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Subject: vis sectors in heightfield

Posted by [Anonymous](#) on Sat, 22 Feb 2003 02:44:00 GMT

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Dunno about fog, i would have thought it would not help the FPS. Generally heightfield maps are small so and have no buildings so i wouldn't expect much movement in the fps. As Dante said, build the dynamic culling system, this does what you want the fog to do basically. It culls the polygons that are not in view or that will never be seen. Make sure you save the map before you do it. On my machine if i don't do it correctly it tends to crash.

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