
Subject: Draw distance

Posted by [nopol10](#) on Tue, 14 Aug 2007 11:32:06 GMT

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I've heard that it is possible to change Renegade's draw distance.
How do you do that?

Subject: Re: Draw distance

Posted by [Zion](#) on Tue, 14 Aug 2007 11:41:49 GMT

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Hexedit game.exe.

Don't know where to start in that but yeah, you need to do that.

Subject: Re: Draw distance

Posted by [R315r4z0r](#) on Tue, 14 Aug 2007 15:58:50 GMT

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Causes lag. Any units seen past what the draw distance is set at for renegade usually lag up and freeze in position.

Simply because the game doesn't refresh other player locations very often at that far out.

Subject: Re: Draw distance

Posted by [danpaul88](#) on Tue, 14 Aug 2007 16:05:56 GMT

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It does not refresh them at all actually, as the server only sends updates for objects within your players view. The only time it would update them is if they were damaged, which is why shooting something a long way away will cause it to warp to a new location.

I suspect that could be fixed by also hex editing every location in the server which uses the 300 draw distance to use the new draw distance, but that would cause extra lag as it means there's more data for the server to send you... and good luck finding all the locations referring to the 300 draw distance.

Subject: Re: Draw distance

Posted by [sadukar09](#) on Tue, 14 Aug 2007 16:17:32 GMT

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razorblade001 wrote on Tue, 14 August 2007 10:58 Causes lag. Any units seen past what the

draw distance is set at for renegade usually lag up and freeze in position.

Simply because the game doesn't refresh other player locations very often at that far out.

Happens in APB if you scope with a sniper at extreme ranges Not allowed to *lag* snipe on the server though And its usually not a good idea to mess with draw distance.

Subject: Re: Draw distance

Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 16:17:46 GMT

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Subject: Re: Draw distance

Posted by [Cat998](#) on Tue, 14 Aug 2007 17:57:52 GMT

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danpaul88 wrote on Tue, 14 August 2007 18:05It does not refresh them at all actually, as the server only sends updates for objects within your players view. The only time it would update them is if they were damaged, which is why shooting something a long way away will cause it to warp to a new location.

I suspect that could be fixed by also hex editing every location in the server which uses the 300 draw distance to use the new draw distance, but that would cause extra lag as it means there's more data for the server to send you... and good luck finding all the locations referring to the 300 draw distance.

Except you are the host

Subject: Re: Draw distance

Posted by [danpaul88](#) on Tue, 14 Aug 2007 18:41:01 GMT

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I was talking about games running on an FDS with clients connecting, not LAN mode or client hosting.

Subject: Re: Draw distance

Posted by [Jerad2142](#) on Sat, 06 Oct 2007 17:43:22 GMT

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Could some one give me an example what I would be hunting for in the hex editor to do this?

File Attachments

1) [pic.png](#), downloaded 512 times

The screenshot shows a Windows XP desktop environment. In the background, a Windows Internet Explorer browser window is open, displaying the Command and Conquer: Renegade Official Forums. The address bar shows the URL: http://www.renegadeforums.com/index.php?t=post&reply_to=279035&rid=21300. The browser's menu bar includes File, Edit, View, Favorites, Tools, and Help. The Norton Internet Security icon is visible in the taskbar.

In the foreground, the Hex Workshop application is open, displaying a hex dump of a file named 'Renegade'. The hex dump shows the following data:

Offset	Hex	ASCII
00000000	4D5A 9000 0300 0000 0400 0000 FFFF 0000 B800	MZ... ..
00000012	0000 0000 0000 4000 0000 0000 0000 0000@.....
00000024	0000 0000 0000 0000 0000 0000 0000 0000
00000036	0000 0000 0000 0801 0000 0E1F BA0E 00B4 09CD
00000048	21B8 014C CD21 5468 6973 2070 726F 6772 616D	!..L.!This pr
0000005A	2063 616E 6E6F 7420 6265 2072 756E 2069 6E20	cannot be ru
0000006C	444F 5320 6D6F 6465 2E0D 0D0A 2400 0000 0000	DOS mode....9
0000007E	0000 FCC3 3E25 B8A2 5076 B8A2 5076 B8A2 5076>%..Pv..E
00000090	C3BE 5C76 BEA2 5076 3BBE 5E76 ACA2 5076 D7BD	..\\v..Pv;.^v

The Hex Workshop interface includes a menu bar (File, Edit, Disk, Options, Tools, Window, Help) and a toolbar with various editing tools. The Data Inspector window is open, showing a list of data types and their counts:

- 8BIT Signed Byte: 3
- 8BIT Unsigned Byte: 3
- 16BIT Signed Short: 3
- 16BIT Unsigned Short: 3
- 32BIT Signed Long: 3
- 32BIT Unsigned Long: 3
- 64BIT Signed Quad: 3
- 64BIT Unsigned Quad: 3
- 32BIT Float: 3

The Find window shows 0 instances of '300' found in Renegade. The status bar at the bottom of Hex Workshop indicates 'Find All Complete', 'Offset: 00000006', 'Value: 3', and '94208 bytes'.

Subject: Re: Draw distance

Posted by [Slave](#) on Sat, 06 Oct 2007 21:39:43 GMT

Sure, do note that this sample is for the most common no-cd.exe.

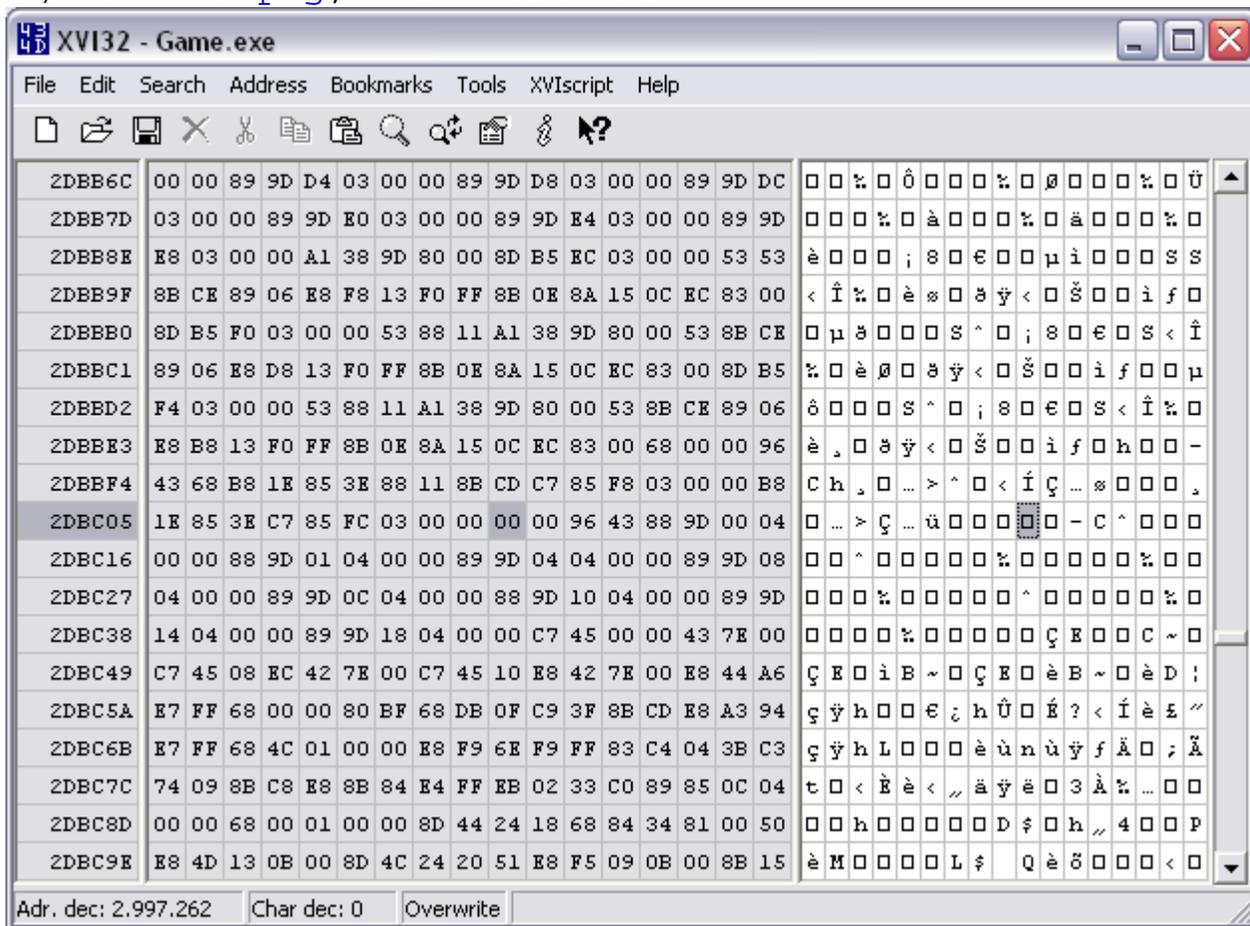
It gets fun after 5000 meters.

File Attachments

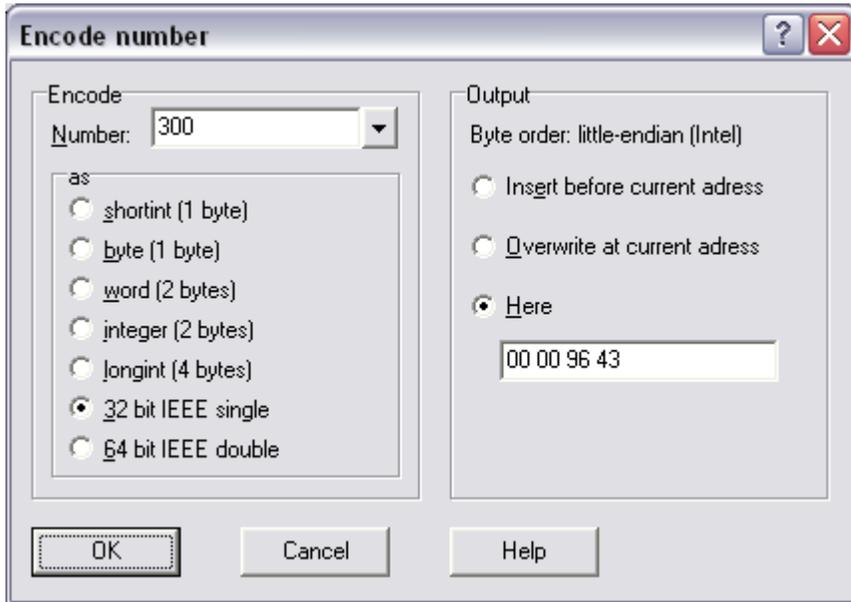
1) [gamever.png](#), downloaded 498 times

 Game.exe 4.296 kB

2) [hexedit.png](#), downloaded 501 times



3) [encoder.png](#), downloaded 497 times



4) [physics.png](#), downloaded 492 times

```
Command >client_physics_optimization 0!  
CLIENT_PHYSICS_OPTIMIZATION [0:1] - Update only visible physic objects on client.
```

5) [5km.png](#), downloaded 483 times

