
Subject: Simple VIS tutorial for the curious

Posted by [Anonymous](#) on Tue, 24 Sep 2002 14:28:00 GMT

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quote:Originally posted by DeafWasp:Noob question of the day: What is "VIS", and why would we need to do anything with it?VIS is a "complex" term for what you see. VIS sectors is an area that can be used to translate where you are at. IE. If I was on one side of the cliff there is no way I can see a beach ball on the other. So with VIS it will make that ball disappear along with anything else that isn't visible to the place where I am at. The editor makes these data points that tell the game what to display. So on occasion you'll have to make manual sectors because "Porsches aren't made automatically."Now garth the reason your VIS made all your stuff disappear is probably because it is one large mesh. Try splitting them up and then maybe a smaller "area" will disappear.VIS is only used for the area where a person walks so the sectors only get made in the general vicinity. If you have air units then you'll have to make the sectors in the air. [September 24, 2002, 14:29: Message edited by: Ingrownlip]
