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Subject: Character LOD Level Problem

Posted by [Sanada78](#) on Wed, 12 Nov 2003 16:06:45 GMT

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I just found out that there's a problem with the characters I edited. For the players who have their graphics settings on the highest, this is not a problem. But for those who use slower settings, it is. For my characters, I created a set of LOD levels 0,1,2 and 3. 3 being the lowest means it looks like crap.

Now, on the highest settings, it appears LOD level 0 is being used when you view yourself if third-person view. For lower settings, when you do the same, you appear as the LOD level 3 object.

I don't know what causes this, in W3D, the LOD set looks fine with the right hierarchy order.

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Subject: Character LOD Level Problem

Posted by [NeoSaber](#) on Wed, 12 Nov 2003 20:24:49 GMT

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If I read your problem correctly (on lower detail settings you're dropping to lower LOD levels than normal Renegade characters do), the ones I made for Seaside Canyon do the same. Currently, I'm not sure what I've done differently in my models to cause this.

My only suggestion is don't make your lowest detail models look like crap. Export the highest detail as 0, then export the second highest detail as 1,2, and 3. That way even when it drops to 3 it's still a decent looking model. I was thinking of going this route to fix up the models I've been working on. It's the only work around I can think of.

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Subject: Character LOD Level Problem

Posted by [Sanada78](#) on Thu, 13 Nov 2003 17:27:44 GMT

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Okay... I guess I might just leave it for now as not many people will hopefully use the lowest settings.

Thanks.

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