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Subject: Re: C&C\_SnowStorm (version 1.1) released  
Posted by [Aircraftkiller](#) on Sat, 31 Dec 2005 20:00:51 GMT  
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And he shouldn't listen to you, since you've got a tenuous grasp on level design and implementation. Fog does have an impact on performance since it involves transparency, which some video cards have a lot of trouble rendering when they have to draw nothing but alpha images.

"VIS" isn't an acronym you moron... I keep telling you this and you keep thinking it is. It's an abbreviation for visibility rendering, and the only reason it's called "vis" is because visibility rendering is too long to place in a small menu or plugin export value.

"Tunnels" are also just a gimmick. They are only useful in few situations and proper terrain design will compensate for exposed infantry and allow them to hide among trees, brush, rocks, and other assorted items. Relying on "tunnels" alone is the mark of a poor level designer who has no imagination and cannot work without his crutches.

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