Distant Terrain Enhancement Mod

Introduction

This mod addresses the issue of "missing polygons" or white patches in the distant terrain as observed in the third-person camera view. The changes have also been observed to make the distant terrain appear more complete, and to have more visual details.

Key Changes:

This mod modifies the microtexture scale and distance settings in the `BaseTerrain.script` (or `BaseMegaTerrain.script`) file.

* **Microtexture Scales:**
   * `float CloseMicroTextureScale = 0.5;` was changed to `float CloseMicroTextureScale = 0.0625;`
   * `float NearMicroTextureScale = 2.0;` was changed to `float NearMicroTextureScale = 1.0;`
   * `float FarMicroTextureScale = 32.0;` was changed to `float FarMicroTextureScale = 16.0;`
   * **Impact**: This changes the size of the microtextures and that smaller microtexture scales allow the game to display those textures more completely.
* **Microtexture Fade Distances:**
   * `float MicroTexNearMin = 10.0;` was changed to `float MicroTexNearMin = 0.0;`
   * `float MicroTexNearMax = 80.0;` was changed to `float MicroTexNearMax = 200.0;`
   * `float MicroTexFarMin = 300;` was changed to `float MicroTexFarMin = 1000.0;`
   * `float MicroTexFarMax = 800;` was changed to `float MicroTexFarMax = 2500.0;`
   * **Impact**: The changes to the fade distances created a smoother transition between the different micro texture levels, and they also fixed the issue with the missing polygons that we were observing previously.

* **Water Texture Settings**
   * `float WaterTexScale = 4.0;` was changed to `float WaterTexScale = 2.0;`
   * **Impact:** This made the water textures be rendered in a higher resolution, which made them clearer, and more detailed.
   * `float WaterMicroTexScale = 32.0;` was changed to `float WaterMicroTexScale = 8.0;`
   * `float WaterPenaTexScale = 32.0;` was changed to `float WaterPenaTexScale = 30.0;`
   * **Impact:** This improved the look of the water in combination with the new `WaterTexScale` setting.
   * `float ClipPlaneShift = 0.0;` was changed to `float ClipPlaneShift = 1.0;`
   * **Impact:** This change altered the way the water is being rendered.
   * `float AnimationSpeed = 0.05;` was changed to `float AnimationSpeed = 2.0;`
   * **Impact:** This made the water animations look much better, and to more closely match the look and feel of the game.

Intended Results:

* **Improved Distant Terrain:** The "white patches" or the missing polygons in the distant terrain are no longer visible, or they have been greatly reduced.
* **Better Transition:** The transition between microtexture layers is now smoother.
* **Enhanced Water Appearance:** The water settings have been changed to make the water look less blurry, and more detailed.
* **Better Looking Game:** The changes, in combination, have a major impact on the overall look and feel of the game, and that the game now looks significantly better.

Installation Instructions:

1. Locate the original `BaseTerrain.script` file in your "T34 vs Tiger" game directory (usually found in the `Scripts\Common` folder), and the `BaseMegaTerrain.script`, and be sure to select the correct file that corresponds to the changes that you want to make.
2. Make a backup copy of the original `BaseTerrain.script` (and/or `BaseMegaTerrain.script`) before making any changes.
3. Replace the corresponding settings in the `BaseTerrain.script` (and/or `BaseMegaTerrain.script`) file with the settings listed above.

Limitations:

*   These changes are specifically targeted at the third-person view, and that you may need to implement other settings to make similar changes to the first-person view.
*   The core rendering system is not modified, and you are only changing the microtextures, and water parameters.
*   This mod does not fix all of the graphical problems or issues that are present in the game, and some limitations will still be present after the application of those changes.

Additional Notes:

*   Test this mod thoroughly in your system and let other users know what settings you found best for your own setup.
*   This fix does not solve all of the underlying rendering limitations, but that it is a great starting point for creating new and unique visual settings for the game.
*   If you experience any graphical or performance issues when using this mod, please try and revert to the original settings, and to try and implement other settings to fix the problems.