Subject: Re: lod on emitters
Posted by danpaul88 on Wed, 20 Aug 2014 13:20:31 GMT
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Particle_Detail in the registry. Value range 0 - 2

I'm not sure it actually does anything though, the value gets read but then seems to go out of scope without being used. From what I can see the LoD system for particles basically caps the maximum size of particles smaller and smaller as the LoD decreases... whether it renders bigger ones smaller or just flat out erases particles larger than the current cap I'm not sure.

I suspect the particle LoD is dictated by the dynamic LoD budget, which is set via the registry.

The above is just what I can see from a quick scan through the code, it might or might not be accurate, saberhawk or jonwil would know more about it.