Subject: Vis Points
Posted by Burn on Mon, 14 Mar 2005 20:02:55 GMT

Hey, everyone's familiar with Vis (visability) points and stuff, right?

Well, I have a quick question regarding manual vis points under the Editor Objects in LevelEdit, I noticed there was a Manual Vis Point "Default" that I can put on my map. I also realized that that camera that I now had on my map by making that manual vis point was also on the default Renegade maps.

So I'm wondering, does my "discovery" have any effect at all on the FPS of the players in the game, or do all vis points HAVE TO be made in Gmax?

Thank ya.