Subject: Renegade Models
Posted by mrÃ£Ã§Ä·z   on Wed, 12 Nov 2008 20:59:45 GMT
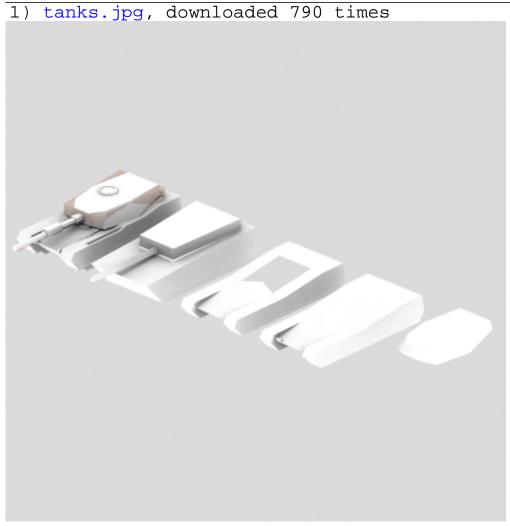View Forum Message <> Reply to Message

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 790 times

Subject: Re: Renegade Models
Posted by Canadacdn on Wed, 12 Nov 2008 21:05:53 GMT
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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.
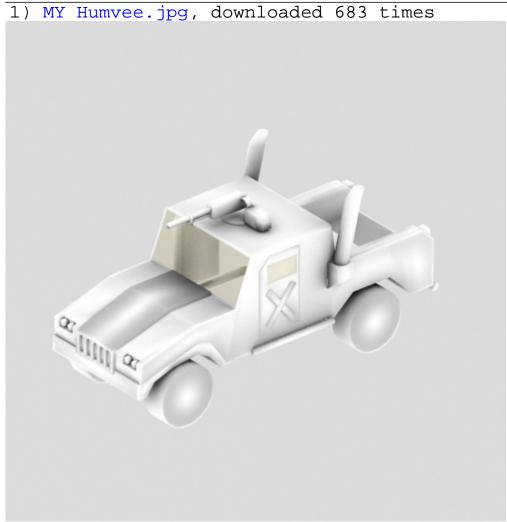

Subject: Re: Renegade Models
Posted by mrÃ£Ã§Å·z   on Wed, 12 Nov 2008 22:53:32 GMT
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Damn, i wantred to edit the Humvee anyway i had to create my own one: (Texture will come later and some Deteils)

File Attachments
1) MY Humvee.jpg, downloaded 683 times

Subject: Re: Renegade Models
Posted by MGamer on Wed, 12 Nov 2008 22:55:40 GMT
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it looks like a truck

Subject: Re: Renegade Models
Posted by Gen_Blacky on Thu, 13 Nov 2008 00:03:05 GMT
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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
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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
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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 mrÃ£Ã§Ä·z on Thu, 13 Nov 2008 12:58:57 GMT
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I forgot to say, its not a humvee, its a replace for the Humvee lol

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Subject: Re: Renegade Models
Posted by LR01 on Thu, 13 Nov 2008 15:05:44 GMT
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Gen_Blacky wrote on Thu, 13 November 2008 01:03just 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.

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
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ErroR wrote on Thu, 13 November 2008 06:38Canadacdn 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?

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

Subject: Re: Renegade Models
Posted by mrÃ£Ã§Ã·z   on Fri, 14 Nov 2008 10:50:33 GMT

Selfmade ?

Subject: Re: Renegade Models
Posted by Gen_Blacky on Sat, 15 Nov 2008 19:35:41 GMT

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.