Subject: VIS, tunnels are still screwy
Posted by Anonymous on Sat, 19 Oct 2002 23:43:00 GMT
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I am trying to finish this thing. My tunnel exits are still so screwy. I try to add manual vis points, yet it always tells me Vis Sample Rejected - No Vis Sector or Vis Sector ID not assigned!I try to go and add vis sections in gmax at those spots, but I keep getting the same thing. As I walk through the tunnel, Havoc disappears, and whatever is outside the tunnel is invisible. What exactly do I need to do at these spots. Other than the tunnel, the rest of the map is perfect in Vis, but I cannot fix this tunnel crap.BTW, my tunnels go from above ground to under ground, and when you go up then back down, this is when it disappears, and vice versa. But, if you stay down, and just go a little into the tunnel then go back to exit, you can still see. If anyone understands what I am trying to say, please help. Thanks!!! [October 20, 2002, 00:00: Message edited by: steggyd]