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Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [danpaul88](#) on Sat, 27 Dec 2014 19:53:20 GMT

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view distance is actually server side, since the server will only send you netcode objects for things inside your view range. If you modify it client side you'll end up not getting updates for all the objects you should be able to see, which causes a lot of side effects like ghost vehicles in the wrong places etc.

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