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Subject: Re: C&C: The Woods Today

Posted by [Viking](#) on Sun, 16 Apr 2006 23:42:13 GMT

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Aircraftkiller wrote on Sun, 16 April 2006 10:32It's not possible. The amount of polygons on-screen at once dictates what LOD Renegade will use, as well as the distance from the model. The more polygons you use, the more Renegade will force LODs down until it's as undetailed as the LOD sequence allows it to be. In something like A Path Beyond, with 20,000+ polygons visible at any one time, Renegade always forces LOD restrictions. No matter what hardware you use, it will make your machine display poorly detailed models. This is obviously a problem, which is why we ditched LOD. It's not worth the very small performance gain it may create.

So youre saying my computer cant handle it! Youre saying it sucks!

You can insult a mans penis, but when you insult his computer, that, that is just going to far.

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