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Subject: Renegade Alert 600 Meter View Distance Upgrade

Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 19:09:48 GMT

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Thanks to Silent Kane and his coding knowledge, we've extended the viewing distance of the game to 600 meters.

In reality, it can be anything we want it to be. 1,200, 6,000, doesn't really matter - we're keeping it at 600 meters as a compromise between needing to put up fog everywhere and framerate issues. So you'll see less fog and more game, with a 10% FPS hit, at most, on a non-visibility-solved level. I'd say it's worth it.

You'd be seeing half the distance of this screenshot if we kept it at the old distance settings.

Remember that all of these images are still pre-release images and are not showing completely finished products.