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Subject: FOV

Posted by [N1warhead](#) on Fri, 19 Apr 2013 11:59:20 GMT

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Hey guys, I am making something that I think would be a cool kinda mod for renegade, and I was curious how would I make you see further (E.G. - Render more stuff) at a distance instead of showing the Sky or whatever. I tried changing the SightRange on Level Edit from 50 to like 5000 and it made no difference. Any help would be very appreciated, thanks.

(NEVER MIND I THINK I JUST FIGURED IT OUT)

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