
Subject: Re: Fix Level of Detail setting so it can go higher
Posted by [Jerad2142](#) on Mon, 16 Feb 2015 20:37:27 GMT

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dblaney1 wrote on Fri, 13 February 2015 22:54I actually found that the following values in hud.ini allow you to change the max and what values the slider uses. (works fine in 4.1 and 4.2 test build from January. This is what reborn and APB were using to increase their LOD. Also this does fix the emitter LOD issues as well. This works perfectly before any of the LOD changes were made so it may be worth rolling back those changes and using this new info to determine what to do. It works with the slider both ingame and in wwconfig.

These are the values I put for my machine. I do think that the default that it uses without a hud.ini should be changed to these values. Move level 1 to the current level 2 and make level 2 100000.

[General]

LodBudgetDialogValue1=10000 ;Old level 2

LodBudgetDialogValue2=100000

MaxStaticLODBudget=500000

MaxDynamicLODBudget=500000

Nah, if those are set its set by the server and then forces the anticheat to check them, so if the player doesn't match it should kick them (should being the keyword, if it isn't it needs to be fixed). Also as it was in the last release the blend mode was reading the value stored for the MaxDynamicLODBudget, so instead of exposing more bugs and making users edit ini files I'd prefer we just update the in game slider values.
