Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it
Posted by dblaney1 on Mon, 29 Dec 2014 20:18:14 GMT
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View distance would be nice, however I would like to be able to set the lodbudget above 10000. Right now it just resets back to 10000. On larger maps even with vis a lot of characters even when close go to the lowest detail level. Especially PIC sydney even when its your own character. Looks terrible.

Also does having a tt.ini in a package work now?. Not talking about the map specific ones. Just the plain tt.ini .

If not could you make it work?