

---

Subject: Renegade Models

Posted by [mrŁÄŞÄ-z](#) on Wed, 12 Nov 2008 20:59:45 GMT

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

---

Everytime when i try to load a Vehicle W3D in 3Ds Max 8 then the vehicle will look like this:

Every part of the Vehicle are duplicated, why is that? or is just something wrong? is there a way to "fix" that?

### File Attachments

---

1) [tanks.jpg](#), downloaded 969 times



---

Subject: Re: Renegade Models

Posted by [Canadacdn](#) on Wed, 12 Nov 2008 21:05:53 GMT

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

---

That's the LOD models, they are supposed to be there.

In case you didn't know, LOD is for "Level of Detail" which alternates the model between the different lower-poly models of the same vehicle depending on how far you are from the vehicle in order to improve performance. However, Renegade is so old now that they really aren't necessary unless the model uses a lot of polygons.

---

---

Subject: Re: Renegade Models  
Posted by [mrÅ£ÅŠÅ-z](#) on Wed, 12 Nov 2008 22:53:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Damn, i wanted to edit the Humvee anyway i had to create my own one: (Texture will come later and some Details)

### File Attachments

---

1) [MY Humvee.jpg](#), downloaded 830 times



Subject: Re: Renegade Models  
Posted by [MGamer](#) on Wed, 12 Nov 2008 22:55:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it looks like a truck

---

Subject: Re: Renegade Models  
Posted by [Gen\\_Blacky](#) on Thu, 13 Nov 2008 00:03:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

just delete the low detail lods and keep the the high detail load usually 0, threes a public gmax version of the Humvee. nice Humvee you got there looks skinny tho.

---

Subject: Re: Renegade Models  
Posted by [Canadacdn](#) on Thu, 13 Nov 2008 02:35:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Wed, 12 November 2008 18:03just delete the low detail lods and keep the the high detail load usually 0, threes a public gmax version of the Humvee. nice Humvee you got there looks skinny tho.

<ftp://ftp.westwood.com/pub/renegade/tools/VehicleModels.zip>

---

Subject: Re: Renegade Models  
Posted by [ErroR](#) on Thu, 13 Nov 2008 12:38:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Canadacdn wrote on Wed, 12 November 2008 23:05That's the LOD models, they are supposed to be there.

In case you didn't know, LOD is for "Level of Depth" which alternates the model between the different lower-poly models of the same vehicle depending on how far you are from the vehicle in order to improve performance. However, Renegade is so old now that they really aren't necessary unless the model uses a lot of polygons.

By the way with lods my models change not then they are far but when they're close how do i change that?

---

Subject: Re: Renegade Models  
Posted by [mrÅ£ÅŞÅ-z](#) on Thu, 13 Nov 2008 12:58:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I forgot to say, its not a humvee, its a replace for the Humvee lol

---

Subject: Re: Renegade Models  
Posted by [LR01](#) on Thu, 13 Nov 2008 15:05:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Thu, 13 November 2008 01:03 just delete the low detail lods and keep the the high detail load usually 0, threes a public gmax version of the Humvee. nice Humvee you got there looks skinny tho.

yup, just import and delete the low poly LOD, pretty simple not?

---

Subject: Re: Renegade Models  
Posted by [Canadacdn](#) on Thu, 13 Nov 2008 17:31:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Thu, 13 November 2008 06:38 Canadacdn wrote on Wed, 12 November 2008 23:05 That's the LOD models, they are supposed to be there.

In case you didn't know, LOD is for "Level of Depth" which alternates the model between the different lower-poly models of the same vehicle depending on how far you are from the vehicle in order to improve performance. However, Renegade is so old now that they really aren't necessary unless the model uses a lot of polygons.

By the way with lods my models change not then they are far but when they're close how do i change that?

I don't know, I believe it's coded into Renegade and difficult if not impossible to change. You could try making the 0 and 1 LOD identical, that might help.

---

Subject: Re: Renegade Models  
Posted by [ErroR](#) on Thu, 13 Nov 2008 17:53:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it used to be normal.. now it's not now they keep changing when they're close and change when i slightly turn the camera

---

Subject: Re: Renegade Models  
Posted by [Gen\\_Blacky](#) on Fri, 14 Nov 2008 06:04:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i have every renegade vehicle model with lod 0 so i don't have that problem.

---

Subject: Re: Renegade Models  
Posted by [mrÅ£ÅŞÅ-z](#) on Fri, 14 Nov 2008 10:50:33 GMT

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

---

Selfmade ?

---

---

Subject: Re: Renegade Models  
Posted by [Gen\\_Blacky](#) on Sat, 15 Nov 2008 19:35:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

madrackz wrote on Fri, 14 November 2008 04:50Selfmade ?

yea I every vehicle back to its gmax state as a project with out the h-lod.

---