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

Posted by [jonwil](#) on Mon, 29 Dec 2014 20:50:26 GMT

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It was added because there are mods that change it.

Its not useless, just not useful for the things you think it should be useful for.

As for lod budget, its limited to that value because of limitations (that we cant fix) elsewhere in the engine.

And no, tt.ini in a package will never work as tt.ini is read once on game startup and never read again (hence why the per-map tt.ini stuff was created)

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