

User Guide

Before attempting this, the program is very temperamental and not fully functioning along with a few bugs that I was sadly unable to fix before the deadline.

To use the program do the following steps:

1. Run the program. Press the load button next to the "Path" text box.
2. Locate the file you wish to load into the program. This program will only accept all tri, obj meshes
3. Once the file is loaded in, you will see the #Faces change to the nFaces -1 and the mesh in the viewport. If you can't see it, then either click on "BaseMesh" in the list or make sure the viewport is large enough to draw it by resizing it.
4. To create an LOD, set the amount of faces you want in the box (it's limited to a max nFaces-1 and a minimum of 2 and press the Create LOD button and wait patiently for the code to complete.
5. Once completed, the LOD should be visible or if you click "1" in the list you should see it in the viewport. You can cycle between the two by clicking the names.
6. To export the mesh, press "Export LOD" with the number "1" selected in the mesh. The window will appear (it may be behind the main window) and this will ask for a location to open, which can be a pre-existing file or a new one. The file will then be saved into that folder.
7. To re-use the program, due to technical difficulties, from this stage you must close and reopen the program or it will crash soon after.

You can only successfully create 1 LOD in 1 runtime of the code and save it as many times as you want. Also, having a mesh with no holes will have the algorithm run to full effect.