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Subject: W3D Engine Test

Posted by [Aircraftkiller](#) on Thu, 08 May 2003 08:00:00 GMT

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Lets see Carl argue with that.

But aren't you wrong too? After all, Carl's mysterious method is the best! It cannot possibly be wrong!

:rolleyes:

Regardless, you can make Renegade's vis system operate rather well if you become very familiar with it. It all depends on how you construct the vis sectors and how you place manual correction points. The better you work with it, the more you learn and the more effective the vis system becomes.

It's entirely possible to make the vis work exactly the way you want it to... It'll just take some ass-whipping to get it into shape.

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