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Subject: Re: Draw distance

Posted by [danpaul88](#) on Tue, 14 Aug 2007 16:05:56 GMT

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It does not refresh them at all actually, as the server only sends updates for objects within your players view. The only time it would update them is if they were damaged, which is why shooting something a long way away will cause it to warp to a new location.

I suspect that could be fixed by also hex editing every location in the server which uses the 300 draw distance to use the new draw distance, but that would cause extra lag as it means there's more data for the server to send you... and good luck finding all the locations referring to the 300 draw distance.

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