

CH12_005

ANSWER

INTERIOR RENDER MODES

1 Render Tests

Answers:

1. No, it only as one LOD. We can run `setInteriorRenderMode(2)` and see that all faces are white, meaning that there is only one LOD level. If there had been other colors present we would know that there were other LODs, but not necessarily how many.
2. Although it doesn't have multiple LODS, if it did, we could find out how many by running `setInteriorRenderMode(16)`, and then zooming away (out) from the interior. We would then look for these color changes:
 - White - i.e. No change. This mean only LOD 0 is present.
 - Blue - LOD 1. This model has two LODs.
 - Green - LOD 2. This model has three LODs.
 - Red - LOD 3. This model has four LODs.
 - Yellow - LOD 4. This model has five LODs.
3. No, the modeler did a good job. We tested this by changing to render mode 3 and then inspecting the inside and outside of the building. All the surfaces are white, meaning there are no ambiguous polygons.
4. Same answer as question 3, but this time we used mode 4.
5. Yes. There are two ways to test this. First, we could change to render mode 7, and the outside of the interior would turn white, while all portalized areas (inside the interior) would be given a color (green in this case). The second way to test this is by setting the render mode to 8. In this mode, the outside is red, and the inside is white (if there are portals, otherwise all surfaces are red).
6. I believe the answer is NO, but this is sometimes hard to determine. However, the way we test this is as follows:
 - Set the render mode to 11.
 - Set the camera to fly speed 1 (F11 followed by SHIFT+1 followed by F11), which is the slowest.
 - Now carefully inspect all sides of all surfaces of the interior, including bottoms, hidden surfaces, etc. If any of these surfaces is RED, it has a NULL texture on it.
7. Yes. When we set the render mode to 12, we see several blue surfaces.
8. Yes. When we set the render mode to 12, we see several green surfaces.

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9. Yes. When we set the render mode to 12, we see several red surfaces.
10. No. This is a bit of a trick question, but you probably puzzled out that mode 14 "Vehicle Hull Surface" would do the trick. In this mode, all surfaces are textured, indicating that there is no vehicle blocker in this interior.