Subject: Draw distance Posted by nopol10 on Tue, 14 Aug 2007 11:32:06 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

razorblade001 wrote on Tue, 14 August 2007 10:58Causes 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.

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 View Forum Message <> Reply to Message

Subject: Re: Draw distance Posted by Cat998 on Tue, 14 Aug 2007 17:57:52 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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?

File Attachments

File Attachments													
1) pic.png, downloaded 328 times													
Command and Conquer: Renegade Official Forums - Windows Internet Explorer													
C www.renegadeforums.com/index.php?t=post&reply_to=279035&rid=21300													
File Edit View Favorites Tools Help													
	nd and Conquer: Renegade Official Foru	1											
Norton [™]	Hex Workshop - [Renegade]												
	File Edit Disk Options Tools Window Help												
	📄 🗃 🖬 🎒 👗 🖻 🖻 🗅 🗠 🔌 💸 🔎 👘 📷 🐻 B S L Q F D 😥 🕀												
	└── ~ ~ ~ ☆ ☆ ☆ ☆ ☆ ∧ & '/- + - ★ / % (/) At al a ∦ [] ∰	88											
	00000000 4D5A 9000 0300 0000 0400 0000 FFFF 0000 B800 MZ												
	00000024 0000 0000 0000 0000 0000 0000												
Post Form	00000036 0000 0000 0000 0801 0000 0E1F BA0E 00B4 09CD 00000048 21B8 014C CD21 5468 6973 2070 726F 6772 616D !L.!Th	is pi											
Logged in user:	0000005A 2063 616E 6E6F 7420 6265 2072 756E 2069 6E20 cannot 0000006C 444F 5320 6D6F 6465 2E0D 0D0A 2400 0000 0000 D0S mode												
Forum: Title:	0000007E 0000 FCC3 3E25 B8A2 5076 B8A2 5076 B8A2 5076>%	Pv											
Message Icon:	00000090 C3BE 5C76 BEA2 5076 3BBE 5E76 ACA2 5076 D7BD vPv	<u>. v</u>											
	Renegade												
	offset: 4 [0x00000004] Set in the set of '300' found in Renewalise in the set of '300' found in the set of	egade											
Smiley Shortcuts:	88IT Signed Byte 3 Address Length 88IT Unsigned Byte 3												
[list all smilies]	^{ISBIT} Signed Short 3 ⊑												
Formatting Tools:	ISBIT Unsigned Short 3 32BIT Signed Long												
Body:	^{32BIT} Unsigned Long ^{64BIT} Signed Quad												
Forum Options HTML code is OFF	^{848IT} Unsigned Quad												
FUDcode is ON Images are ON	32817 Float Data Inspector (Structure Viewer /) Compare (Checksum)	(Book											
Smilies are ON Editing Time Limit: 30	Find All Complete. Offset: 00000006 Value: 3 94208 by	tes											
	Internet	L Protec											
- <u>(</u>		H											

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 315 times

Game.exe 4.296 kB

2) hexedit.png, downloaded 321 times

ile	Edit	Sear	ch	Add	dres	s I	Book	mar	ks	Тос	ols	XVI	scrip	ot	Help)																	
ľ	Ê (X	Ж	Ę	ð (1	୍ଦ୍	ď	¢ [f	ê	M	?																			
21	BB6C	00	00	89	9D	D4	03	00	00	89	9D	D8	03	00	00	89	9D	DC			% C	1 Ô			0 2	. 0	ø] :	: 0	Ü	
21	BB7D	03	00	00	89	9D	EO	03	00	00	89	9D	E4	03	00	00	89	9D			0	. 🗆	à			1 2.		ä		ם מ	3 %		
21	BB8E	E8	03	00	00	Al	38	9D	80	00	8D	в5	EC	03	00	00	53	53	è			1 i	8		€C	ם ו	μ	ì		ם מ] s	s	
21	BB9F	8B	CE	89	06	E8	F8	13	FO	FF	8B	OE	8A	15	ОC	EC	83	00	<	Î	% C	1 è	ø		ðj	÷ <		š			ì f		
21	BBBO	8D	в5	FO	03	00	00	53	88	11	Al	38	9D	80	00	53	8B	CE		μ	ð	ם נ		s	^ C	l i	8		εI	ם (s	3 <	Î	
21	BBC1	89	06	E8	D8	13	FO	FF	8B	OE	8A	15	0C	EC	83	00	8D	в5	2		è ß	9 🗆	ð	ÿ	< [١š			ì	fC	ם	μ	
21	BBD2	F4	03	00	00	53	88	11	Al	38	9D	80	00	53	8B	CE	89	06	ô			ı s	^		įβ		€		s	< 1	Î%		
21	BBE3	E8	в8	13	FO	FF	8B	OE	8A	15	OC	EC	83	00	68	00	00	96	è	2		ÿ	<		š	1 🗆	ì	f	נם	h C	ם כ	-	
21	BBF4	43	68	в8	1 E	85	ЗE	88	11	8B	CD	С7	85	F8	03	00	00	в8	С	h	, C	1	≻	^		Í	ç		s [ם מ	ם כ	د ا	
21	BC05	1E	85	ЗE	C7	85	FC	03	00	00	00	00	96	43	88	9D	00	04			> Ç	;	ü				ļo	-	С	^ C	ם כ		
21	BC16	00	00	88	9D	01	04	00	00	89	9D	04	04	00	00	89	9D	08			^ C	1 🗆			0 2	. 🗆) :	: 0		
21	BC27	04	00	00	89	9D	oc	04	00	00	88	9D	10	04	00	00	89	9D			0 3	. 🗆				1 ^				ם מ	3 %		
21	всзя	14	04	00	00	89	9D	18	04	00	00	С7	45	00	00	43	7E	00				1 %				1 🗆	ç	E		a (с ~		L
21	BC49	C7	45	08	EC	42	7E	00	C7	45	10	E8	42	7 E	00	E8	44	A6	ç	E		. в	~		ÇÞ		è	в	~ [з i	è D	:	
21	BC5A	E7	FF	68	00	00	80	ВF	68	DB	OF	C9	ЗF	8B	CD	E8	AЗ	94	ç	ÿ	hC	ם	€	ĩ	hŰ	j 🗆	É	?	< 2	Í	è £	"	
21	всев	E7	FF	68	4C	01	00	00	E8	F9	6 E	F9	FF	83	C4	04	зв	СЗ	ç	ÿ	h I	. 🗆			èΰ	ın	ù	ÿ	f.	ÄC	J;	Ã	
21	BC7C	74	09	8B	С8	E8	8B	84	E4	FF	EB	02	33	со	89	85	oc	04	t		< Ì	3 è	<	,,	äj	ë		з.	À	۲ .	🗆		
21	BCSD	00	00	68	00	01	00	00	8D	44	24	18	68	84	34	81	00	50			hC	ם				\$		h		4 [ם כ	Р	
21	всэв	ES	4D	13	0B	00	8D	4C	24	20	51	E8	F5	09	OВ	00	8B	15	è	M		1 D		L	\$	Q	è	õ		ם נ	- <		

3) encoder.png, downloaded 312 times

Encode number	? 🔀
Encode <u>N</u> umber: 300 as Shortint (1 byte) <u>byte (1 byte)</u> <u>word (2 bytes)</u> <u>integer (2 bytes)</u> <u>jongint (4 bytes)</u> <u>32 bit IEEE single</u> <u>64 bit IEEE double</u>	Output Byte order: little-endian (Intel) Insert before current adress Qverwrite at current adress Here 00 00 96 43
Cancel	Help

4) physics.png, downloaded 311 times Command Sclient_physics_optimization 0: CLIENT_PHYSICS_OPTIMIZATION [0:1] - Update only visible physic objects on client.

5) 5km.png, downloaded 306 times



Page 5 of 5 ---- Generated from Command and Conquer: Renegade Official Forums