

---

Subject: The vis in tunnels

Posted by [Anonymous](#) on Tue, 29 Oct 2002 20:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

OK, I finally got around to adding new vis points, and redoing the autovis stuff. I still get the same tunnel effects. Havoc disappears about midway thru the tunnel, and once I arrive at the end of the tunnel, there is nothing to be seen on other side of tunnel entrance. I cloned walls, mountain sides, grounds, rocks, floors, everything and made them vis objects. I walk around and try to add the manual vis points. It does nothing to help me. Sometimes it says there is no vis sector; sometimes it adds the little camera and says it fixed 0 sectors or whatever. What exactly do I need to do to make these tunnels work? I cannot stand this; I want to finish this freakin' thing and get on with my life!!! Yes, I know to hit ctrl ~ to make the manual vis pts. When it does not add it, what is going on? Am I looking at the correct spot? Or maybe I am pointed just a little bit in the wrong direction? Oh well, maybe I will start over and make something with no tunnels.

---