Subject: character model problem
Posted by NACHO-ARG on Wed, 09 Mar 2011 06:49:54 GMT
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hey guys i resently learn how to edit models and export them whit renx but whit the characters i have a problem, wen i replace kane is model whit my own in game his weapon apears whit low resolution i notice tha this is for the LOD of the character so i want to know how to change the LOD so the game read my character appropriately, any ideas?

Subject: Re: character model problem
Posted by NACHO-ARG on Thu, 10 Mar 2011 14:53:14 GMT
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any help? please

Subject: Re: character model problem
Posted by Aircraftkiller on Thu, 10 Mar 2011 16:33:34 GMT
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You would need to be a bit more clear on your problem. It's difficult trying to understand what you're writing.

Subject: Re: character model problem
Posted by Starbuzzz on Thu, 10 Mar 2011 17:33:17 GMT
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Here's what he's asking courtesy BuzzTrans™

NACHO-ARG wrote on Tue, 08 March 2011 23:49Hi guys! I recently learned how to edit models and export them with RenX! But I have a problem with the characters. When I replaced the Kane model with my own model, his weapon appears with a low resolution. I noticed this is for the LOD of the character. I would like to know how to change the LOD so the character appears in-game correctly. Any ideas?

Subject: Re: character model problem
Posted by NACHO-ARG on Fri, 11 Mar 2011 01:38:11 GMT
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i means that every c_ag w3d character file in renegade is linked to 4 models whit diferents levels of cuality this tell the game what model to display whit the current performance settings, i want to know how to export my model or change the LOD (performance seting that the game read from the model) so the game reads it has high performance, that way the weapon it will appear has a

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high performance to.

Subject: Re: character model problem
Posted by Spyder on Fri, 11 Mar 2011 09:13:20 GMT
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NACHO-ARG wrote on Fri, 11 March 2011 02:38i means that every c_ag w3d character file in renegade is linked to 4 models whit diferents levels of cuality this tell the game what model to display whit the current performance setings, i want to know how to export my model or change the LOD (performance seting that the game read from the model) so the game reads it has high performance, that way the weapon it will appear has a high performance to.

Translation:
Quote:I mean that every c_ag w3d character file in Renegade is linked to 4 models with different quality levels. This is used to tell the game what model to display for the current performance settings. I want to know how to export my model or change the LOD so the game reads it as being a high performance model (e.g. high quality/higher poly) so that the weapon will appear as a high quality weapon too (instead of low poly).

Subject: Re: character model problem
Posted by danpaul88 on Fri, 11 Mar 2011 11:56:48 GMT
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The LOD level is determined by the number of polygons currently in view. If your model has a HUGE number of polygons it will force everything else to use lower LOD levels to bring the poly count back within budget. There are no settings you can change on the model itself to influence this.

How many polygons are in your character model?

Subject: Re: character model problem
Posted by NACHO-ARG on Fri, 11 Mar 2011 13:55:32 GMT
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thanks for the help here is a screenshot of the polygon count:

PD: sorry for my english writing.

Subject: Re: character model problem
Posted by danpaul88 on Fri, 11 Mar 2011 14:08:29 GMT
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As I recall the polygon budget is about 40,000 polys, so it doesn't look like that's the problem your having. A screenshot of the problem might help someone figure out whats wrong perhaps?

Subject: Re: character model problem
Posted by NACHO-ARG on Fri, 11 Mar 2011 22:20:09 GMT
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if i export the weapon from renx, it will work fine but i dont want to export every weapon for heach character i replace so hope some of you can help my, thanks.
here the screenshot:

Subject: Re: character model problem
Posted by kamuixmod on Sat, 12 Mar 2011 14:12:31 GMT
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hey what character is that one thing nxt to the green spray?
the one which targets at you with his weapon? could u may release it?

Subject: Re: character model problem
Posted by NACHO-ARG on Sun, 13 Mar 2011 00:42:19 GMT
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it is the reborn cyborg commando, but i dont want to release it until the gun problem get fix.

Subject: Re: character model problem
Posted by NACHO-ARG on Wed, 16 Mar 2011 20:14:52 GMT
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anybody else have an idea of how to fix this problem? (sorry my english)

Subject: Re: character model problem
Posted by Gohax on Thu, 17 Mar 2011 05:21:40 GMT
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kamuixmod wrote on Sat, 12 March 2011 07:12hey what character is that one thing nxt to the

green spray?
the one which targets at you with his weapon? could u may release it?

Di3hard has it released... he made it. Go look in the mod release forum for it. Or, you can go to a lot of sites for skins, as they may have it.

Subject: Re: character model problem
Posted by NACHO-ARG on Thu, 17 Mar 2011 21:58:40 GMT
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sorry but the one you see in that picture made it my self

Subject: Re: character model problem
Posted by Gen_Blacky on Fri, 18 Mar 2011 04:30:37 GMT
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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.

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File Attachments
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Subject: Re: character model problem
Posted by kamuixmod on Fri, 18 Mar 2011 12:57:27 GMT
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but isnt that the default renegade chaingun? or what is different on this one?

Subject: Re: character model problem
Posted by NACHO-ARG on Fri, 18 Mar 2011 16:03:46 GMT
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thanks you man, i will try this and if i have succes i will post my progres here, btw if is anybody interested i posted yestarday a character reborn pack in renegadeskins.

PD: and thanks a lot for the laserchaingun