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Subject: Re: Map Textures

Posted by [Zion](#) on Tue, 29 Jan 2008 08:41:06 GMT

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There are prefixes like that with textures and models.

There were 3 LoD (Level of Detail) options you could use for textures and models. These will vary from good quality at highest setting, to just a blur at lowest setting.

L01, are small low quality textures/models.

L02, are medium quality textures/models.

L03, are large, high quality textures/models.

Depending on what textures/models would be loaded depended on what graphics settings you have Renegade at.

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