Subject: Re: character model problem
Posted by Starbuzzz on Thu, 10 Mar 2011 17:33:17 GMT

Here's what he's asking courtesy BuzzTrans™

NACHO-ARG wrote on Tue, 08 March 2011 23:49Hi guys! I recently learned how to edit models and export them with RenX! But I have a problem with the characters. When I replaced the Kane model with my own model, his weapon appears with a low resolution. I noticed this is for the LOD of the character. I would like to know how to change the LOD so the character appears in-game correctly. Any ideas?