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Subject: Multiple LOD Models in a single W3D

Posted by [SomeRhino](#) on Thu, 01 Jul 2004 06:37:18 GMT

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LOD stands for "Level of Detail." As you get further away from some objects in-game (either vehicles or infantry,) less-detailed models will be drawn since it's unnecessary to draw all the details when you are far away, increasing performance.

Previously it was known how to use LODs while each model was stored in a different file, but it was limited to no more or less than 4 LOD models, plus a 5th W3D which calls them up. Now you can get them all in 1 file and it's much easier and not set at 4. LODs work with tile objects (like trees) as well. This sort of goes hand-in-hand with the tests I was doing earlier, I was able to get an increase in performance on that Renegade 2 look-alike level by making all the trees into LOD models.

Like I said, nothing that amazing.

BTW, thanks for removing my original reply.

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