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Subject: Fix Level of Detail setting so it can go higher  
Posted by [dblaney1](#) on Sat, 31 Jan 2015 23:37:26 GMT

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It would be great if the level of detail could be fixed to use higher values. Right now its looks awful even on stock maps as the highest value is just way too low. Being able to set this higher would be greatly appreciated.

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Subject: Re: Fix Level of Detail setting so it can go higher  
Posted by [Jerad2142](#) on Sun, 01 Feb 2015 00:05:25 GMT

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I went through the code and identified all the spots that the max dynamic LOD level was defined, and bumped them up by 10x (both for Renegade and for WWConfig). Now setting the slider to the max sets the dynamic LOD to 10x Renegade's stock, assuming this is an acceptable change by TT team it seems to work on those imperial maps were the low poly budget is most noticeable (and the occasions where it did on stock ren maps).

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Subject: Re: Fix Level of Detail setting so it can go higher  
Posted by [jonwil](#) on Sun, 01 Feb 2015 01:28:40 GMT

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Saberhawk is the guy who would know if that change is acceptable or not and what the consequences, if any, would be.

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Subject: Re: Fix Level of Detail setting so it can go higher  
Posted by [Jerad2142](#) on Sun, 01 Feb 2015 01:42:29 GMT

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jonwil wrote on Sat, 31 January 2015 18:28Saberhawk is the guy who would know if that change is acceptable or not and what the consequences, if any, would be.

So do I just commit and see if he flips them back or what?

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Subject: Re: Fix Level of Detail setting so it can go higher  
Posted by [dblaney1](#) on Sun, 01 Feb 2015 20:09:58 GMT

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Sounds good. Does this help the emitter LOD as well? If not it would be great if you could do the same for that.

Any chance a new build is coming out anytime soon. I know there was a lot of fixes this past month.

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Subject: Re: Fix Level of Detail setting so it can go higher  
Posted by [Jerad2142](#) on Mon, 02 Feb 2015 04:02:50 GMT  
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dblaney1 wrote on Sun, 01 February 2015 13:09 Sounds good. Does this help the emitter LOD as well? If not it would be great if you could do the same for that.

Any chance a new build is coming out anytime soon. I know there was a lot of fixes this past month.  
Didn't track that value down yet, but ECW also ran with a value 10x the stock and that always worked fine, but I won't bother tracking it down unless they accept the last changes lol.

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Subject: Re: Fix Level of Detail setting so it can go higher  
Posted by [jonwil](#) on Sat, 14 Feb 2015 02:27:07 GMT  
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I cant find anything in the game to suggest that the value set by the particle detail slider actually gets used. The only place the game touches that particular registry value is in the config dialog. If it was actually using the value, it would A.Read it at startup like the other values (it doesn't) and B.Actually do something with the value set in the config dialog other than store it in the registry (it doesn't)

I have no idea where particles get whatever LOD values they use from but it isn't from the slider in the config dialog/wwconfig.

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Subject: Re: Fix Level of Detail setting so it can go higher  
Posted by [Jerad2142](#) on Sat, 14 Feb 2015 02:33:14 GMT  
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jonwil wrote on Fri, 13 February 2015 19:27 I cant find anything in the game to suggest that the value set by the particle detail slider actually gets used. The only place the game touches that particular registry value is in the config dialog. If it was actually using the value, it would A.Read it at startup like the other values (it doesn't) and B.Actually do something with the value set in the config dialog other than store it in the registry (it doesn't)

I have no idea where particles get whatever LOD values they use from but it isn't from the slider in the config dialog/wwconfig.

Yeah I saw some funky stuff when I was looking though that stuff to bump the geometry detail and forgot to report it, I'll do that now.

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Subject: Re: Fix Level of Detail setting so it can go higher

Posted by [dblaney1](#) on Sat, 14 Feb 2015 05:54:26 GMT

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I 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

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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 22:54 I 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.

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[General]

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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.

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Subject: Re: Fix Level of Detail setting so it can go higher

Posted by [dblancey1](#) on Mon, 16 Feb 2015 21:27:52 GMT

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Yeah as long as you don't break the ini file. I would like to see that still work.

Is static LOD also set to 100,000 by default on the highest geometry detail slider as well?

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