

---

Subject: Re: Draw distance

Posted by [R315r4z0r](#) on Tue, 14 Aug 2007 15:58:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Causes lag. Any units seen past what the draw distance is set at for renegade usually lag up and freeze in position.

Simply because the game doesn't refresh other player locations very often at that far out.

---