Hello.. since the release of 4.0, I've been wondering if some of the new tools and stuff in the renegade folder/tools can make my LOD model work properly?

I have followed a tutorial on APB forums, and have got the LOD model processed but as soon as i switch on 'autoswitch' inside w3d.. my set distances do not register but it continues to work ingame but not properly. Can anybody shed some light on if i can use anything to make a proper working LOD model?