Subject: Re: VIS senseless today?
Posted by YSLMuffins on Fri, 08 Sep 2006 16:18:24 GMT

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Silent Kane wrote on Fri, 08 September 2006 07:19I wouldn't do VIS mainly because it's a bitch to set it up decently (especially on large map) since it likes to clip out random stuff (the tunnel going from about Nod powerplant to GDI refinery on Volcano is the best example).

Yeah, that is a weird case, but I've found that it usually doesn't happen unless you've got overlapping vis sectors (and going back and setting manual VIS points for that area of the map usually helps fix most vis glitches).

DeathLink, try your map in real time first. If you don't like the performance, try reading through the vis tutorial I wrote and see if you're up to the challenge.