
Subject: Multiple LOD Models in a single W3D
Posted by [SomeRhino](#) on Thu, 01 Jul 2004 06:21:56 GMT
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I'm not sure if anyone has stumbled across this, but I did the other day while trying to figure out how to use the method Westwood used on their vehicles to make LOD models.

Basically, the hierarchy goes like this:

Origin.00
-MeshA.00
-MeshB.00

Origin.01
-MeshA.01
-MeshB.01

Origin.02
-MeshA.02
-MeshB.02

Where the higher the .xx number, the lower LOD the model(s) should have. You can have up to 100 different models I think by using this method. Don't set the Origin bones to export anything (niether transform nor geometry). Don't set the meshes to export transform.

The next part took me a bit of hunting to find.

Right click on each of the origin bones, and go to Properties, and hit the User Defined tab (that thing you thought was just for you to leave yourself notes).

Enter "MaxScreenSize=X", where X is a float value. This is the maximum screen area that the LOD can take up before switching to the higher LOD, so generally it will be less than 1 (since 1 would mean it is taking up the entire screen). Origin.00 shouldn't have any parameters here.

This allows for multiple LODs to be put into the same file. I have no idea if anyone knew anything about this, so I decided to share it after bigwig said that I should.

Nothing groundbreaking really, just info for anyone who can benefit.
