
Subject: Vis Problems (not a how do i do it post)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 21:04:00 GMT
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All my Vis problems are gone! I didn't even bother with trying to call up the Vis with an agregate and instead I just put it right into the map, so i would know it load into Level edit. With the missing CY vis sectors in place, and one last auto-gen vis run-through, I got it all to work and export! I even found out that my rooftop vis problem is only in Level Edit, once in game everything shows up where it shoud, so go figure ! Thank you all for your help, it is very much appreciated! With a little more tweeking, I'll finally be able to call my map finished.Triforce
