Subject: LOD Sets
Posted by Sanada78 on Fri, 21 Nov 2003 00:24:09 GMT
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I'm currently trying to resolve this problem with the LOD on my characters. I resorted going back to the LOD models to see if there's anything I did wrong. One thing I did notice was on the official models, when imported, they have the LOD number (or whatever it's called) next to the models. When I checked mine, they didn't.

Westwood Model on the left, my model on the right.

Also, here are the W3D settings I use on my objects (although they vary slightly such as the collision boxes are hidden).

When I exported my model, they had the .00 after the name, "Body_L0.00" for example. I had a look at the Mammoth Tank Westwood provided and exported it. As it should, the LOD numbers appeared next to the correct object name. After playing around with it, I found out that the Origin box played an important part in the LOD.

To test this, I made a box, and named it "Box_L0.00". Exported it, and on import it's called "Box_L0". I added an Origin box, link it to it, did the same process and it's still called "Box_L0". I tried it with the Origin box called "Origin.00" but still the same happened. I then created another Origin box called "Origin.01" with the addition of "Origin.00". I also cloned the box ("Box_L1.01) linking it to "Origin.01". I then exported them, and on import, they showed up as "Box_L0.00" and "Box_L1.01".

I'm not sure if an Origin box is required for the character models since the LOD sets are all separate. Is there something I've missed?