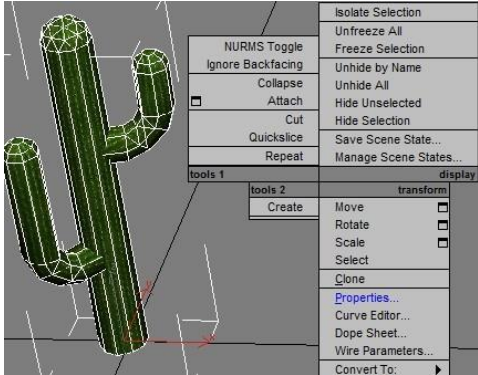
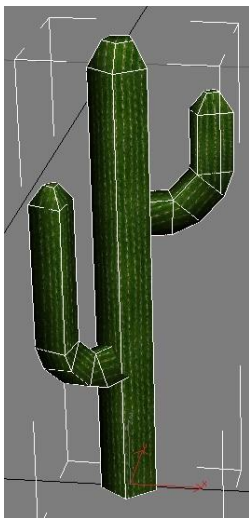


Level Of Detail Structure

Object names including "_LOD00" are optional, here are just for demonstration.



KAKTUS_LOD01
User defined properties:



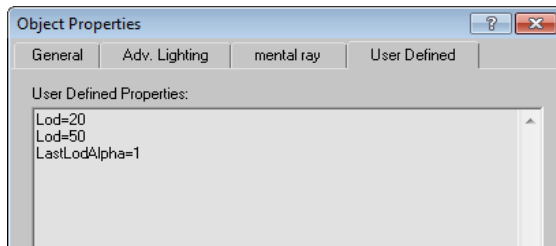
Islod=1

Object KAKTUS_LOD01 (LOD) must be linked to the main object – KAKTUS_LOD00.

Object KAKTUS_LOD00

User defined properties:

- Lod=20 - object KAKTUS_LOD00 disappear at 20m
- Lod=50 - switch to KAKTUS_LOD01 (20-50m)
- LastLodAlpha=1 - object KAKTUS_LOD01 gradually disappearing to 50m



Object

