
Subject: How do I use VIS?

Posted by [General Havoc](#) on Fri, 25 Apr 2003 10:18:05 GMT

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There are some tutorials out there that were posted by Ajab but you will need to search this forum for them. Also Aircraftkiller has posted some stuff about vis. Basically it optimises what you see in renegade and increases overall framerate. According to Greg Hjelstrom vis is not needed in a lot of maps.

The thing about the detail is called LOD (Level Of Detail) and is used on the 3D models such as vehicles to drop the detail of the object when the game is set to a lower detail setting.

Reducing the amount of materials you have used in one single area or object can also increase your framerate. As testing showed, polygons don't have that much affect on performance. It is the materials used that cause the framerate to drop and also things like particles.

_General Havoc
