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Subject: Re: A LOD problem

Posted by [DutchNeon](#) on Sun, 14 Dec 2008 13:55:07 GMT

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Keeping the highest LOD on vehicles and infantry at great distance would be awesome. It might lower your FPS, but it would be a cool option for ppl who want to use it. Certain vehicles look really weird at great distance, like the Artillery, Mammoth Tank, Flame Tank and MRLS.

What's VIS btw? Visual Range? or just Visual? I know LOD = Level of Detail.

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