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Subject: Re: .00, .01, .02 naming convention export question...

Posted by [WNxCABAL](#) on Sun, 25 Sep 2005 21:35:15 GMT

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EXdeath7 wrote on Sun, 25 September 2005 19:56Delete the object named "BOX". It is a duplicate of another object named box. Rename it to something else otherwise.

If you are trying to implement LOD, The name BOX should not be exported. It should be box.00, box.01 ect...

The above picture bear in mind is only an example.

The name of the two boxes are already "box.00" & "box.01"

There is no object there with the name "BOX".

A small question though.. what is LOD? Level of Detail?

Thanks,

Andy

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