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Subject: Re: Fix Level of Detail setting so it can go higher  
Posted by [Jerad2142](#) on Sun, 01 Feb 2015 00:05:25 GMT  
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I went through the code and identified all the spots that the max dynamic LOD level was defined, and bumped them up by 10x (both for Renegade and for WWConfig). Now setting the slider to the max sets the dynamic LOD to 10x Renegade's stock, assuming this is an acceptable change by TT team it seems to work on those imperial maps where the low poly budget is most noticeable (and the occasions where it did on stock ren maps).

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