Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it
Posted by Jerad2142 on Tue, 30 Dec 2014 13:38:58 GMT
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danpaul88 wrote on Tue, 30 December 2014 02:45Jerad Gray wrote on Mon, 29 December 2014 20:07danpaul88 wrote on Mon, 29 December 2014 06:46Jerad Gray wrote on Sun, 28 December 2014 21:21danpaul88 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.

tt.ini is cheat checked, modifying it on a client to change your view distance would trigger the anti cheat to boot you from the game. Since ghost vehicles can be abused (shooting at and damaging things that aren't really in that location) this is a good thing.
Then its a useless configuration setting that shouldn't have been added in the first place.

The settings in tt.ini are mainly for use by AR, APB etc that update both the client and servers at the same time. You can use it in ECW too as long as you patch the servers and client together.
As I said, I'm talking more about my Renegade maps and other people's Renegade maps which are big enough you can see the max render distance.