## Subject: Re: character model problem
Posted by NACHO-ARG on Fri, 11 Mar 2011 01:38:11 GMT

i means that every c_ag w3d character file in renegade is linked to 4 models whit diferents levels of cuality this tell the game what model to display whit the current performance setings, i want to know how to export my model or change the LOD (performance seting that the game read from the model) so the game reads it has high performance, that way the weapon it will appear has a high performance to.