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Subject: Creating LOD

Posted by [Proclone](#) on Thu, 30 Oct 2003 05:22:30 GMT

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I had actually already gone through teh renegade how-tos. I still can't find a proper explanation of LOD in there though (not surprising considering how vague those files are ) However there's a line that suggests suffixing 00 01 etc after a period sets lod level.

I'll test that myself, if it doesn't work I'll probably post again...

BTW Ack this isn't for Generals, it's for E&B

Generals doesn't understand 80% of the things available in the w3d format, including aggregates and anything else above basic hierarchy and animation.

Anywho, thanks in the end I think this helped

//edit//

Just got it working, at first it wasn't so I tore apart the mammoth tank a bit more with the knowledge of the suffix numbers. Ended up my test files were missing the equivalent of the "origin" dummy objects that helped define the lod arrays.

Stuck those in and it worked like a charm. Thanks again, this lod thing was the only road bump to modding the assets in E&B however I wanted

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