Subject: Draw distance
Posted by nopol10 on Tue, 14 Aug 2007 11:32:06 GMT
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I've heard that it is possible to change Renegade's draw distance.
How do you do that?

Subject: Re: Draw distance
Posted by Zion on Tue, 14 Aug 2007 11:41:49 GMT
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Hexedit game.exe.

Don't know where to start in that but yeah, you need to do that.

Subject: Re: Draw distance
Posted by R315r4z0r on Tue, 14 Aug 2007 15:58:50 GMT
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Causes lag. Any units seen past what the draw distance is set at for renegade usually lag up and freeze in position.

Simply because the game doesn't refresh other player locations very often at that far out.

Subject: Re: Draw distance
Posted by danpaul88 on Tue, 14 Aug 2007 16:05:56 GMT
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It does not refresh them at all actually, as the server only sends updates for objects within your players view. The only time it would update them is if they were damaged, which is why shooting something a long way away will cause it to warp to a new location.

I suspect that could be fixed by also hex editing every location in the server which uses the 300 draw distance to use the new draw distance, but that would cause extra lag as it means there's more data for the server to send you... and good luck finding all the locations referring to the 300 draw distance.

Subject: Re: Draw distance
Posted by sadukar09 on Tue, 14 Aug 2007 16:17:32 GMT
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razorblade001 wrote on Tue, 14 August 2007 10:58Causes lag. Any units seen past what the

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draw distance is set at for renegade usually lag up and freeze in position.

Simply because the game doesn't refresh other player locations very often at that far out.

Happens in APB if you scope with a sniper at extreme ranges   Not allowed to *lag* snipe on the server though   And its usually not a good idea to mess with draw distance.

Subject: Re: Draw distance
Posted by Gen_Blacky on Tue, 14 Aug 2007 16:17:46 GMT
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Subject: Re: Draw distance
Posted by Cat998 on Tue, 14 Aug 2007 17:57:52 GMT
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danpaul88 wrote on Tue, 14 August 2007 18:05It does not refresh them at all actually, as the server only sends updates for objects within your players view. The only time it would update them is if they were damaged, which is why shooting something a long way away will cause it to warp to a new location.

I suspect that could be fixed by also hex editing every location in the server which uses the 300 draw distance to use the new draw distance, but that would cause extra lag as it means there's more data for the server to send you... and good luck finding all the locations referring to the 300 draw distance.

Except you are the host

Subject: Re: Draw distance
Posted by danpaul88 on Tue, 14 Aug 2007 18:41:01 GMT
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I was talking about games running on an FDS with clients connecting, not LAN mode or client hosting.

Subject: Re: Draw distance
Posted by Jerad2142 on Sat, 06 Oct 2007 17:43:22 GMT
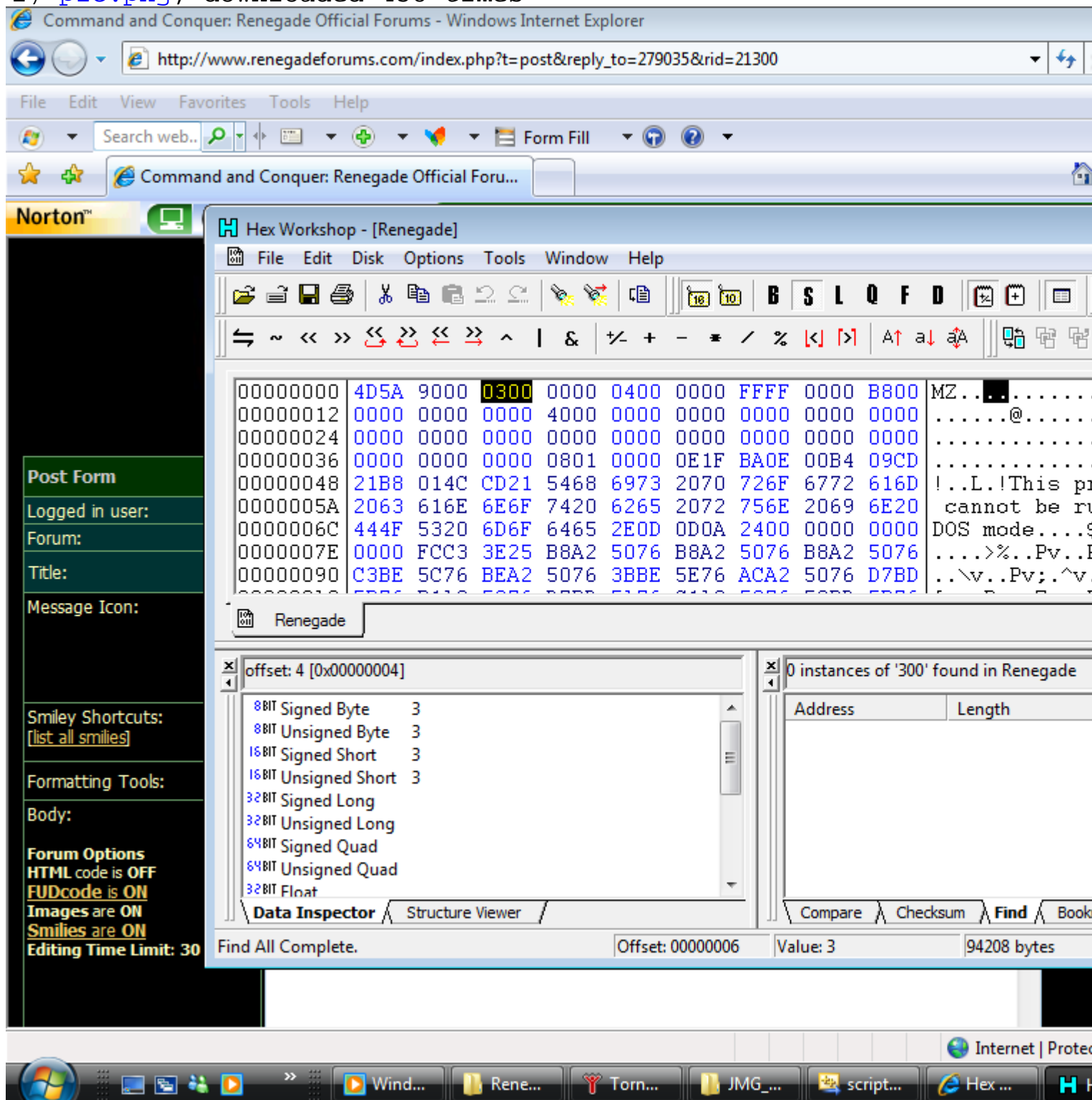View Forum Message <> Reply to Message

Could some one give me an example what I would be hunting for in the hex editor to do this?

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1) pic.png, downloaded 458 times

Subject: Re: Draw distance
Posted by Slave on Sat, 06 Oct 2007 21:39:43 GMT

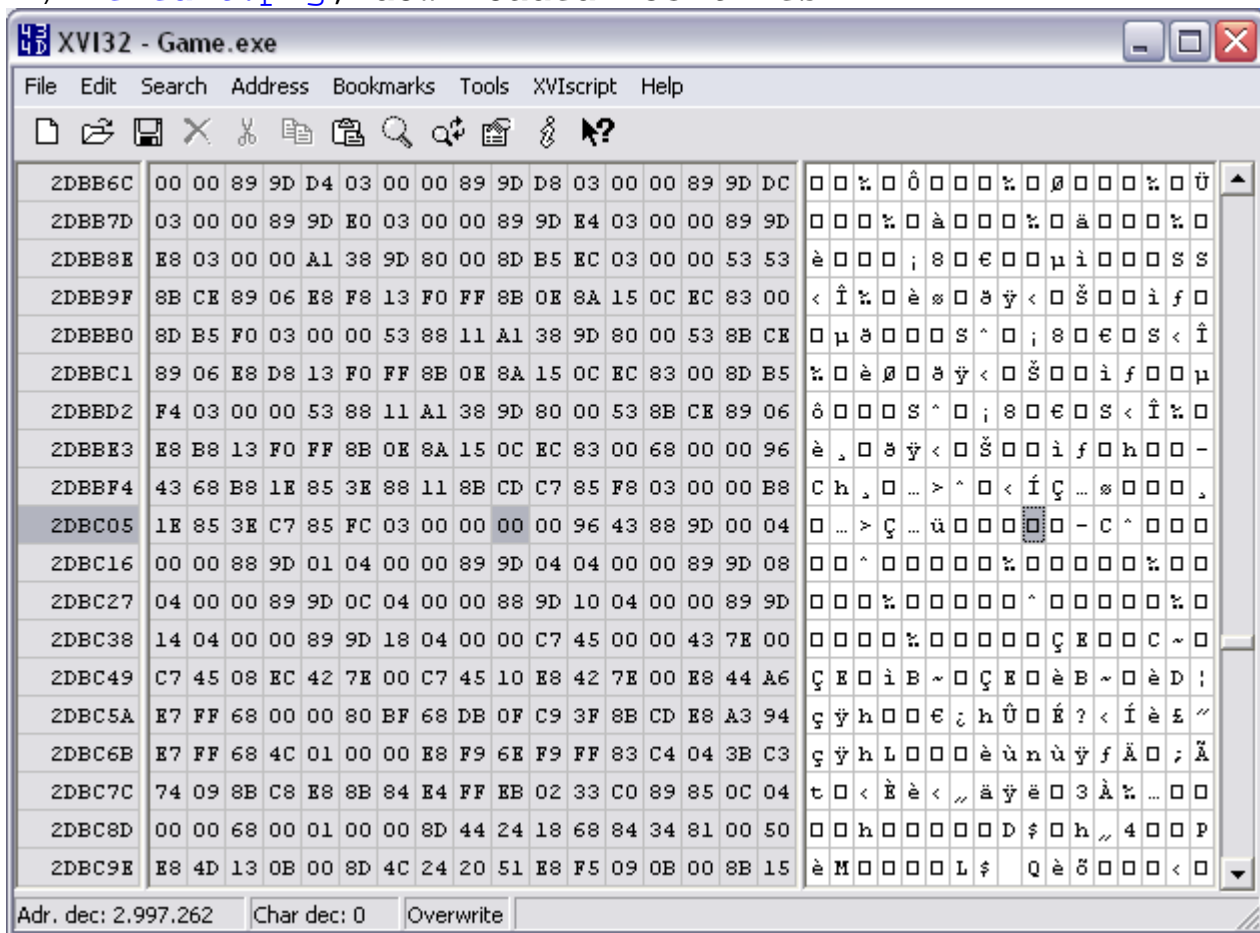Sure, do note that this sample is for the most common no-cd.exe.

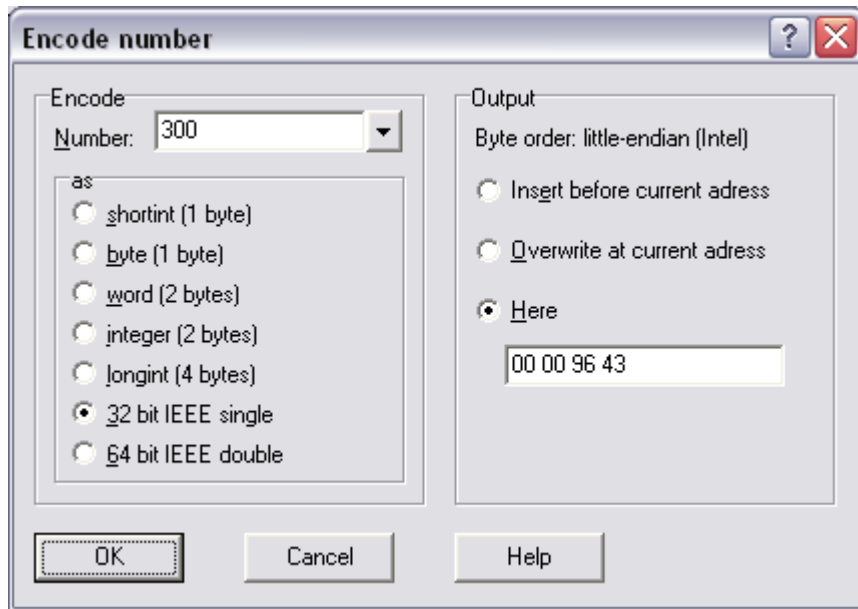It gets fun after 5000 meters.

File Attachments

1) gamever.png, downloaded 448 times

Game.exe 4.296 kB

2) hexedit.png, downloaded 453 times

3) encoder.png, downloaded 436 times

4) **physics.png**, downloaded 442 times

```
Command >client_physics_optimization 0:
CLIENT_PHYSICS_OPTIMIZATION [0:1] - Update only visible physic objects on client.
```

5) **5km.png**, downloaded 427 times