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Subject: Re: VIS questions

Posted by [Halo38](#) on Mon, 25 Dec 2006 13:50:20 GMT

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Tip from me:

When you find a vis glitch check all camera angles in that exact spot - look up, down, left, right, all over the place and don't move - in first and 3rd person view for other glitches

In the example in arid below is just 1 spot where I stood and found vis glitches notice that the cameras in the center of the doorway were glitches found in firstperson and the ones circled around that were found 3rd person

Fix your vis data this way and you can be sure that you have completely checked an area before you move on, your much more likly to find all the errors that way