
Subject: Re: A LOD problem

Posted by [ErroR](#) on Fri, 12 Dec 2008 12:39:50 GMT

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

Jerad Gray wrote on Fri, 12 December 2008 04:49Chuck Norris wrote on Thu, 11 December 2008 18:51It's not really that common that it happens, but I've seen it happen mostly to the Mammoth Tank, and on occasion, the MRLS (like what SSnipe mentioned). I tried the registry change, though I only changed the value from 10000 to 50000, not 50000000, and the Static_LOD_Budget reverted to the default of 10000 after play, whereas the Dynamic_LOD_Budget stayed at the 50000 I set it to. Not sure if that means it'll still do this or not, but I hardly ever notice it.

Try doing it again, my values stayed up after I changed them, although I'm not sure this is doing exactly what we assume it is doing, it DOES work, just not how I would expect. I set them both to 10, not all the models went to crap lod, I think its possible that this might just be modifying what distance that start to load their next LODs at...

yes. 0 makes it allways use lod. and mine were 5000 so it was very close when it was lod, and setting it to a high number it good (if u don't have a crap pc)
