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Subject: Re: Renegade Models

Posted by [Canadacdn](#) on Thu, 13 Nov 2008 17:31:19 GMT

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ErroR wrote on Thu, 13 November 2008 06:38Canadacdn wrote on Wed, 12 November 2008 23:05That's the LOD models, they are supposed to be there.

In case you didn't know, LOD is for "Level of Depth" which alternates the model between the different lower-poly models of the same vehicle depending on how far you are from the vehicle in order to improve performance. However, Renegade is so old now that they really aren't necessary unless the model uses a lot of polygons.

By the way with lods my models change not then they are far but when they're close how do i change that?

I don't know, I believe it's coded into Renegade and difficult if not impossible to change. You could try making the 0 and 1 LOD identical, that might help.

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