

---

Subject: Re: A LOD problem

Posted by [Jerad2142](#) on Tue, 02 Dec 2008 18:53:17 GMT

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

---

Canadacdn wrote on Sat, 29 November 2008 17:14Saberhawk wrote on Thu, 27 November 2008 22:31Cabal8616 wrote on Thu, 27 November 2008 08:57It'd be nice if there was an option to disable LOD. Most people by now can handle it, anyways...

It'd be nice if there wasn't. Things like VIS and LOD are definately needed to keep a good gameplay experience.

I disagree. We're talking about an option to disable them here. Most Ren models are low poly enough even at their highest LOD that most computers these days should have no problems with them.

Vis is important, but I would much rather have all models running at their full poly level at all times, I didn't buy a new computer because I still like to see Renegade fall graphics fall the craptastic every time there are more then 10,000 polys on the screen (or what ever it is). There should be an option if you guys are going to make an anti cheat that will force people playing with models that have had their LOD ripped from them be unable to join the server.

---