
Subject: Re: character model problem

Posted by [Spyder](#) on Fri, 11 Mar 2011 09:13:20 GMT

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NACHO-ARG wrote on Fri, 11 March 2011 02:38i 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.

Translation:

Quote:I mean that every c_ag w3d character file in Renegade is linked to 4 models with different quality levels. This is used to tell the game what model to display for the current performance settings. I want to know how to export my model or change the LOD so the game reads it as being a high performance model (e.g. high quality/higher poly) so that the weapon will appear as a high quality weapon too (instead of low poly).
