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Subject: Re: Fix Level of Detail setting so it can go higher

Posted by [Jerad2142](#) on Sat, 14 Feb 2015 02:33:14 GMT

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jonwil wrote on Fri, 13 February 2015 19:27I cant find anything in the game to suggest that the value set by the particle detail slider actually gets used. The only place the game touches that particular registry value is in the config dialog. If it was actually using the value, it would A.Read it at startup like the other values (it doesn't) and B.Actually do something with the value set in the config dialog other than store it in the registry (it doesn't)

I have no idea where particles get whatever LOD values they use from but it isn't from the slider in the config dialog/wwconfig.

Yeah I saw some funky stuff when I was looking though that stuff to bump the geometry detail and forgot to report it, I'll do that now.

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