??????

~~~~~COMMANDER MISFIT 350th POST YIPPIE~~~~~

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Subject: >> Map release: faster load times  
Posted by [Gus](#) on Sun, 14 Dec 2003 03:23:02 GMT  
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cowmisfitYour computer just restarted during a game??? Umm were there any storms going on at the time snow lightning rain anything that may knock out power really quick like??????

~~~~~COMMANDER MISFIT 350th POST YIPPIE~~~~~

began just after I replaced those map files, as I stated above.

Subject: >> Map release: faster load times
Posted by [snipesimo](#) on Sun, 14 Dec 2003 03:34:26 GMT
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I hope it makes a big difference, for some reason my load times never reflect my system specs. And even worse, I fried my 2400+ so im temporarily on an 850 so this should help.

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Sun, 14 Dec 2003 09:07:59 GMT
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Blazer and I have been using these exact files for like 2 months without issue. Any problems are purely coincidental.

Subject: >> Map release: faster load times
Posted by [General Havoc](#) on Sun, 14 Dec 2003 10:43:10 GMT
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They won't be any different for me. It takes around 6 seconds to load up a map if Renegade hasn't loaded before. Any map loaded thereafter loads in less than 2 seconds. But it used to take much longer, since I installed my an extra 512MB of ram it has always loaded that fast.

Great job though if it loads fast on slower system.

Subject: >> Map release: faster load times
Posted by [Demolition man](#) on Sun, 14 Dec 2003 12:50:55 GMT
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O I had that loading cheat way back you can ask CW

Subject: >> Map release: faster load times
Posted by [DaveGMM](#) on Sun, 14 Dec 2003 12:57:30 GMT
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Demolition manO I had that loading cheat way back you can ask CW

Fortunately, no-one cares.

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Sun, 14 Dec 2003 19:34:20 GMT
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General HavocThey won't be any different for me. It takes around 6 seconds to load up a map if Renegade hasn't loaded before. Any map loaded thereafter loads in less than 2 seconds. But it used to take much longer, since I installed my an extra 512MB of ram it has always loaded that fast.

Great job though if it loads fast on slower system.

Your loss... I have an AMD Athlon 2400+ and a gig of DDR RAM... I thought my maps loaded "fast enough" too until I tried these.

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Sun, 14 Dec 2003 19:35:24 GMT
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Demolition manO I had that loading cheat way back you can ask CW

Yeah, I'm waiting for them to say something about that. They wouldn't believe that Dante told Blazer and I how to do it when we met him in September.

Subject: >> Map release: faster load times
Posted by [Homey](#) on Sun, 14 Dec 2003 22:51:36 GMT
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How come mesa and normal city arnt in there?

Subject: >> Map release: faster load times
Posted by [FalconxI](#) on Sun, 14 Dec 2003 23:14:02 GMT
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I only saw one map in it when I extracted it, and that was walls_flying.

Subject: >> Map release: faster load times
Posted by [General Havoc](#) on Mon, 15 Dec 2003 00:56:42 GMT
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No - It's a good idea, they made a great improvement on my Duron 1.2 Ghz system. I've tried them on my system and they seem to make no difference at all.

Strange thing was that on a system better than mine, (P4 HT Extreme 3.2 Ghz 1536MB DDR) before the new maps it took around 5 seconds per map but the new ones brought it down to < 2 seconds.

It's great for my Duron, from around 30 seconds to around 2 it is a great improvement.

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Mon, 15 Dec 2003 01:36:52 GMT
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HomeyHow come mesa and normal city arnt in there?

Shit, I'll check my files again.

Subject: >> Map release: faster load times
Posted by [flyingfox](#) on Mon, 15 Dec 2003 01:40:39 GMT
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I erased Mesa

Subject: >> Map release: faster load times
Posted by [Blood_Brother](#) on Mon, 15 Dec 2003 02:49:51 GMT
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hey what systems u have 1 gig ram 2.4Ghz 2 tell ya guys i run renegade on a Intel 810 with 191 ram and onboard video

so straight to the topic - what is the newest update path for RENEGADE

Subject: >> Map release: faster load times
Posted by [Majiin Vegeta](#) on Mon, 15 Dec 2003 03:31:56 GMT
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drkhazel erased Mesa

ahahaha i backed my maps up incase these maps where shite

Subject: >> Map release: faster load times
Posted by [FalconxI](#) on Mon, 15 Dec 2003 17:22:10 GMT
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I've downloaded this about 5 times now and I keep getting the same error. Only the Walls_flying fix extracts from the archive.

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Mon, 15 Dec 2003 17:37:48 GMT
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I tested the RAR when I uploaded it and others get it no problem... have you tried getting it off FilePlanet instead?

I'll get City and Mesa in there soon. I don't know why they weren't in there.

Subject: >> Map release: faster load times
Posted by [FalconxI](#) on Mon, 15 Dec 2003 18:17:36 GMT
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I've downloaded from both sources and get the same error from both.

edit

I found the problem. WinAce didn't like the archive but when I opened it under Winrar after installing it the archive extracted.

Subject: >> Map release: faster load times
Posted by [General Havoc](#) on Mon, 15 Dec 2003 18:41:13 GMT
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Yeah - never unzip rar files with WinACE as it normally throws out an error.

Subject: >> Map release: faster load times
Posted by [bigwig992](#) on Mon, 15 Dec 2003 18:58:42 GMT
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Hasn't made a difference in load times for me yet. On hourglass I noticed different textures though. The middle tunnel has the ugly old brick texture and some cliff looking texture is blended into the dirt around the map, I think there should be grass or different dirt in it's place? I can't remember. Just, weird textures...

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Mon, 15 Dec 2003 19:10:29 GMT
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uh, we didn't touch the textures. These weren't even opened in Level Edit... just XCC Mixer.

Subject: >> Map release: faster load times
Posted by [Kingdud](#) on Mon, 15 Dec 2003 20:40:13 GMT
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Well, I came back to play a game of renegade after reading about your tweaks...holy s*!^!!!!!!!!!!!!!!!!!!!!!! My maps load super fast now...most impressive. And yes, I am still around I play CS mosly now.

Peace out,

-Kingdud

Subject: >> Map release: faster load times

Posted by [HeXetic](#) on Mon, 15 Dec 2003 23:43:46 GMT

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Very nice work. Even on my XP 3000+ I can notice the difference by just comparing the optimized C&C_City_Flying and the unoptimized C&C_City. In case nobody noticed, I've added it to PCNC's files area with a glowing review.

Subject: i get this error

Posted by [ViperURP](#) on Tue, 30 Dec 2003 05:08:52 GMT

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i have deleted all my matching thu files but still get this. basically like 10 errors involving all the files in the rar.

<http://n00bstories.com/image.view.php?id=1264211939>

Subject: >> Map release: faster load times

Posted by [mrpirate](#) on Tue, 30 Dec 2003 06:30:39 GMT

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Maps go in the Data directory.

Subject: >> Map release: faster load times

Posted by [Gernader8](#) on Tue, 30 Dec 2003 07:01:17 GMT

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Hmm, I unfortunately have seen no changes. Each map still takes around 15 seconds to load, and have a good (not great) computer. I have played Renegade using the maps around 25 times now. I have reinstalled them hoping there would be a difference, but none yet

Subject: >> Map release: faster load times

Posted by [flyingfox](#) on Tue, 30 Dec 2003 19:22:41 GMT

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Crimson did you add City and Mesa into the download? And Glacier Flying wasn't included either. They are pretty good though they load like fan maps now.

Subject: >> Map release: faster load times

Posted by [cmdr1337](#) on Fri, 12 Mar 2004 15:58:00 GMT

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City & mesa still need to be added to the file planet archive, and I cannot download the one off n00bstories FTP. Is there a new link for ftp.n00bstories or was it removed?

Anyway, these two maps would be appreciated. thanks.

Subject: >> Map release: faster load times
Posted by [xptek_disabled](#) on Fri, 12 Mar 2004 16:16:44 GMT
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Wow,

Such an old topic.

Subject: >> Map release: faster load times
Posted by [bigejoe14](#) on Fri, 12 Mar 2004 16:42:49 GMT
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Have you ever considered a career in mining?

Subject: >> Map release: faster load times
Posted by [cmdr1337](#) on Fri, 12 Mar 2004 16:51:03 GMT
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I found a link, and I would like both those other maps not included at fileplanet. Frankly, the topic is only a few months old. Go flame someone for a better reason.

Subject: >> Map release: faster load times
Posted by [Majiin Vegeta](#) on Sat, 13 Mar 2004 04:42:21 GMT
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a link update would be nice i need to install these again

Subject: >> Map release: faster load times
Posted by [z310](#) on Sat, 13 Mar 2004 05:00:15 GMT
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CrimsonAnd in case you're a retard, these maps go into c:\Westwood\Renegade\Data\
or wherever you installed Renegade.

Thnx all i needed

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).

Subject: >> Map release: faster load times
Posted by [xptek_disabled](#) on Sat, 13 Mar 2004 06:58:32 GMT
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Well, on my junky p3 500MHZ CTF server it helps the load time immensely. Now you only have to wait through 10 seconds on "gameplay pending" instead of the usual 20.

Subject: >> Map release: faster load times
Posted by [Beanyhead](#) on Sun, 14 Mar 2004 14:29:27 GMT
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I was unable to connect.

Quote:Pinging http://ftp.n00bstories.com [69.56.240.90] with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.

Subject: >> Map release: faster load times
Posted by [terminator 101](#) on Sun, 14 Mar 2004 19:15:33 GMT
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That ftp is not working form me either
I removed all .mix files that I was going to replace,
I tried to download that file ffrom fleplanet, but when I try to extract the files into my folder, winrar says:
C:\GAMES\Command&Conquer Renegade\Data\fixed_westwood_maps.rar: Unknown method in

C&C_Canyon.mix

C:\GAMES\Command&Conquer Renegade\Data\fixed_westwood_maps.rar: No files to extract in other words, the files will not extract in winrar and winzip
WTF is wrong?

Subject: >> Map release: faster load times
Posted by [Crimson](#) on Sun, 14 Mar 2004 20:19:55 GMT
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Sorry, the server that it was on, I terminated the service to get a better box, so that box is offline. I thought others were mirroring it, even FilePlanet... try there.

Subject: >> Map release: faster load times
Posted by [longbow](#) on Sun, 14 Mar 2004 21:20:26 GMT
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There's a "mappack2.exe" on fileplanet, and thats it. And that has a 120min wait.

Subject: >> Map release: faster load times
Posted by [spreegem](#) on Sun, 14 Mar 2004 21:49:27 GMT
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Here's it on my site, no wait but the download itself is slow, better than file planet though.
http://egames.servegame.com/DownloadFiles/Renegade/Maps/fixed_westwood_maps.rar

Subject: >> Map release: faster load times
Posted by [longbow](#) on Sun, 14 Mar 2004 22:55:06 GMT
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Danke

17kb, but gradually getting slower, but atleast I don't have to wait in line for an hour

Subject: >> Map release: faster load times
Posted by [IRON FART](#) on Sun, 14 Mar 2004 22:55:50 GMT
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Two hours*

Subject: >> Map release: faster load times
Posted by [Beanyhead](#) on Mon, 15 Mar 2004 03:46:26 GMT
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CrimsonThanks to Cypher and Zerk of PlanetCNC (<http://www.planetcnc.com>), these files are also available on FilePlanet:

http://www.fileplanet.com/dl.aspx?/planetcnc/renegade/maps/fixed_westwood_maps.rar

Might be faster than downloading from me. :\

Is it just me or is there no free servers up with it?

Subject: >> Map release: faster load times
Posted by [xptek_disabled](#) on Mon, 15 Mar 2004 03:59:52 GMT
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It's just you.

Subject: >> Map release: faster load times
Posted by [Beanyhead](#) on Mon, 15 Mar 2004 04:38:31 GMT
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wtf... they're up now, they weren't up an hour ago... oh well o_O.

Subject: >> Map release: faster load times
Posted by [IRON FART](#) on Mon, 15 Mar 2004 04:49:25 GMT
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I think those queues are fake...

Subject: >> Map release: faster load times
Posted by [Neo](#) on Mon, 15 Mar 2004 06:53:20 GMT
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Cwazyape

It's just you.

You do know that is only CNC Walls Flying, right?
