
Subject: Re: Another dumb question from me.
Posted by [R315r4z0r](#) on Sat, 17 Oct 2009 03:12:06 GMT
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I don't know much about character models, but I think they are all used.

I think the "L" (as in L1, L2, L3, ect) stands for "level" or maybe even "load."

I think each of those models are different detail levels. In Renegade, units have a LOD that changes the detail of units based on how far you are from them. The further you are, the less detailed they get (thus less the computer needs to process.)
