Subject: lod on emitters
Posted by roszek on Tue, 19 Aug 2014 20:02:05 GMT
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Does anyone know how to disable it? I looked through the w3d viewer and do not see anything to stop it, and it is really quite annoying to see it happen.

If I set the particles to 4 it goes to what it should look like when it happens but 4 is too much for the effect I want.

Subject: Re: lod on emitters
Posted by Jerad2142 on Tue, 19 Aug 2014 23:17:47 GMT
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This is actually controlled by the particle cap, knock that cap way up (via regedit) and you won't see it happen.

Subject: Re: lod on emitters
Posted by roszek on Wed, 20 Aug 2014 04:11:05 GMT
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Well there is a max particle cap under emissions in the w3d viewer but if I set it to anything other than 0 it breaks the emitter and crashes the viewer(well just about everything crashes the viewer), but you said via regedit...
...my 5 second search through mine revealed nothing todo with particles. Also will this adjustment just effect the way I view emitters cuz I'm trying to keep it from happening in the ones I'm creating. Perhaps you could be a bit more specific.

Subject: Re: lod on emitters
Posted by Jerad2142 on Wed, 20 Aug 2014 12:49:55 GMT
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Neither can I, maybe its actually a setting I hex edited for ECW (just like draw distance). Wonder if 4.X allows the user to change the particle cap with tt.ini.

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.

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## Subject: Re: lod on emitters
Posted by Jerad2142 on Wed, 20 Aug 2014 13:55:51 GMT
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danpaul88 wrote on Wed, 20 August 2014 07:20Particle_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.
Nah I saw that too, that's just for the slider position (3 spots, low med high).

Bet your right, I bet I just bumped the dynamic LOD budget way up (Or set it so when you move the slider in game the high value pushes it much higher).

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## Subject: Re: lod on emitters
Posted by roszek on Wed, 20 Aug 2014 20:33:40 GMT
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Changing these values does not seem to do anything.

Subject: Re: lod on emitters
Posted by saberhawk on Thu, 21 Aug 2014 17:38:52 GMT
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Dynamic LOD budget should be doing it

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Subject: Re: lod on emitters
Posted by roszek on Fri, 22 Aug 2014 03:39:10 GMT
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saberhawk wrote on Thu, 21 August 2014 10:38Dynamic LOD budget should be doing it

Not sure what I'm doing wrong but I see know difference know matter what value I change it to.

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Subject: Re: lod on emitters
Posted by roszek on Tue, 09 Sep 2014 18:22:28 GMT
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I don't think this is lod I think it is a bug.

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Subject: Re: lod on emitters
Posted by Jerad2142 on Wed, 10 Sep 2014 19:48:30 GMT
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Pictures might help.

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Subject: Re: lod on emitters
Posted by roszek on Thu, 11 Sep 2014 17:12:03 GMT
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Jerad Gray wrote on Wed, 10 September 2014 12:48Pictures might help.

I posted this vid a while ago and asked about it
If you watch the emitters as I move my camera you can see what I mean.
https://www.youtube.com/watch?v=RAy8GHBVID8

My understanding is that lod is set for distance so this should not be happening?

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Subject: Re: lod on emitters
Posted by dblaney1 on Thu, 11 Sep 2014 20:58:53 GMT

Yeah thats an annoying glitch sometimes happens with the mesh level of detail as well. Quite annoying. I hope it can be fixed.