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Subject: View Distance  
Posted by [JeepRubi](#) on Sun, 08 Jan 2006 19:58:25 GMT  
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Is it possible to increase the view distance on a map? I know you can do it in full conversion mods but even then i dont know how.

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Subject: Re: View Distance  
Posted by [Oblivion165](#) on Sun, 08 Jan 2006 21:32:47 GMT  
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<http://www.OblivionInteractive.com/files/game2.rar>

That one has the view distance edited. There is no way to change it "map side". Has to be the render'er.

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Subject: Re: View Distance  
Posted by [jonwil](#) on Sun, 08 Jan 2006 23:15:27 GMT  
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Note that if you modify the view distance, you cant go on RenGuard with your modified game2.exe file

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Subject: Re: View Distance  
Posted by [ben5015se](#) on Mon, 09 Jan 2006 00:02:03 GMT  
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then dont use rengaurd

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Subject: Re: View Distance  
Posted by [Oblivion165](#) on Mon, 09 Jan 2006 00:03:03 GMT  
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jonwil wrote on Sun, 08 January 2006 18:15 Note that if you modify the view distance, you cant go on RenGuard with your modified game2.exe file

This is an approved file. Its rengaurd friendly.

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Subject: Re: View Distance  
Posted by [JeepRubi](#) on Mon, 09 Jan 2006 00:36:29 GMT  
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I was wanting to do it to a map i made which is verry big and open. It would have helped if i could have increased the veiw distance for just that map.

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Subject: Re: View Distance  
Posted by [Naamloos](#) on Mon, 09 Jan 2006 01:30:51 GMT  
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Is that a working, RG approved eddited game.exe that doesn't fuck up renegade in any way (also no version mis-matching)?

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Subject: Re: View Distance  
Posted by [ben5015se](#) on Mon, 09 Jan 2006 22:48:17 GMT  
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Oblivion165 wrote on Sun, 08 January 2006 19:03jonwil wrote on Sun, 08 January 2006 18:15Note that if you modify the view distance, you cant go on RenGuard with your modified game2.exe file

This is an approved file. Its rengaurd friendly.

that doesnt sound very good... being able to edit game2.exe and rengaurd approves it

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Subject: Re: View Distance  
Posted by [Oblivion165](#) on Mon, 09 Jan 2006 22:52:12 GMT  
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Yeah, well, its an evil game.

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Subject: Re: View Distance  
Posted by [JeepRubi](#) on Tue, 10 Jan 2006 01:32:08 GMT  
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Does that .exe have a no-cd crack?

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Subject: Re: View Distance

Posted by [Oblivion165](#) on Tue, 10 Jan 2006 18:48:36 GMT

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Of course, why would i upload a exe that wouldnt work for everybody. Its perfectly fine, no mismatch for (1037) anyway.

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Subject: Re: View Distance

Posted by [Viking](#) on Tue, 10 Jan 2006 22:15:25 GMT

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For no CD just ont put it in and hit "cancel" when it askes you to.

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Subject: Re: View Distance

Posted by [JeepRubi](#) on Tue, 10 Jan 2006 23:30:04 GMT

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idjit626 wrote on Tue, 10 January 2006 16:15For no CD just ont put it in and hit "cancel" when it askes you to.

Why would that do anything?

---

Subject: Re: View Distance

Posted by [Viking](#) on Thu, 12 Jan 2006 03:43:32 GMT

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It just dose...

PS:How can I hex edit it to change view disance to like 1000 so wuen i play roleplay2 is can see REAL far tha would pawn!

(i wont cheat with it only when im playin RP2)

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Subject: Re: View Distance

Posted by [JeepRubi](#) on Thu, 12 Jan 2006 13:07:08 GMT

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You cant really chat with it you can just see farther, most of the default maps never exeed the maximum view range anyway.

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Subject: Re: View Distance  
Posted by [WNxCABAL](#) on Thu, 12 Jan 2006 13:27:44 GMT  
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Its amazing what the search button can do...

<http://www.renegadeforums.com/index.php?t=msg&th=10178&amp;prevloaded=1&rid=3042&start=0>

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Subject: Re: View Distance  
Posted by [Obelisk](#) on Thu, 12 Jan 2006 16:19:15 GMT  
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Quote:Its amazing what the search button can do...

Its amazing what you can do WNxCABAL.

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Subject: Re: View Distance  
Posted by [WNxCABAL](#) on Thu, 12 Jan 2006 17:09:52 GMT  
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Obelisk74 wrote on Thu, 12 January 2006 16:19Quote:Its amazing what the search button can do...

Its amazing what you can do WNxCABAL.

I know, great init!

idjit626 wrote on Thu, 12 January 2006 03:43It just dose...

PS:How can I hex edit it to change view disance to like 1000 so wuen i play roleplay2 is can see REAL far tha would pawn!

(i wont cheat with it only when im playin RP2)

Like this:

<http://img209.imageshack.us/img209/5018/roleplay2a1fe.jpg>

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Subject: Re: View Distance  
Posted by [icedog90](#) on Thu, 12 Jan 2006 19:50:38 GMT  
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Yeah, but a view distance that far KILLS your FPS. The engine isn't meant for a 1000 meter view.

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Subject: Re: View Distance

Posted by [WNxCABAL](#) on Thu, 12 Jan 2006 21:04:26 GMT

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Actually mines 9999, but I only use it for testing stuff to see far distances. I always use a no cd game2.exe for MP mode.

I like to see far away to add some realism, I don't honestly care if FPS goes low, my hardware handles it pretty well I think!

---

Subject: Re: View Distance

Posted by [icedog90](#) on Thu, 12 Jan 2006 22:31:10 GMT

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I can't stand 9 FPS, but for other people it's not a problem.

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Subject: Re: View Distance

Posted by [Naamloos](#) on Thu, 12 Jan 2006 22:47:34 GMT

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Oblivion165 wrote on Sun, 08 January 2006

22:32<http://www.OblivionInteractive.com/files/game2.rar>

That one has the view distance edited. There is no way to change it "map side". Has to be the render'er.

What is the exact view distance in your game2.exe?

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Subject: Re: View Distance

Posted by [Viking](#) on Fri, 13 Jan 2006 01:07:32 GMT

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You never actually told me how to change it...

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Subject: Re: View Distance

Posted by [WNxCABAL](#) on Fri, 13 Jan 2006 09:29:51 GMT

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HERE explains how

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Subject: Re: View Distance  
Posted by [Viking](#) on Sat, 14 Jan 2006 00:55:20 GMT  
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I red all the posts and only found one and the crappy hex editor I have dosent go the the address or whater its called...

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Subject: Re: View Distance  
Posted by [EA-DamageEverything](#) on Mon, 16 Jan 2006 21:56:13 GMT  
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The file from Oblivion seems to be a fake. I replaced my original game2.exe with it and it changed nothing. The distance was the same in comparison to the original file. I tested it with Roleplay, which is good fo testing because this map is really big. Two times the same position and two times the same viewing distance.

BTW, look at this screener, your game2.exe is exactly as big as my original (look at the upper value in Bytes). My 1.037 is the one from 23th Jan 2003, yours from the 28th.

To be compared

Original game2.exe

Oblivions game2.exe

I must add that I had no probs with RG, in case it's still a copy of the original I wouldn't wonder about that.

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Subject: Re: View Distance  
Posted by [JeepRubi](#) on Mon, 16 Jan 2006 22:06:15 GMT  
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Same for me, no change

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Subject: Re: View Distance  
Posted by [Oblivion165](#) on Mon, 16 Jan 2006 22:35:49 GMT  
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Oh oops, probably wasnt using my fixed version in my folder, ill post a link in a few.

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Subject: Re: View Distance

Posted by [EA-DamageEverything](#) on Tue, 17 Jan 2006 10:44:00 GMT

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Would be great if you do so, because I have zero skills in Hex editing. THX in advance.

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Subject: Re: View Distance

Posted by [Viking](#) on Wed, 18 Jan 2006 22:51:30 GMT

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Just tell us how to change it by ourselves...

I want it at 1000!

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Subject: Re: View Distance

Posted by [JeepRubi](#) on Wed, 18 Jan 2006 23:28:08 GMT

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Has it been a few yet?

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