
Subject: Re: character model problem

Posted by [Gen_Blacky](#) on Fri, 18 Mar 2011 04:30:37 GMT

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

HKEY_LOCAL_MACHINE>Software>Westwood>Renegade>System
Settings>Static_LOD_Budget

The LOD Registry setting is set to 10,000 by default I think. Not actually sure what this setting does since I never actually messed with it before. Someone like saberhawk should be able to shed more light on the subject.

The poly count of the cyborg is 3,492. As long as the character or weapon is not setup for lod then it shouldn't even matter what the poly count is not sure though.

Things for you to try.

Try mess with that lod setting.

Try using my laser chain gun model has no lod.

Try lowering the poly count of the model.

EDIT: I just look at your screen shot and thought it said 11,000 but never mind lol. It defiantly doesn't have to do with the poly count.

Take a screen shot of your object list. The list that pops up when you press h in renx. Have the display subtree box checked. It doesn't look like your character is setup correctly based off your first screen shot.

File Attachments

1) [LaserChainGun.zip](#), downloaded 225 times
