
Subject: Multiple LOD Models in a single W3D
Posted by [SomeRhino](#) on Thu, 01 Jul 2004 06:21:56 GMT
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I'm not sure if anyone has stumbled across this, but I did the other day while trying to figure out how to use the method Westwood used on their vehicles to make LOD models.

Basically, the hierarchy goes like this:

Origin.00
-MeshA.00
-MeshB.00

Origin.01
-MeshA.01
-MeshB.01

Origin.02
-MeshA.02
-MeshB.02

Where the higher the .xx number, the lower LOD the model(s) should have. You can have up to 100 different models I think by using this method. Don't set the Origin bones to export anything (niether transform nor geometry). Don't set the meshes to export transform.

The next part took me a bit of hunting to find.

Right click on each of the origin bones, and go to Properties, and hit the User Defined tab (that thing you thought was just for you to leave yourself notes).

Enter "MaxScreenSize=X", where X is a float value. This is the maximum screen area that the LOD can take up before switching to the higher LOD, so generally it will be less than 1 (since 1 would mean it is taking up the entire screen). Origin.00 shouldn't have any parameters here.

This allows for multiple LODs to be put into the same file. I have no idea if anyone knew anything about this, so I decided to share it after bigwig said that I should.

Nothing groundbreaking really, just info for anyone who can benefit.

Subject: Multiple LOD Models in a single W3D
Posted by [Blazer](#) on Thu, 01 Jul 2004 06:28:55 GMT
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Any chance you can sum up the effect/benefit/reason of multiple LOD in laymans terms?

Subject: Multiple LOD Models in a single W3D
Posted by [Sir Kane](#) on Thu, 01 Jul 2004 06:36:15 GMT
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It dynamically switches the detail of the models, which is supposed to increase the performance.

Subject: Multiple LOD Models in a single W3D
Posted by [SomeRhino](#) on Thu, 01 Jul 2004 06:37:18 GMT
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LOD stands for "Level of Detail." As you get further away from some objects in-game (either vehicles or infantry,) less-detailed models will be drawn since it's unnecessary to draw all the details when you are far away, increasing performance.

Previously it was known how to use LODs while each model was stored in a different file, but it was limited to no more or less than 4 LOD models, plus a 5th W3D which calls them up. Now you can get them all in 1 file and it's much easier and not set at 4. LODs work with tile objects (like trees) as well. This sort of goes hand-in-hand with the tests I was doing earlier, I was able to get an increase in performance on that Renegade 2 look-alike level by making all the trees into LOD models.

Like I said, nothing that amazing.

BTW, thanks for removing my original reply.

Subject: Multiple LOD Models in a single W3D
Posted by [Sir Kane](#) on Thu, 01 Jul 2004 06:43:46 GMT
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Doesn't the Mammoth Tank model from the vehicle how to have the LOD in one file?

Subject: Multiple LOD Models in a single W3D
Posted by [SomeRhino](#) on Thu, 01 Jul 2004 06:46:51 GMT
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Yes. That's where I finally found that value. Whenever I exported my models with the origin bones from that file, it worked fine, but I couldn't get it to work with any bones I created.
