## Interface inefficiencies

**Status:** New  
**Priority:** Normal  
**Assignee:**  
**Category:**  
**Target version:**  

<table>
<thead>
<tr>
<th>Status</th>
<th>Start date</th>
<th>Priority</th>
<th>Due date</th>
<th>% Done</th>
<th>Estimated time</th>
<th>Spent time</th>
</tr>
</thead>
<tbody>
<tr>
<td>New</td>
<td>03/25/2014</td>
<td>Normal</td>
<td></td>
<td>0%</td>
<td>0.00 hour</td>
<td>0.00 hour</td>
</tr>
</tbody>
</table>

**Description**

Interface needs to do updates more intelligently, as well as preloading of things such as fonts which will be used repeatedly. Currently, it is reloading textures from disk everytime it does an update, whether it needs to or not.