

---

Subject: Re: C&C: The Woods Today

Posted by [Aircraftkiller](#) on Sun, 16 Apr 2006 15:32:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's not possible. The amount of polygons on-screen at once dictates what LOD Renegade will use, as well as the distance from the model. The more polygons you use, the more Renegade will force LODs down until it's as undetailed as the LOD sequence allows it to be. In something like A Path Beyond, with 20,000+ polygons visible at any one time, Renegade always forces LOD restrictions. No matter what hardware you use, it will make your machine display poorly detailed models. This is obviously a problem, which is why we ditched LOD. It's not worth the very small performance gain it may create.

Another problem is that having each tree be a tile, or object, with a LOD set would recreate that problem listed above. Additionally, the engine would never handle 400+ trees, all as different objects instead of one terrain file. It would have to calculate a lot of unnecessary things in order to have the trees be a tile object proxied in, or placed, on the level. The way I have it set up optimizes framerates and allows the best quality possible without sacrificing your framerate, assuming - of course - that you're using a decent computer to play the level. Even a good computer today wouldn't be able to handle 400+ object trees. The engine isn't built to do something like that. I can't think of many that are, actually.

I personally think anyone saying those trees are "crap" have a very odd definition of the word. The trees offer cover with the leaves and give the effect of a forested area (Much more than any other tree this engine has seen, as they always leave holes that destroy the forest canopy appearance), and they have a pretty high level of detail for the amount of trees that are visible at any one time. So if you don't like them, that sounds like a personal issue to me. I suggest you stop complaining, because I'm not going to change them.

---