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

Posted by [danpaul88](#) on Sun, 25 Sep 2005 21:47:22 GMT

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if your not implementing LOD then I suggest just using box_00, box_01 etc, saves the hassle

LOD is, to the best of my understanding, something westwood implemented, so models have several levels of detail, presumably lower gfx settings would use the lower level of detail, whereas higher gfx settings would use the higher level of detail..

Although sometimes I have noticed in apaches or orcas they seem to flicker between 2 or 3 different levels of detail as you fly along, quite annoying sometimes...
