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Subject: vis sectors in heightfield

Posted by [Anonymous](#) on Fri, 21 Feb 2003 22:08:00 GMT

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ok i did everything the tutorial said ...including building culling systemso i just discarded the vis and it worked,Now do i have to REDO the culling or am i getting the best FPS possible nowme and a freind tested and we were at 40-60 most of the time but looking into certain objects we were at 20-40 which i wasnt happy withand when in a mammy or a flame i was at 15-20 in the good areasthe maps complete in .mix formatif u have sometime i'd love to have u test it Dante!!

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