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Subject: Confused About Vis Points (Still)

Posted by [Burn](#) on Mon, 04 Apr 2005 18:28:40 GMT

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OK, For the most part, I have the basic construction of vis sectors in gmax down. However, I'm still having difficulties with doing vis sectors in certain situations. I've read the vis points tutorial multiple times and it mentioned having no backfacing, but I can't exactly say that it helped me in this case. I also looked at a few Renegade files but no help there either.

Alright, so...

Let's say that I was in Gmax, and I made a plane for the ground, and a box. Like so:

This can either be a box primitive or 6 planes welded together at their corners. Either way, I don't know how to make vis sectors for it.

I understand I'm supposed to put the vis sectors about 1 to 2 meters below where ever the player or camera can go. But this is a box- do I just clone it and scale it down and I have my vis sector or what?

Whenever I auto-generate the vis points in the LevelEditor, I often get- Vis Sector Rejected errors, and it mentions something about a backface. I presume it's situations like this is what the errors are talking about.

A liitle extra info.- It appears that WW just copied their plane and didn't move it anywhere and made it a vis sector. Can I do that or do I have to have it "1 to 2 meters below anywhere the player or camera can move."

I'm truly sorry to keep pestering everyone here- and I really appreciate all the help I've gotten. I promise you I've looked for things on the "search" key before I asked, and did a lot of research too. Sorry if I'm being annoying with all the questioning.

Thanks again,

Burn

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