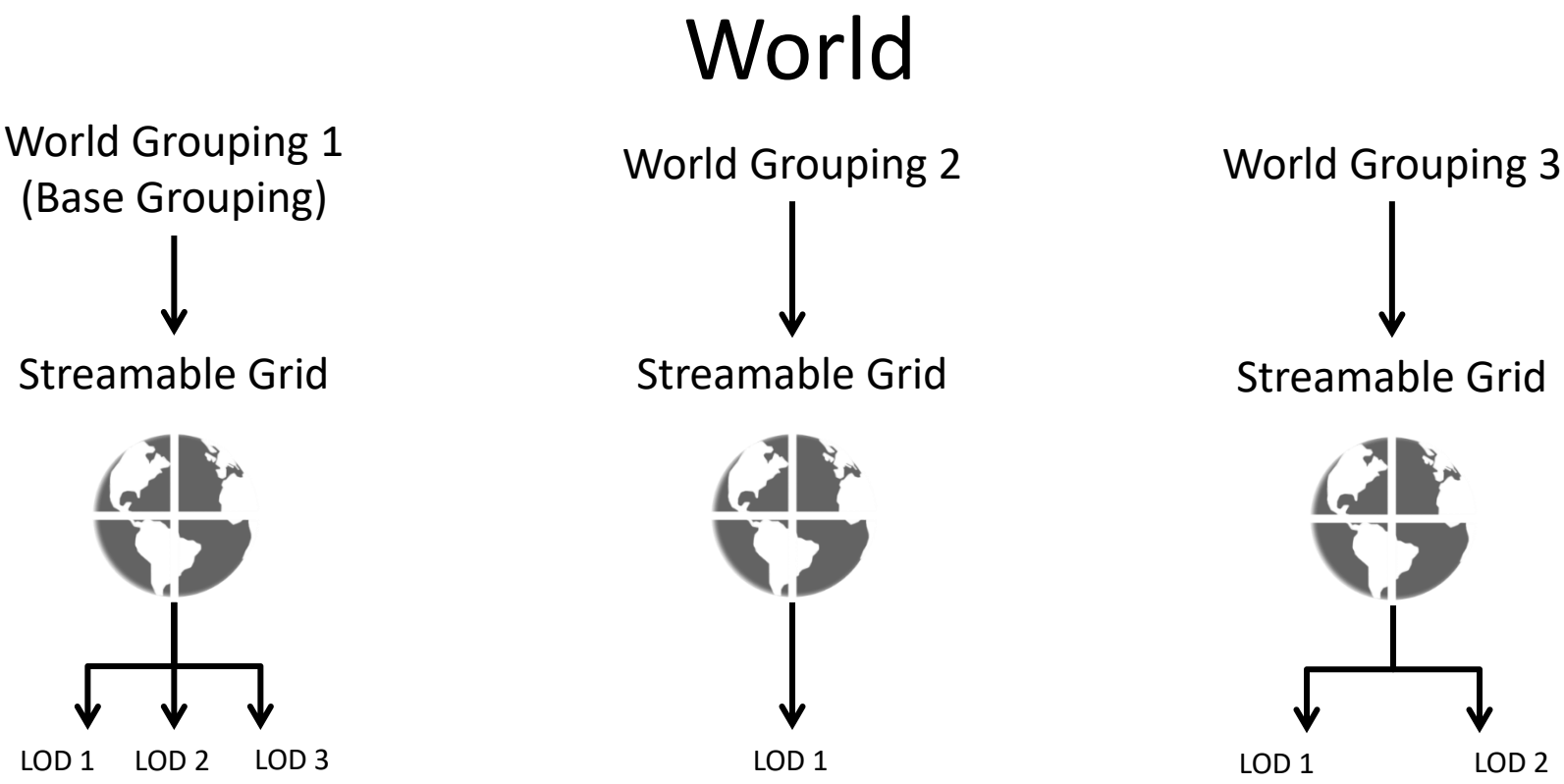
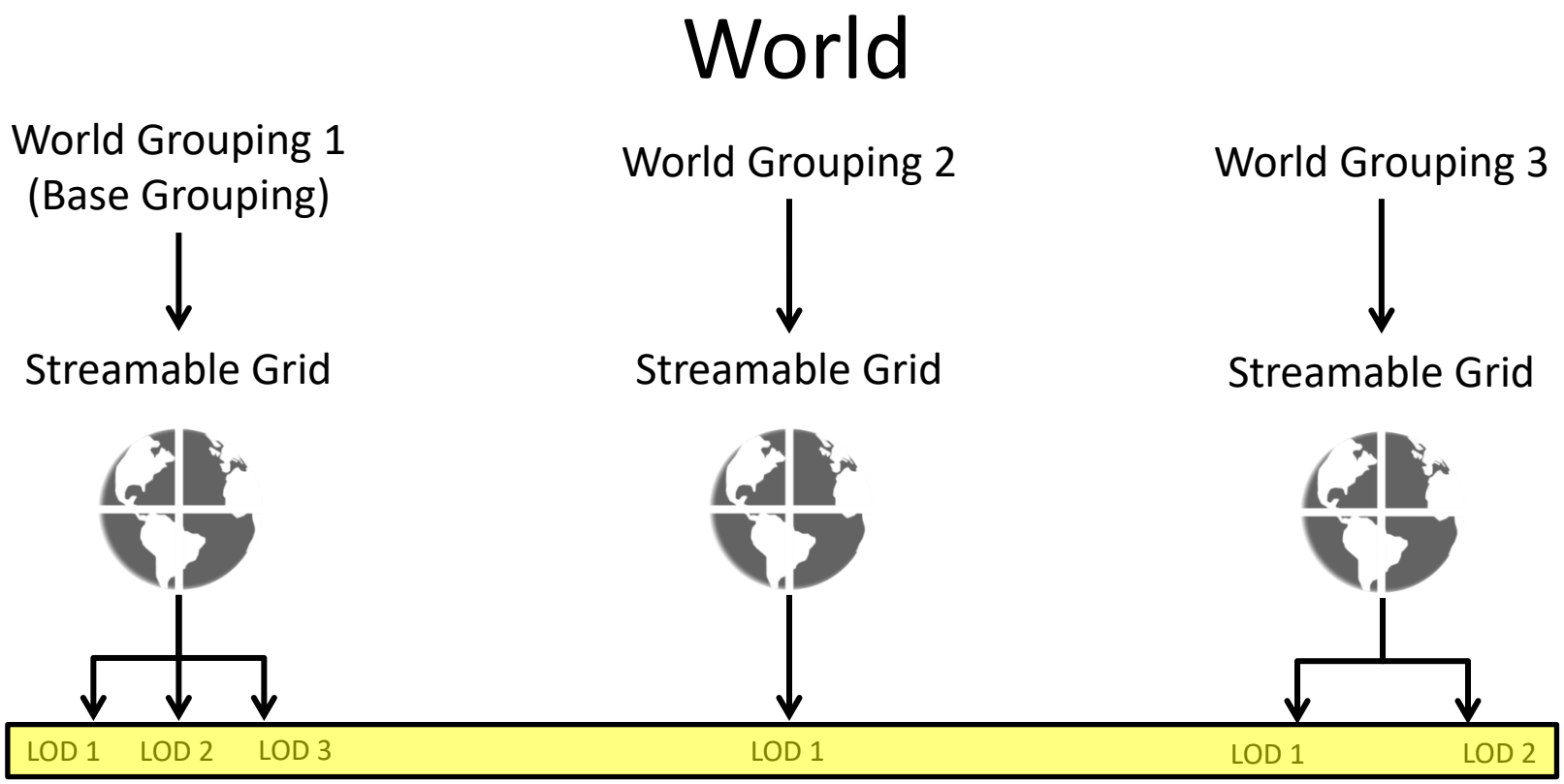
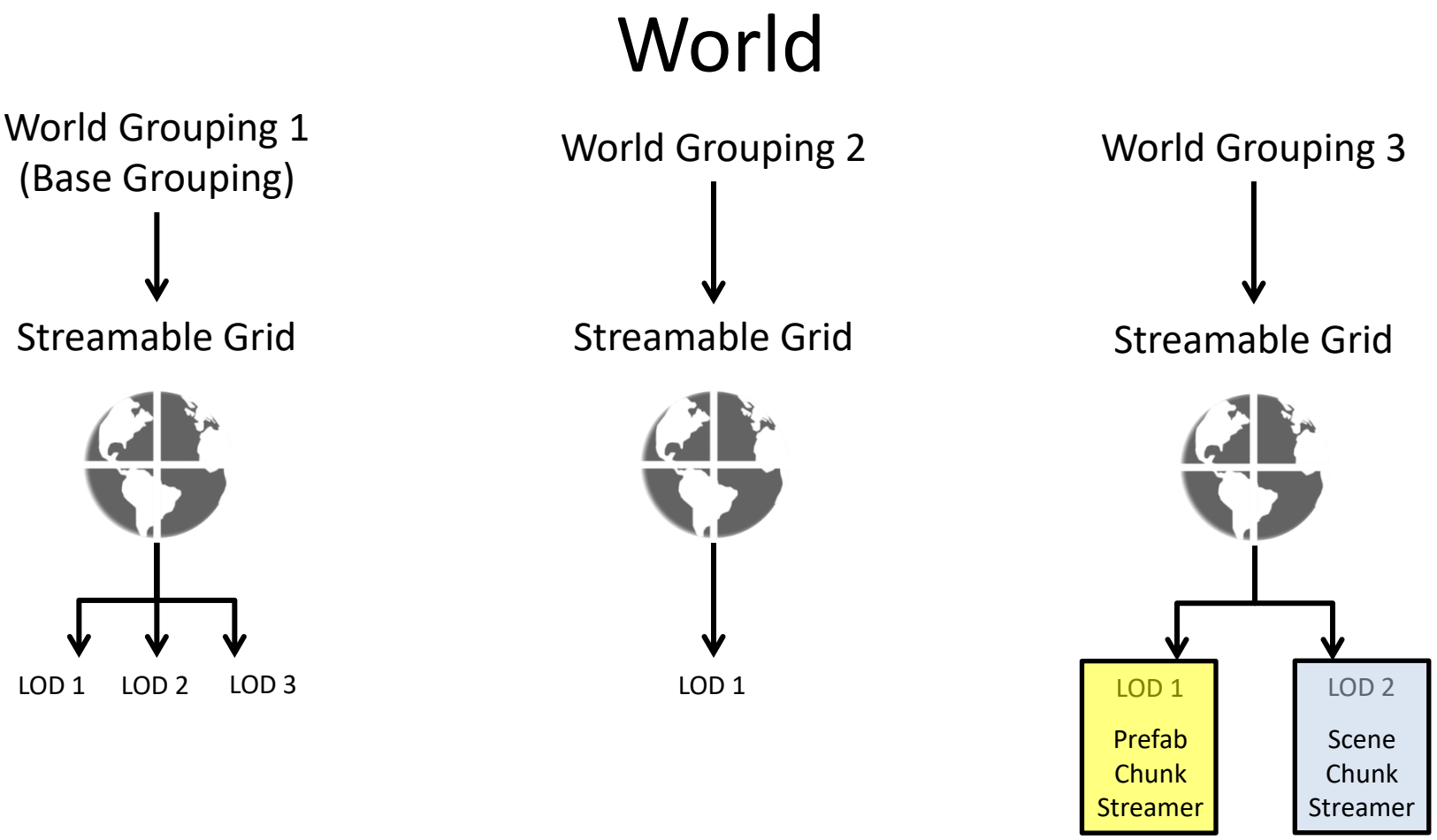
Each World can be constructed of 1 or more World Groupings, and each of the Streamable Grids associated with those Groupings can have multiple LOD Groups.



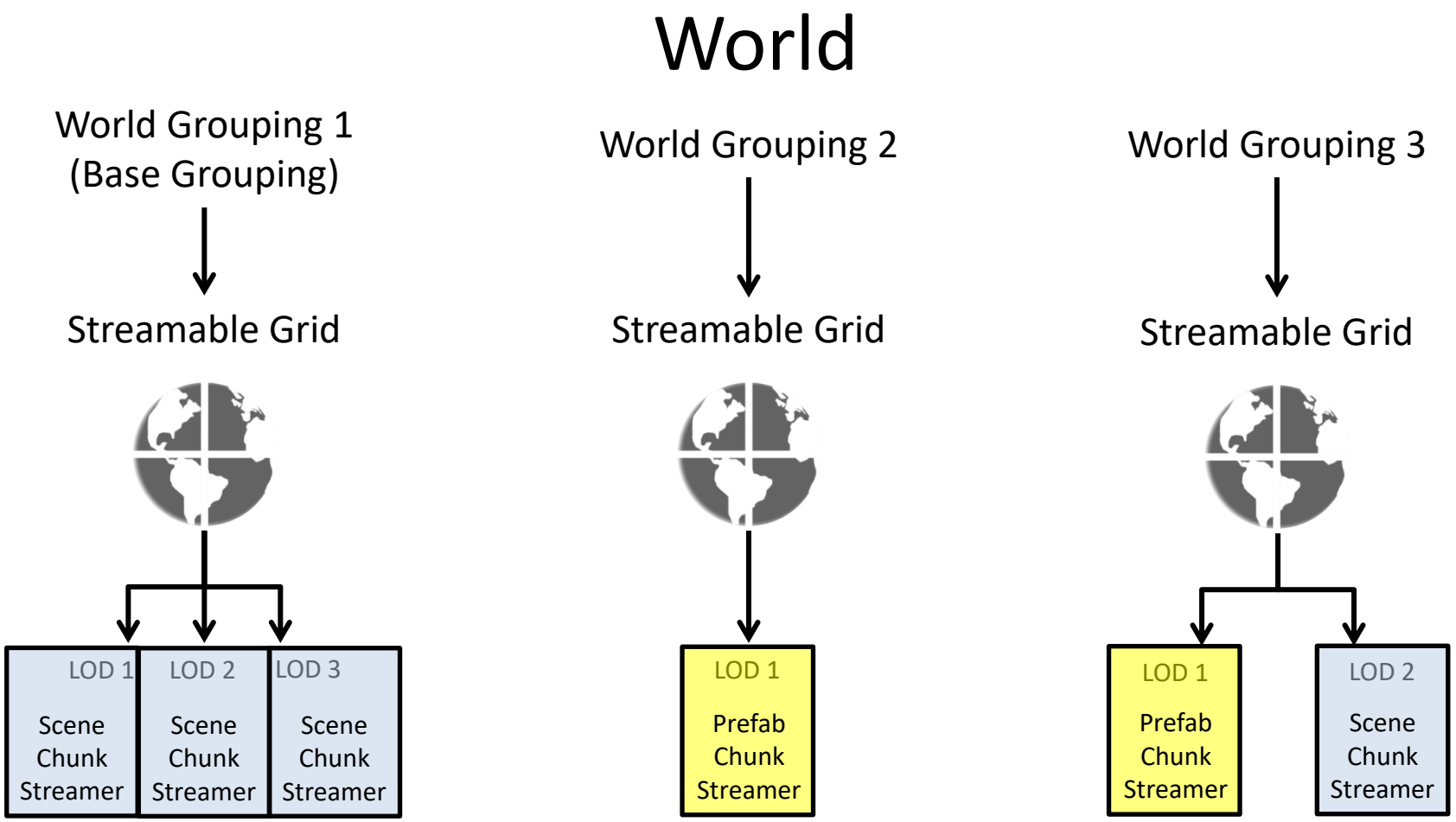
In order to provide you with the greatest degree of flexibility, a majority of the World's settings can be configured on a per LOD Group basis.



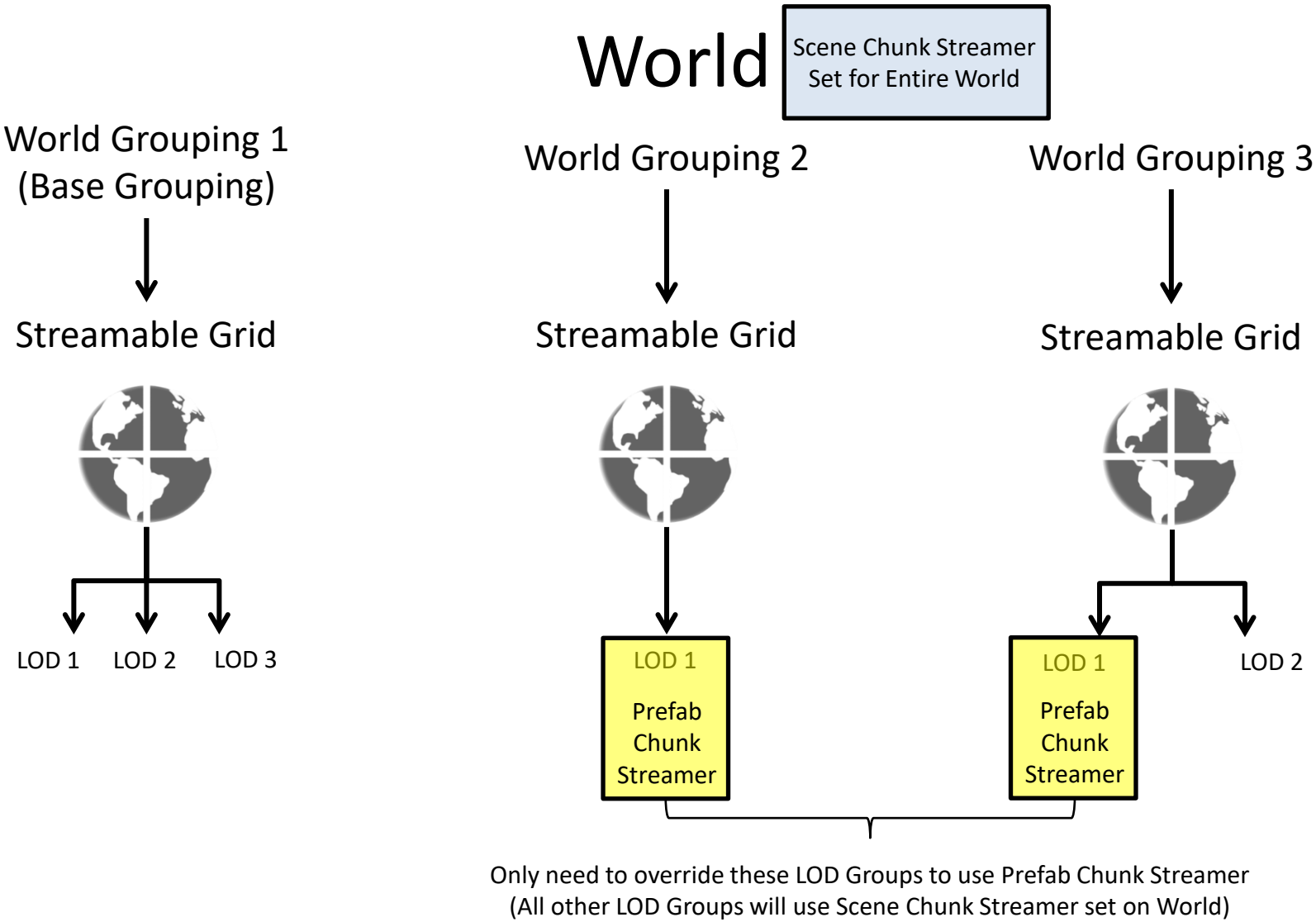
For example, if you wish to use terrain prefabs for LOD Group 1 on a Grouping and then non terrain scene based Asset Chunks for LOD Group 2, you can, because unique Chunk Streamers (the component responsible for loading/streaming in asset chunks) can be set for each LOD Group.



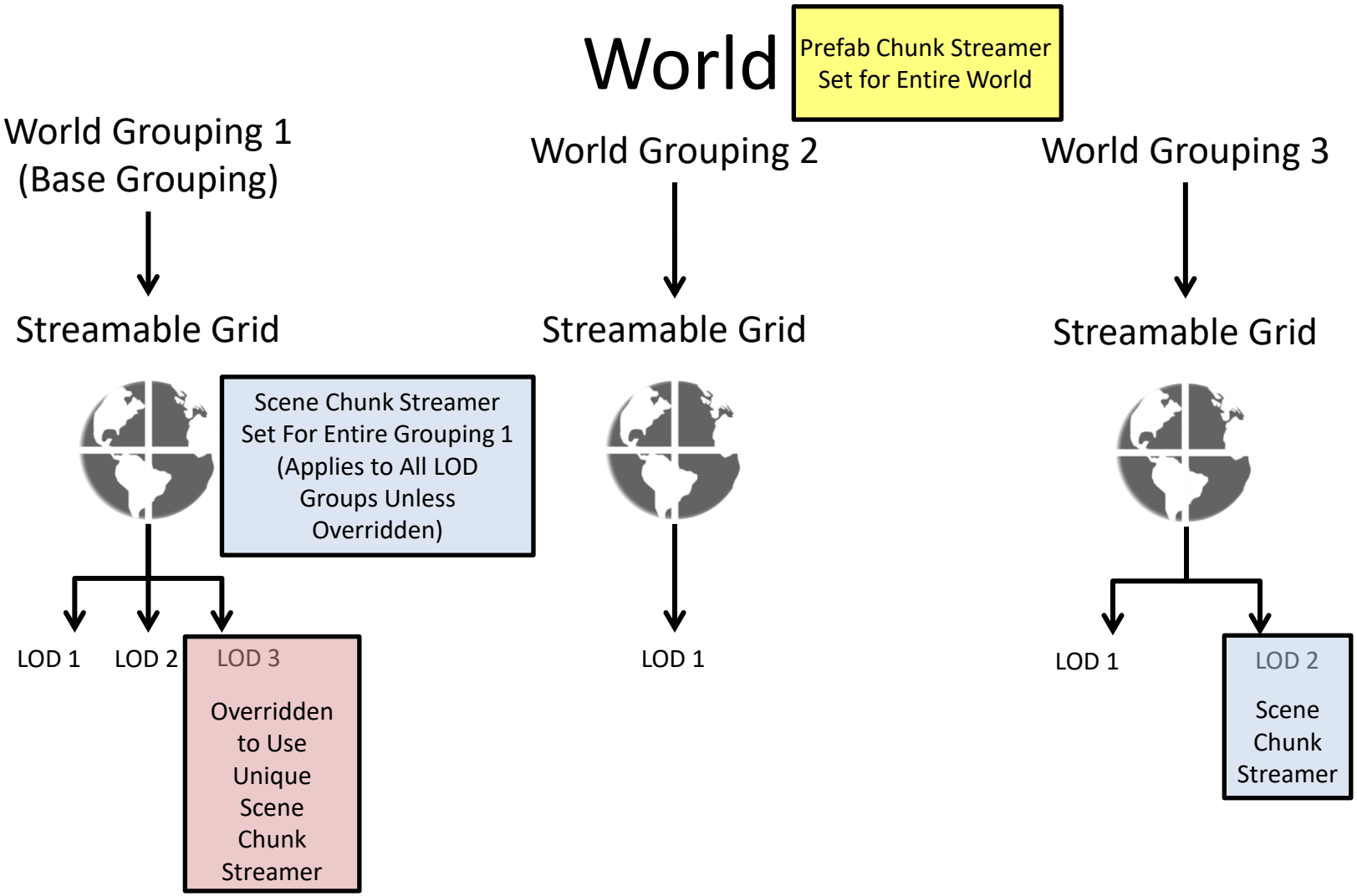
With that said, if we forced you to configure these settings on a per LOD Group basis, a tremendous amount of redundancy would be introduced, as many LOD Groups will utilize the same settings.



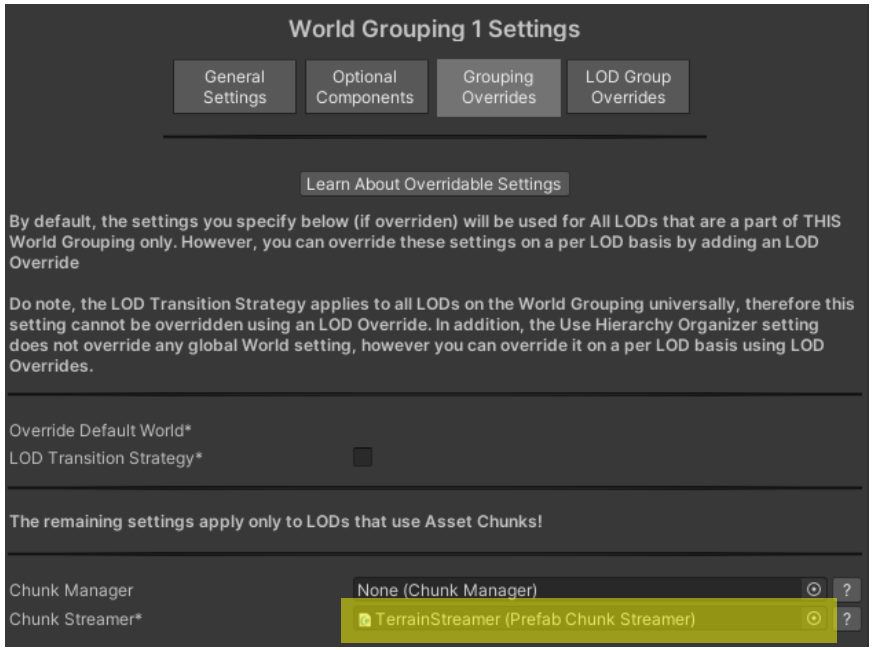
To avoid this, SAM uses an Override System in which you configure settings for the entire World (that apply to all LOD Groups on all Groupings), and then override only the Groupings or LOD Groups that you need in order to use different settings.

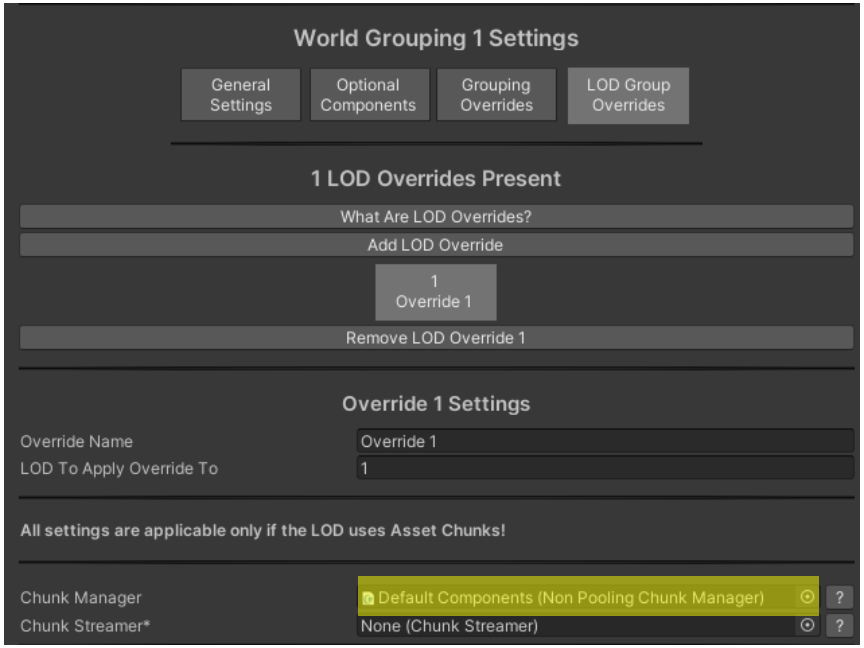


In the example below, LOD 1 of both Grouping 2 and Grouping 3 will use the Prefab Streamer set at the World level, as no other overrides exists that apply to them. LOD 1 and 2 of Grouping 1 use the Scene Streamer provided as a Grouping Override, while LOD 3 uses its own unique Scene Streamer provided as an LOD Override. Finally, LOD 2 of Grouping 3 uses the same Scene Streamer as LOD 1 and 2 of Grouping 1, however it has been provided as an LOD Group Override.

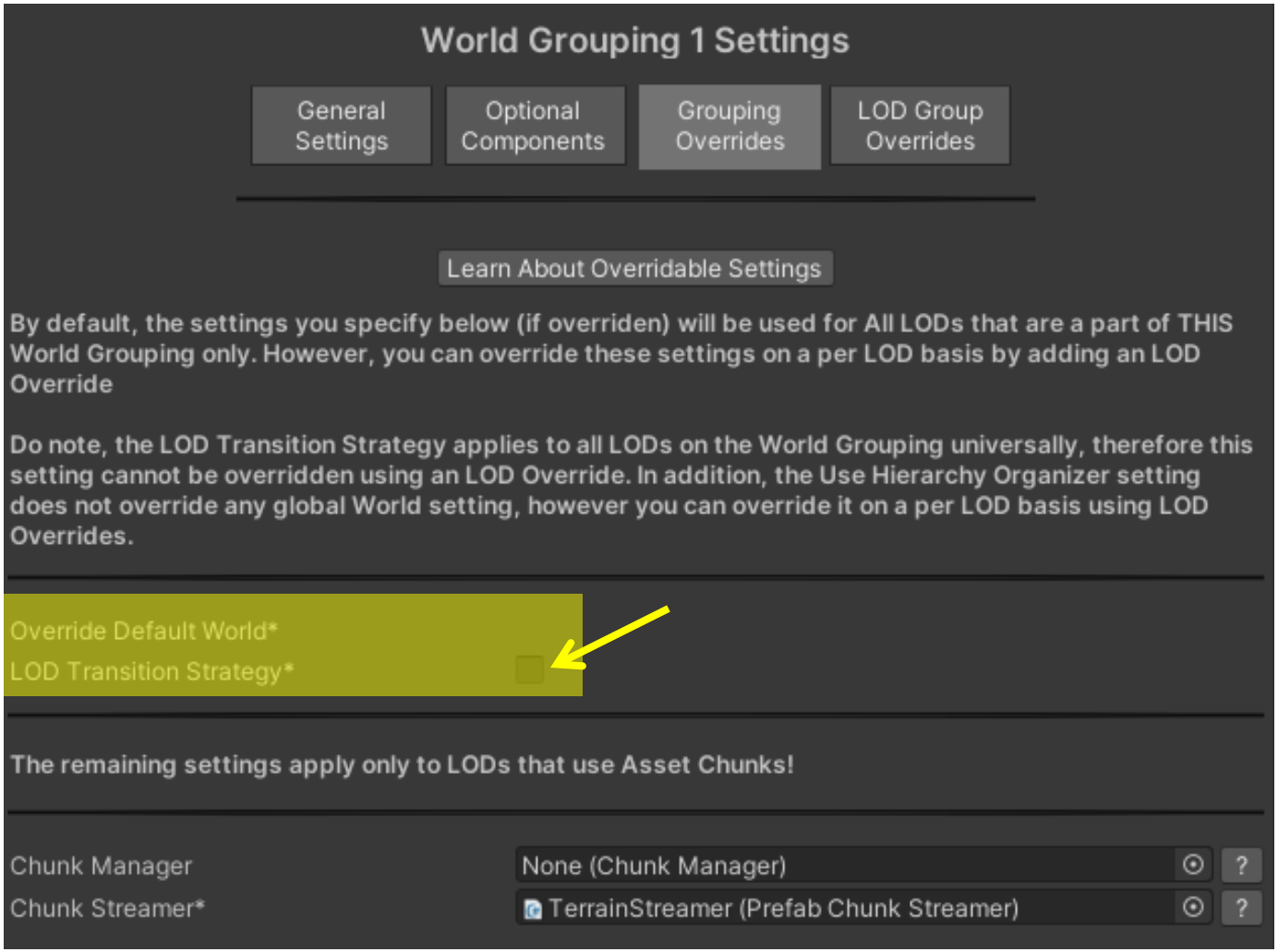


For reference based settings like the Chunk Streamer and Chunk Manager fields, providing a component reference to the override field at the Grouping or LOD Group level is enough to enable the override.

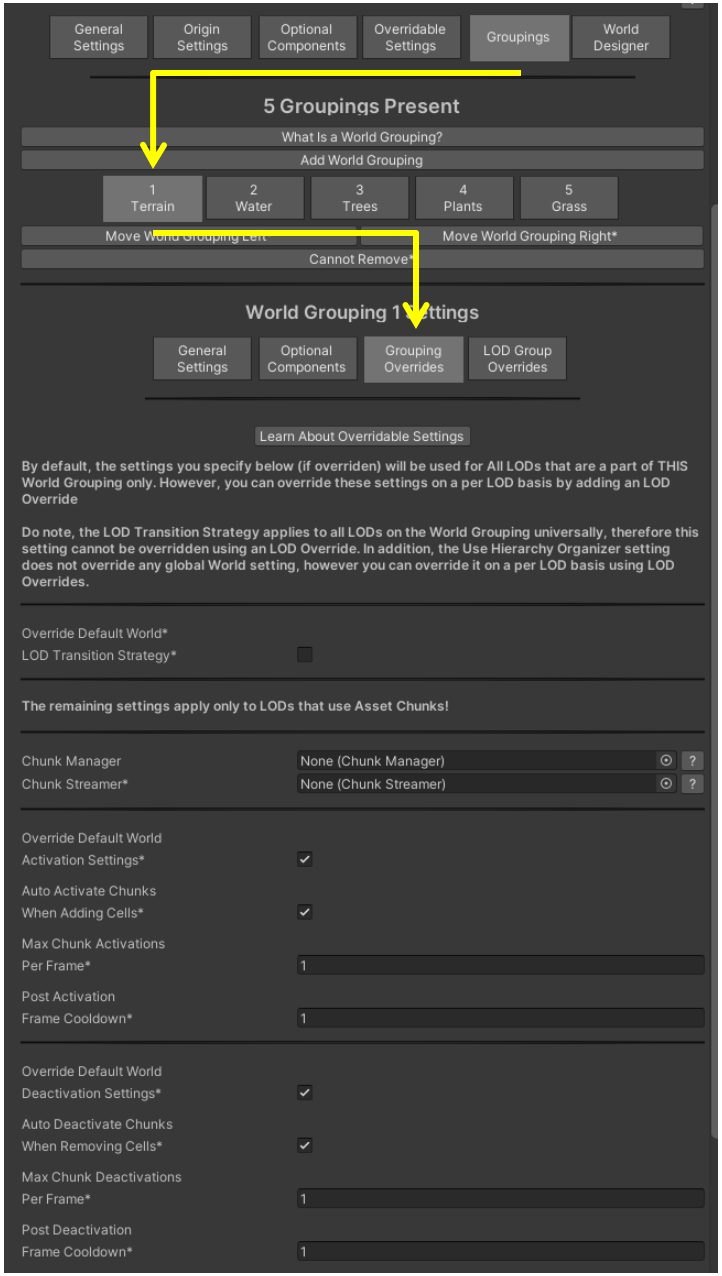




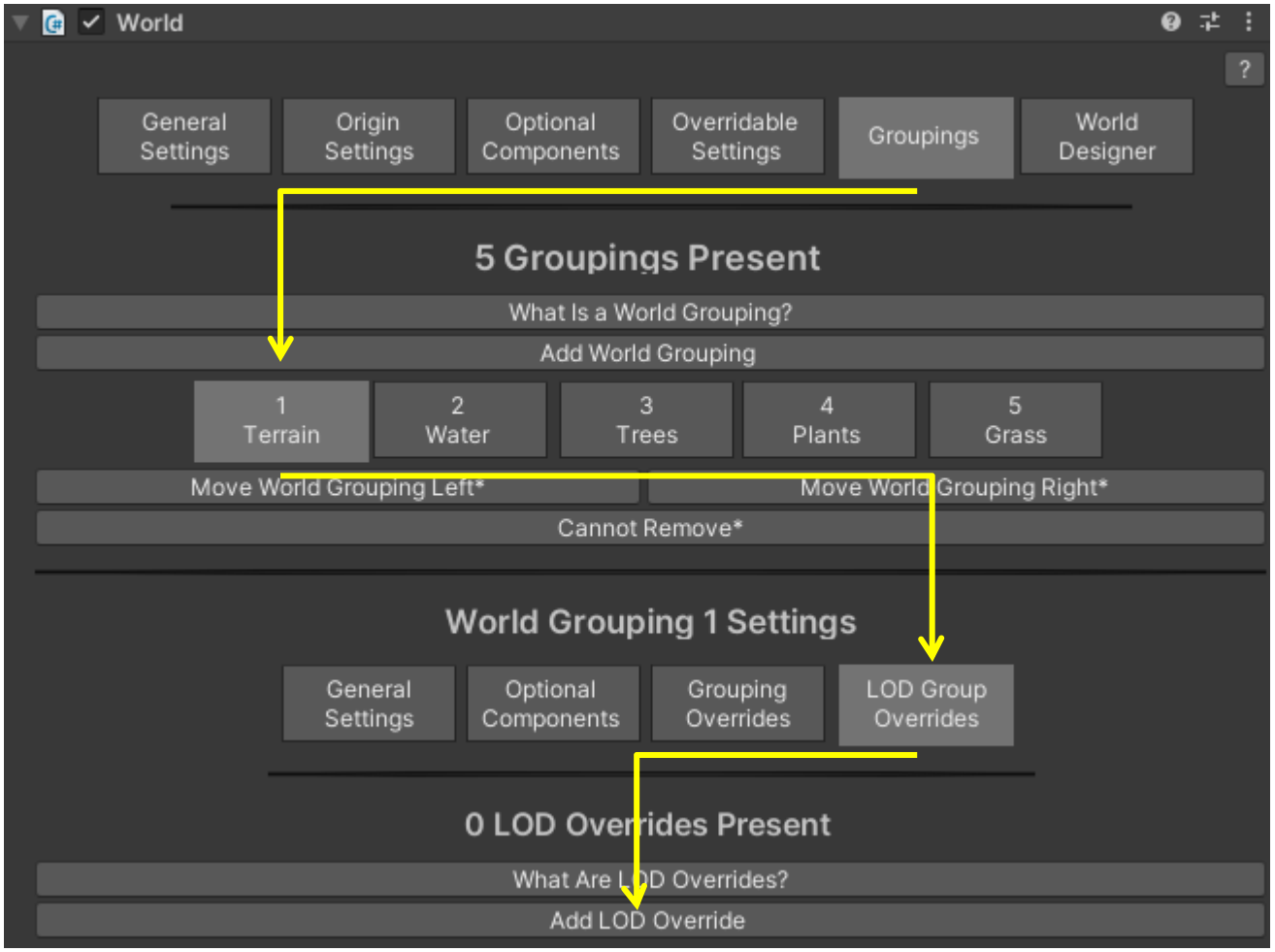
For non reference based settings, it's necessary to tell SAM that you want a specific setting overridden by enabling the "Override …" option for the setting.



All possible Grouping Overrides are listed under the Grouping Overrides tab of each World Grouping.

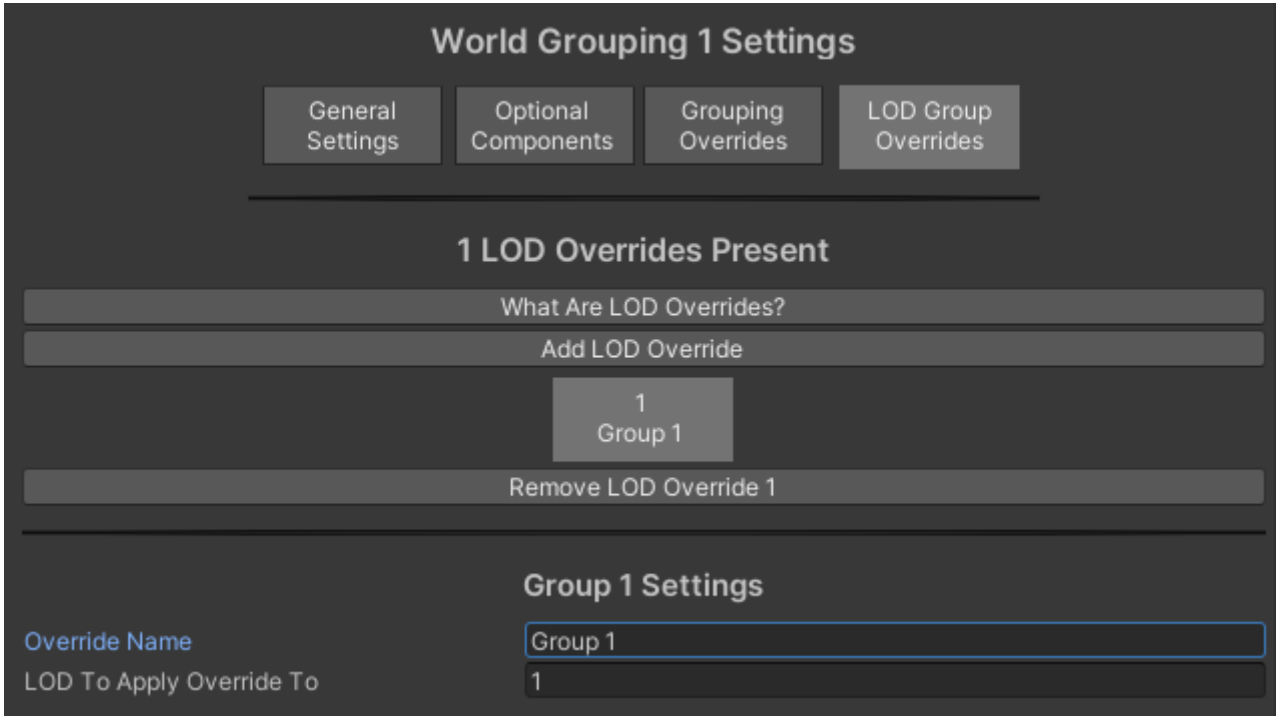


However, in order to override a setting for a single LOD Group, it is necessary to first create a new LOD Group Override using the “Add LOD Override” button.



You will also need to specify which LOD Group the override should apply to via the “LOD To Apply Override To” field. Each LOD Group can only have one Override applied to it!

Giving the Override a new name is optional however it can help you to keep things organized.



A few peculiarities To Take Note Of

- **By default, all World Groupings and LOD Groups are configured to use a Hierarchy Organizer if one is assigned (found in the Optional Components tab of the World).**

  As such, there is no "Use Hierarchy Organizer" option in the Overridable Settings tab of the World, however you can still override this on a per World Grouping or per LOD Group basis in order to disable Hierarchy Organizer use with specific World Groupings or LOD Groups.

  Of course, if you want no LOD Group to use Hierarchy Organizers, you can simply remove the Hierarchy Organizer reference in the Optional Components tab!

- **The LOD Transition Strategy can not be overridden at the LOD Group level, as this setting must be applied universally across all LOD Groups of a given World Grouping (you can still override it at the Grouping level though).**

- **Some settings are only applicable when an LOD Group uses a certain Chunk Type, like Terrain or Non Terrain Game Objects.**

Any easy way to remember how overrides work is with this:
LOD Group Override > World Grouping Override > World Overridable Settings

That is, LOD Group Overrides always take precedent and override any World Grouping Overrides or default settings from the World's Overridable Settings tab, while Grouping Overrides only take precedent over default settings from the Overridable Settings tab of the World.