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Subject: Bone For Infantry Weapon

Posted by [NeoSaber](#) on Wed, 22 Oct 2003 18:20:32 GMT

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I think the character model needs all its LOD setup (4 models), without it Renegade doesn't load the gun's LOD properly.

My guess is it's reading that the character model has 1 LOD (or at least less than 4), then when it loads the gun it thinks the character is on the lowest LOD and therefore picks the lowest LOD setting on the gun to display.

I had the same thing at first when I was working with the alternate models in Seaside Canyon. As soon as the LOD was set up the problem went away. Some of the models I took the cheap way out and exported the same model under 4 different names. If you don't want to set up 4 different models for each character you make you can always do that.

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