Subject: Re: LE vs RenX - When to place vegetation
Posted by Titan1x77 on Sat, 10 Feb 2007 01:41:43 GMT

while we are on this topic, i always thought vegetation didnt need a draw distance of 300....

So perhaps you could place them all in Ren-x, then export a single mesh for them to include in LE seperatly.

In LE i think there is some settings to view them from a distance (been along time since ive been in LE)

If not Im almost positive theres a script to view an .w3d from a certain distance....This would be easier to create dense areas and have it fade in if possible.

I know the source engine uses a fade distance for objects...Could this be the next step for the old W3D engine updates from saberhawk or jonwil?