
Subject: A LOD problem
Posted by [ErroR](#) on Wed, 26 Nov 2008 17:52:18 GMT
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When my camera is at a angle the model changes to it's LOD (this happens to all models) here is a small example:

Subject: Re: A LOD problem
Posted by [MGamer](#) on Thu, 27 Nov 2008 00:21:27 GMT
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i have the same problem... its very annoying :\

this should be in the TT section

Subject: Re: A LOD problem
Posted by [mr£ÄŞÄ-z](#) on Thu, 27 Nov 2008 14:56:18 GMT
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That mostly happens to the mammoth tank...

Subject: Re: A LOD problem
Posted by [GEORGE ZIMMER](#) on Thu, 27 Nov 2008 14:57:11 GMT
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It'd be nice if there was an option to disable LOD. Most people by now can handle it, anyways...

Subject: Re: A LOD problem
Posted by [saberhawk](#) on Thu, 27 Nov 2008 21:31:11 GMT
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Cabal8616 wrote on Thu, 27 November 2008 08:57It'd be nice if there was an option to disable LOD. Most people by now can handle it, anyways...

It'd be nice if there wasn't. Things like VIS and LOD are definately needed to keep a good gameplay experience.

Subject: Re: A LOD problem

Posted by [_SSnipe_](#) on Thu, 27 Nov 2008 22:16:57 GMT

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Ya that happens to me all the time inc mammy and MRL (the mrl would have the part that shoots rocket down inside of it kinda)

Subject: Re: A LOD problem

Posted by [Canadacdn](#) on Sun, 30 Nov 2008 00:14:30 GMT

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Saberhawk wrote on Thu, 27 November 2008 22:31Cabal8616 wrote on Thu, 27 November 2008 08:57It'd be nice if there was an option to disable LOD. Most people by now can handle it, anyways...

It'd be nice if there wasn't. Things like VIS and LOD are definately needed to keep a good gameplay experience.

I disagree. We're talking about an option to disable them here. Most Ren models are low poly enough even at their highest LOD that most computers these days should have no problems with them.

Subject: Re: A LOD problem

Posted by [cmatt42](#) on Sun, 30 Nov 2008 02:19:41 GMT

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Canadacdn wrote on Sat, 29 November 2008 18:14

Most Ren models are low poly enough even at their highest LOD that most computers these days should have no problems with them.

I disagree.

Subject: Re: A LOD problem

Posted by [mr£Ä\\$Ä-z](#) on Sun, 30 Nov 2008 02:24:40 GMT

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just wondering, the game (Just Cause) has fucking much Trees and it works PERFECT on my computer, but the same maps in renegade would eat my computer even if renegade has bad graphics WTF? can anyone explain this?

Subject: Re: A LOD problem

Posted by [saberhawk](#) on Sun, 30 Nov 2008 07:15:18 GMT

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madrackz wrote on Sun, 30 November 2008 03:24 just wondering, the game (Just Cause) has fucking much Trees and it works PERFECT on my computer, but the same maps in renegade would eat my computer even if renegade has bad graphics WTF? can anyone explain this?

The reason is the mappers don't hook up LOD...

Subject: Re: A LOD problem
Posted by [ErroR](#) on Sun, 30 Nov 2008 09:57:34 GMT
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I see some things when my ren is newly installed which i don't after some time. like the lod it don't happen before, never, and some light maps, field tun is a bit dark with lights, but now after some time it's just a monotone lighth why do these things change anyways?

FUCK! MY PUNCTUATION SUCKS

Subject: Re: A LOD problem
Posted by [saberhawk](#) on Mon, 01 Dec 2008 03:49:37 GMT
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ErroR wrote on Sun, 30 November 2008 03:57 I see some things when my ren is newly installed which i don't after some time. like the lod it don't happen before, never, and some light maps, field tun is a bit dark with lights, but now after some time it's just a monotone lighth why do these things change anyways?

FUCK! MY PUNCTUATION SUCKS

Renegade resets the lighting mode to Vertex Lighting and the texture filter mode to Bilinear whenever it crashes. You might have crashed, so you need to reset the settings.

Subject: Re: A LOD problem
Posted by [ErroR](#) on Mon, 01 Dec 2008 14:16:10 GMT
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Saberhawk wrote on Mon, 01 December 2008 05:49 ErroR wrote on Sun, 30 November 2008 03:57 I see some things when my ren is newly installed which i don't after some time. like the lod it don't happen before, never, and some light maps, field tun is a bit dark with lights, but now after some time it's just a monotone lighth why do these things change anyways?

FUCK! MY PUNCTUATION SUCKS

Renegade resets the lighting mode to Vertex Lighting and the texture filter mode to Bilinear

whenever it crashes. You might have crashed, so you need to reset the settings.
stupid question, how?

Subject: Re: A LOD problem
Posted by [StealthEye](#) on Mon, 01 Dec 2008 19:55:42 GMT
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Using the WWConfig.exe utility, probably.

Subject: Re: A LOD problem
Posted by [Carrierll](#) on Mon, 01 Dec 2008 20:08:21 GMT
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I don't hack this game to bits and I could tell you for certain it is the WWconfig.exe to change those settings!

Subject: Re: A LOD problem
Posted by [ErroR](#) on Tue, 02 Dec 2008 18:52:52 GMT
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k ty ^^

Subject: Re: A LOD problem
Posted by [Jerad2142](#) on Tue, 02 Dec 2008 18:53:17 GMT
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Canadacd wrote on Sat, 29 November 2008 17:14Saberhawk wrote on Thu, 27 November 2008 22:31Cabal8616 wrote on Thu, 27 November 2008 08:57It'd be nice if there was an option to disable LOD. Most people by now can handle it, anyways...

It'd be nice if there wasn't. Things like VIS and LOD are definately needed to keep a good gameplay experience.

I disagree. We're talking about an option to disable them here. Most Ren models are low poly enough even at their highest LOD that most computers these days should have no problems with them.

Vis is important, but I would much rather have all models running at their full poly level at all times, I didn't buy a new computer because I still like to see Renegade fall graphics fall the craptastic every time there are more then 10,000 polys on the screen (or what ever it is). There should be an option if you guys are going to make an anti cheat that will force people playing with models that have had their LOD ripped from them be unable to join the server.

Subject: Re: A LOD problem
Posted by [StealthEye](#) on Tue, 02 Dec 2008 22:41:59 GMT
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It's up to the server owners to allow these mods then.

Subject: Re: A LOD problem
Posted by [ErroR](#) on Wed, 03 Dec 2008 14:40:21 GMT
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The same happens in LE the only difference is the first and third person.
Pic

Subject: Re: A LOD problem
Posted by [Genesis2001](#) on Wed, 03 Dec 2008 15:51:12 GMT
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ErroR wrote on Wed, 03 December 2008 07:40The same happens in LE the only difference is the first and third person.
Pic

Since when is GDI recruiting old men? xD (lol@soldier face) ^_^

Subject: Re: A LOD problem
Posted by [ErroR](#) on Tue, 09 Dec 2008 20:12:39 GMT
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ok i found a way to fix it,
Go to regedit>Westwood>Renegade>System settings
change dimanic_LOD_Buget and static_LOD_buget to a high number.. like 50000000
Picture

Subject: Re: A LOD problem
Posted by [mrŁŃŃŃ-z](#) on Tue, 09 Dec 2008 21:21:59 GMT
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ErroR wrote on Tue, 09 December 2008 14:12ok i found a way to fix it,
Go to regedit>Westwood>Renegade>System settings
change dimanic_LOD_Buget and static_LOD_buget to a high number.. like 50000000
Picture
What does that mean?

Subject: Re: A LOD problem
Posted by [_SSnipe_](#) on Tue, 09 Dec 2008 21:33:49 GMT
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ErroR wrote on Tue, 09 December 2008 12:12ok i found a way to fix it,
Go to regedit>Westwood>Renegade>System settings
change dimanic_LOD_Buget and static_LOD_buget to a high number.. like 50000000
Picture
Ill do this if someone says its safe

Subject: Re: A LOD problem
Posted by [ErroR](#) on Wed, 10 Dec 2008 11:50:34 GMT
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if u don't think so just export the keys or remember the numbers. (make back up)
@madrackz i don't really know but it works if u set it to 0 it will only use the model's LOD, if a high number it won't use LOD

Subject: Re: A LOD problem
Posted by [danpaul88](#) on Wed, 10 Dec 2008 13:29:57 GMT
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Try checking the value again after you run Renegade, I am pretty certain it just resets it back to the same value it was before and ignores your change...

Subject: Re: A LOD problem
Posted by [ErroR](#) on Wed, 10 Dec 2008 15:03:00 GMT
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idk i tried and it worked

Subject: Re: A LOD problem
Posted by [Jerad2142](#) on Thu, 11 Dec 2008 21:17:12 GMT
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ErroR wrote on Wed, 10 December 2008 08:03idk i tried and it worked
Nice find

LOL at shadow mod, setting it to one makes it shadow blobs.

Subject: Re: A LOD problem

Posted by [Chuck Norris](#) on Fri, 12 Dec 2008 01:51:09 GMT

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It's not really that common that it happens, but I've seen it happen mostly to the Mammoth Tank, and on occasion, the MRLS (like what SSnipe mentioned). I tried the registry change, though I only changed the value from 10000 to 50000, not 50000000, and the Static_LOD_Budget reverted to the default of 10000 after play, whereas the Dynamic_LOD_Budget stayed at the 50000 I set it to. Not sure if that means it'll still do this or not, but I hardly ever notice it.

Subject: Re: A LOD problem

Posted by [Jerad2142](#) on Fri, 12 Dec 2008 02:49:34 GMT

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Chuck Norris wrote on Thu, 11 December 2008 18:51It's not really that common that it happens, but I've seen it happen mostly to the Mammoth Tank, and on occasion, the MRLS (like what SSnipe mentioned). I tried the registry change, though I only changed the value from 10000 to 50000, not 50000000, and the Static_LOD_Budget reverted to the default of 10000 after play, whereas the Dynamic_LOD_Budget stayed at the 50000 I set it to. Not sure if that means it'll still do this or not, but I hardly ever notice it.

Try doing it again, my values stayed up after I changed them, although I'm not sure this is doing exactly what we assume it is doing, it DOES work, just not how I would expect. I set them both to 10, not all the models went to crap lod, I think its possible that this might just be modifying what distance that start to load their next LODs at...

Subject: Re: A LOD problem

Posted by [ErroR](#) on Fri, 12 Dec 2008 12:39:50 GMT

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Jerad Gray wrote on Fri, 12 December 2008 04:49Chuck Norris wrote on Thu, 11 December 2008 18:51It's not really that common that it happens, but I've seen it happen mostly to the Mammoth Tank, and on occasion, the MRLS (like what SSnipe mentioned). I tried the registry change, though I only changed the value from 10000 to 50000, not 50000000, and the Static_LOD_Budget reverted to the default of 10000 after play, whereas the Dynamic_LOD_Budget stayed at the 50000 I set it to. Not sure if that means it'll still do this or not, but I hardly ever notice it.

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yes. 0 makes it allways use lod. and mine were 5000 so it was very close when it was lod, and setting it to a high number it good (if u don't have a crap pc)

Subject: Re: A LOD problem

Posted by [jonwil](#) on Fri, 12 Dec 2008 23:10:16 GMT

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The code for LOD budget in normal renegade is hardcoded to clamp the value of the 2 registry keys to the range 100-10000. The slider in the config dialog is hardcoded to use the values 100, 5000 and 10000

Subject: Re: A LOD problem
Posted by [DutchNeon](#) on Sun, 14 Dec 2008 13:55:07 GMT
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Keeping the highest LOD on vehicles and infantry at great distance would be awesome. It might lower your FPS, but it would be a cool option for ppl who want to use it. Certain vehicles look really weird at great distance, like the Artillery, Mammoth Tank, Flame Tank and MRLS.

What's VIS btw? Visual Range? or just Visual? I know LOD = Level of Detail.

Subject: Re: A LOD problem
Posted by [Veyrdite](#) on Fri, 19 Dec 2008 07:57:10 GMT
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VIS hides sections of the map you can't see. Renhelp have more info on it.

I fixed this problem (short-range lod-change) by turning my renegade quality settings up
