Subject: Creating LOD
Posted by Proclone on Thu, 30 Oct 2003 04:03:10 GMT
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I've done a few quick searches for this on these forums but I haven't had much luck.

Basically I want to know how to define LOD levels in W3D containers. If anyone knows a tutorial that covers it or can explain briefly I'd be thankful.

Subject: Creating LOD
Posted by Aircraftkiller on Thu, 30 Oct 2003 04:26:58 GMT
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Well, what you need to do is open your HowTo directory.

E:\Program Files\RenegadePublicTools\HowTo\

Look through there. I'm not certain that Renegade LOD will transfer to Generals, there may be a complete different process involved.

Assign extensions, part of the W3D tools in Max - This will append an extenstion to your currently selected objects. LOD 0 should be your highest poly model, with increasing LOD numbers going to your lower poly models. Damage models should be extension numbers 1 and up.

Subject: Creating LOD
Posted by Proclone on Thu, 30 Oct 2003 05:22:30 GMT
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I had actually already gone through teh renegade how-tos. I still can't find a proper explaination of LOD in there though (not surprising considering how vague those files are   ) However there's a line that suggests suffixing 00 01 etc after a period sets lod level.

I'll test that myself, if it doesn't work I'll probably post again...

BTW Ack this isn't for Generals, it's for E&B

Generals doesn't understand 80% of the things available in the w3d format, including aggragates and anything else above basic hierarchy and animation.

Anywho, thanks in the end I think this helped

//edit//

Just got it working, at first it wasn't so I tore apart the mammoth tank a bit more with the knowledge of the suffix numbers. Ended up my test files were missing the equivalent of the "origin'

dummy objects that helped define the lod arrays.

Stuck those in and it worked like a charm. Thanks again, this lod thing was the only road bump to modding the assets in E&B however I wanted

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Subject: Creating LOD
Posted by Aircraftkiller on Thu, 30 Oct 2003 16:15:03 GMT
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Sure thing, that Mammoth Tank is quite a great tool to learn from.

I *did* neglect to mention that the Origin bones needed to be set with .00\.01\.02