
Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Titan1x77](#) on Thu, 05 Jan 2006 01:09:40 GMT
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Well as far as VIS goes...if your map is flying(which it is) make sure you have those sectors all they way up to the roof...You dont need one above the roof just up to 10 meters below it...place it 8 meters below just to be safe...prepare to let VIS run for 12-24 hours(what is your PC specs?)

Future reference :If you dont have flying vehicles, just select all the walkable areas and clone it(and break it up)....this will result in a much faster generation time.

I detached all the polys in my vis sectors like you did before and , yea it sucks!

But a better way is to create 1 small plane and clone that x amount of times on the X axis, then repeat for the Y axis....a much faster way i figured out

next is to just get everything right in LE and finalize your map...then run VIS and run,run,run and run around your map finding any errors and correcting them.
