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Subject: Visibility explanations, otherwise known as VIS explanations

Posted by [Anonymous](#) on Tue, 25 Feb 2003 10:03:00 GMT

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The vis camers won't help you much because there not actual vis sectors. The cameras are used after you generated VIS to correct terrain glitches. Say before you enter a building when your in walk mode in leveledit the interior goes white then back into view. You would add a vis camera where the interior went white and it would make it show up again. Heightfield shouldn't really be used for big maps as titan discovered his 150,000 polygon 500 metre square map terrain was.

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