press Ctrl + Alt + D ①

Advanced

Consoles	▶
Reload personal setting overrides	Ctrl-Shift-F2
HUD Info	▶
High-res Snapshot	
Quiet Snapshots to Disk	
X Show Mouselook Crosshairs	
Debug Permissions	
Clear Group Cache	
Rendering	▶
World	▶
UI	▶
XUI	▶
Character	▶
Network	▶
Recorder	▶
Show Updates	
Compress Images...	
X Limit Select Distance	
Disable Camera Constraints	
Mouse Smoothing	
Console Window	

Debug Settings.. ③

View Admin Options	Ctrl-Alt-V
Request Admin Status	Ctrl-Alt-G
Leave Admin Status	Ctrl-Alt-Shift-G

Second Life

RenderShadowNearDist
RenderShadowNoise
RenderSSAOEffect
RenderSSAOFactor
RenderSSAOMaxScale
RenderSSAOScale
RenderSunDynamicRange
RenderTerrainDetail
RenderTerrainLODFactor
RenderTerrainScale
RenderTextureMemoryMultiple
RenderTreeLODFactor
RenderUIShapshot
RenderUnloadedAvatar
RenderUseFarClip
RenderUseFBO
RenderUseImpostors
RenderUseShaderLOD

④ **RenderVolumeLODFactor**

RenderWater
RenderWaterMipNormal
RenderWaterReflections
RenderWaterReflResolution
RotateRight
RotationStep
RunByteState
RunMultipleThreads
SafeMode
SaveMinidump
ScaleShowAxes
ScaleStretchTextures
ScaleUniform
ScriptBgReadOnlyColor
ScriptErrorColor
ScriptErrorsAsChat
ScriptHelpFollowsCursor
scriptsbeacon
scripttouchbeacon
ScrollBarThumbColor
ScrollBarTrackColor

Debug Settings   ✕

RenderVolumeLODFactor ▾

Controls level of detail of primitives (multiplier for
current screen area when calculated level of detail)

value ⇕ 10.000 ⑤

Communicate

LOD = Level Of Detail

[Best viewing for the sculpties and Mesh.]

Find the ② advanced menu in your SL viewer
 - if it doesn't show at the top of your screen
 beside the Help menu.
..press Ctrl + Alt + D ①
simultaneously on your keyboard
to activate it.
 Scroll down the Advanced
menu to ③ "Debug settings",
 enter ④ "renderVolumeLODFactor"
and change the value to ⑤ "4 or more"
then close that popup.
It may reset each time you relog