

## Doomsday Engine - Feature #1270

### Startup caching of certain patches

2003-08-30 01:24 - draconx

<b>Status:</b> Closed	<b>Start date:</b> 2003-08-30
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> I think all the patches used in the menu screens should be loaded during game startup, since when using high-res menu background, credits screen, menu font, and menu header, I get a 2 or 3 second pause when opening the menu and another when the credits screen first appears. No big problem though, just a slight annoyance.	
<b>Labels:</b> User Interface	

#### History

#1 - 2005-05-29 14:15 - danij

Implemented in svn for 1.9.0-beta6