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, wheras 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.