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Subject: Character LOD Level Problem

Posted by [NeoSaber](#) on Wed, 12 Nov 2003 20:24:49 GMT

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If I read your problem correctly (on lower detail settings you're dropping to lower LOD levels than normal Renegade characters do), the ones I made for Seaside Canyon do the same. Currently, I'm not sure what I've done differently in my models to cause this.

My only suggestion is don't make your lowest detail models look like crap. Export the highest detail as 0, then export the second highest detail as 1,2, and 3. That way even when it drops to 3 it's still a decent looking model. I was thinking of going this route to fix up the models I've been working on. It's the only work around I can think of.

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