Subject: Re: A LOD problem
Posted by Canadacdn on Sun, 30 Nov 2008 00:14:30 GMT

Saberhawk wrote on Thu, 27 November 2008 22:31Cabal8616 wrote on Thu, 27 November 2008 08:57It'd be nice if there was an option to disable LOD. Most people by now can handle it, anyways...

It'd be nice if there wasn't. Things like VIS and LOD are definately needed to keep a good gameplay experience.

I disagree. We're talking about an option to disable them here. Most Ren models are low poly enough even at their highest LOD that most computers these days should have no problems with them.