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Subject: VIS- edge sampling method??

Posted by [Titan1x77](#) on Mon, 21 Apr 2003 02:10:17 GMT

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i was told since my map has alot of height to make sure my mesh from ren-x has vis checked on the collision options.....i was instructed to leave it at 10 meters height and 8 granuality....but im pretty sure he told me to use edge sampling method?

Should i use the edge sampling method?

Also What is edge sampling method?

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