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

Posted by [Jerad2142](#) on Sun, 28 Dec 2014 21:21:45 GMT

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danpaul88 wrote on Sat, 27 December 2014 12:53view 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.

Oh I know, ECW already deals with all that, but the Ren clients can still modify it via tt.ini so its not like we're giving them something they can't already do, just making it easier to do.

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