

---

Subject: Character LOD Level Problem

Posted by [Sanada78](#) on Wed, 12 Nov 2003 16:06:45 GMT

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

---

I just found out that there's a problem with the characters I edited. For the players who have their graphics settings on the highest, this is not a problem. But for those who use slower settings, it is. For my characters, I created a set of LOD levels 0,1,2 and 3. 3 being the lowest means it looks like crap.

Now, on the highest settings, it appears LOD level 0 is being used when you view yourself if third-person view. For lower settings, when you do the same, you appear as the LOD level 3 object.

I don't know what causes this, in W3D, the LOD set looks fine with the right hierarchy order.

---