
Subject: FOV

Posted by [N1warhead](#) on Fri, 19 Apr 2013 11:59:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys, I am making something that I think would be a cool kinda mod for renegade, and I was curious how would I make you see further (E.G. - Render more stuff) at a distance instead of showing the Sky or whatever. I tried changing the SightRange on Level Edit from 50 to like 5000 and it made no difference. Any help would be very appreciated, thanks.

(NEVER MIND I THINK I JUST FIGURED IT OUT)

Subject: Re: FOV

Posted by [Jerad2142](#) on Sat, 20 Apr 2013 21:19:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

If your mod is in 4.0 you can change the distance in the TT config file.

Edit:

Just saw you figured it out.

Subject: Re: FOV

Posted by [N1warhead](#) on Sat, 20 Apr 2013 22:38:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

I thought I figured it out, but didn't lol.

Where is the TT Config File at? I have searched Renegade and Level Edit, didn't see one.

Subject: Re: FOV

Posted by [Omar007](#) on Sat, 20 Apr 2013 23:58:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Between two brackets, you're talking about the 'Draw Distance' not the 'Field of View'

Subject: Re: FOV

Posted by [Generalcamo](#) on Sun, 21 Apr 2013 00:42:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

You need to extract TT.ini from Always3.dat, and work from there.

Subject: Re: FOV
Posted by [iRANian](#) on Sun, 21 Apr 2013 07:05:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jesus christ just tell him what to change.

Create a file called "tt.ini" in the Renegade Data folder or My Documents/Renegade folder (where keys.cfg is also located or whatever). In this file add the following:

```
[General]
;How far to render?
DrawDistance=800
;EOF
```

Then test it in-game.

Subject: Re: FOV
Posted by [N1warhead](#) on Sun, 21 Apr 2013 11:25:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks guys, I will try this out in a bit.
