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Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [Jerad2142](#) on Tue, 30 Dec 2014 13:41:41 GMT

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jonwil wrote on Mon, 29 December 2014 13:50

As for lod budget, its limited to that value because of limitations (that we cant fix) elsewhere in the engine.

Actually I hex edited ECW's .exe and sliding the slider for the Geometry slider up in game to max actually disables LOD, granted, what ever change I made I didn't sink with the RenConfig, so RenConfig always misreads it and thinks the LOD settings are lower than they actually are...

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