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Subject: Confirmed?

Posted by [Poskov](#) on Mon, 31 Aug 2009 02:57:50 GMT

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Can you disable LOD & Renguard in TT?

and the decal limit has been increased to 127?

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Subject: Re: Confirmed?

Posted by [cmatt42](#) on Mon, 31 Aug 2009 03:41:24 GMT

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TT's patch will have its own anti-cheat essentially replacing RenGuard, and they have indeed found a way around the vanilla decal limit. I dunno whether you'll be able to disable LOD, but I don't know why you'd want to anyway.

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Subject: Re: Confirmed?

Posted by [Nightma12](#) on Mon, 31 Aug 2009 04:06:40 GMT

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LOD being?

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Subject: Re: Confirmed?

Posted by [TruYuri](#) on Mon, 31 Aug 2009 04:35:53 GMT

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Nightma12 wrote on Sun, 30 August 2009 23:06LOD being?

Level of detail. It's a system that switch models to lower or higher detail levels based on polygons rendered and distance from the object.

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Subject: Re: Confirmed?

Posted by [jonwil](#) on Mon, 31 Aug 2009 04:36:32 GMT

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Decal limit has been 100% busted and mods can set it to whatever they like via a hud.ini keyword (APB has it set to 1024 right now)

Since its in hud.ini and not tt.ini (and since its not cheat sensitive), its not cheat checked.

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Subject: Re: Confirmed?

Posted by [RTsa](#) on Mon, 31 Aug 2009 09:04:03 GMT

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jonwil wrote on Mon, 31 August 2009 07:36 Decal limit has been 100% busted and mods can set it to whatever they like via a hud.ini keyword (APB has it set to 1024 right now)

Since its in hud.ini and not tt.ini (and since its not cheat sensitive), its not cheat checked.

Holy crap nice!

So it wasn't such a hard/painful thing to do afterall?

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Subject: Re: Confirmed?

Posted by [CarrierII](#) on Mon, 31 Aug 2009 16:39:53 GMT

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Given as it was signed, I guess it can't have been easy, but maybe it was implemented cleanly by WW.

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