

---

Subject: Creating LOD

Posted by [Aircraftkiller](#) on Thu, 30 Oct 2003 04:26:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, what you need to do is open your HowTo directory.

E:\Program Files\RenegadePublicTools\HowTo\

Look through there. I'm not certain that Renegade LOD will transfer to Generals, there may be a complete different process involved.

Assign extensions, part of the W3D tools in Max - This will append an extension to your currently selected objects. LOD 0 should be your highest poly model, with increasing LOD numbers going to your lower poly models. Damage models should be extension numbers 1 and up.

---